



DESTINATION FUN™



PLANES™

Round Trip Expansion



Introduction

It's vacation season again! And this time your party may be splitting up and flying to different destinations. You're excited and ready for the trip, but are you prepared to brave the airport? Looks like your connecting flight takes you to some giant airline hubs. These are large airports with tram systems and maze like terminals. Grab some food, hit a few essentials, and board your plane!

Goal

The goal of the game is still to have the most victory points (VP) at the end of the game. You gain victory points by boarding your party onto planes and by completing the goals on your cards.

In This Box:

- 1 Double-sided Airport Board
- 4 Wild Planes
- 8 Neutral Planes
- 8 Player Planes (2 ea. of Red, Blue, Green, Yellow)
- 40 Victory Point Tokens
- 60 Cards

About this Expansion

This expansion consists of 3 new modules:

- New Planes
- New Cards
- New Boards

You may combine any, or all, of the expansion modules with the base game. You may also choose to play with just the expansion components by themselves.

See Scenarios on page 6 for suggested combinations.



4 Wild Plane Tokens



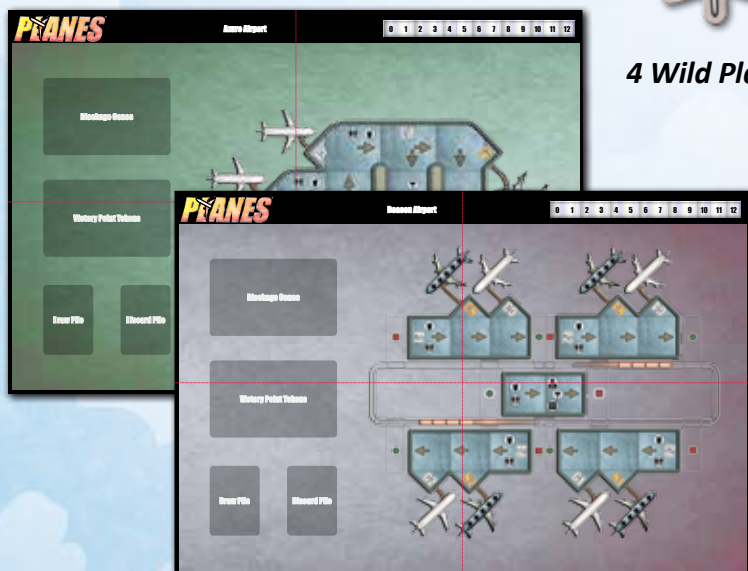
8 Neutral Plane Tokens



8 Player Plane Tokens



Victory Point Tokens



Double-sided Airport Board



Playing Cards

New Planes

There are several new planes available to customize the airport. There are two new player planes, two new neutral planes, and one new wild plane. Each plane is double sided and provides various rewards on each side.

Note that yellow stars always provide points at the end of the game, while white stars and black card symbols provide immediate rewards to the player that placed the cube.



Player Plane As in the base game, these planes are color specific, and only the color shown may board. When boarded, these may now provide a mixture of cards and points for each cube placed. For instance, a blue party cube placed here would provide 2 cards immediately, and then 3 points at the end of the game.



Wild Plane These are neutral planes that allow all neutral cubes, as well as all players' party cubes, to board. Any color cube may be placed on any space, but only 1 cube per space. For instance, if the Blue Player placed a yellow cube on this plane, it would provide 2 points immediately to the Blue Player, then depending on the space, 2 to 4 points to the Yellow Player at the end of the game. If the yellow cubes happen to be neutral cubes, then no one would get those end game points.

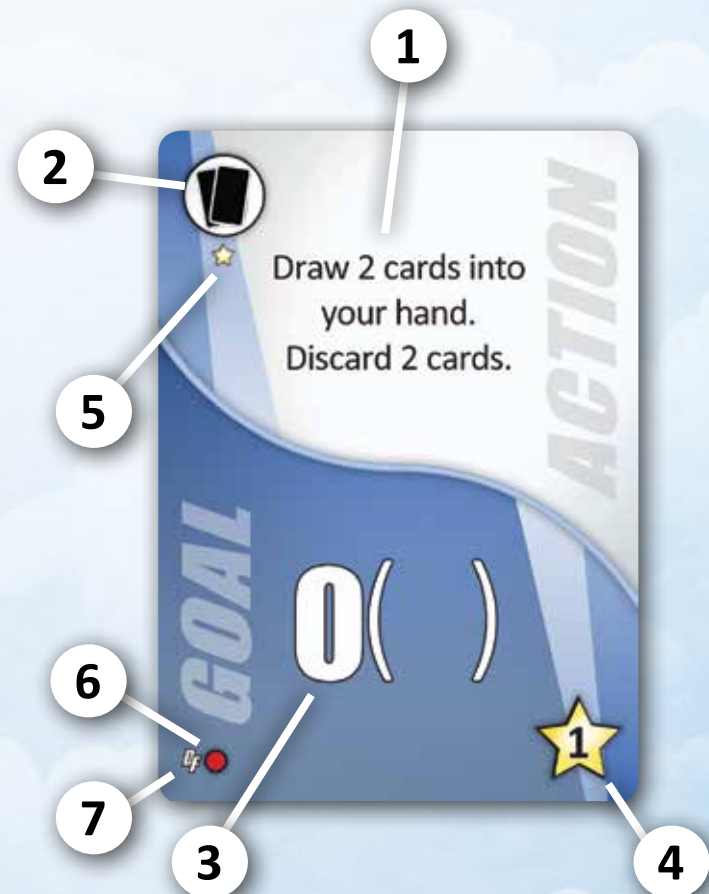


Neutral Plane As in the base game, these planes only allow the grey neutral cubes to board. When boarded, these may now provide a mixture of cards and points for each cube placed. For instance, if the Blue Player placed a grey neutral cube on this plane, it would provide 2 points and 1 card immediately to the Blue Player.

New Cards

There are 60 new cards to add variety to the game. See Card Clarifications on page 10 for details.

- 1. Action** – This is what happens when you play the card as an action.
- 2. Action Icon** – This icon is a handy reference that represents the action listed on the card.
- 3. Goal** – This section shows the requirements you need to fulfill in order to complete the goal.
- 4. VP** – The number in the star indicates how many Victory Points the goal is worth if you complete it.
- 5. VP Icon** – The number of stars is a handy reference that shows how many Victory Points the goal is worth.
- 6. Player Dot** – This is used to separate decks when playing with the “Player Decks” optional rule and is not used in the standard game. See “Player Decks” on page 12 of the base game rulebook for details.
- 7. Expansion Icon** – This icon is used to separate expansion cards from the base game. It has no game effect.



New Boards

There are two new boards, providing even more airports to explore. The rules of the base game apply with the following modifications.

Azure Airport

As with the base game's Zephyr Airport, when you come across a space with two arrows, you may continue to move from that space following either arrow of your choice.



Beacon Airport

The four terminals and the central hub of this airport are all connected via the airport tram. For this reason, the way you move around this airport is slightly altered. When leaving a terminal, or the central hub, you must reference the symbol upon the exit arrow. The symbol on the arrow will tell you where to go next. Match the exit symbol with the entry symbol to continue your move. In other words, every time you leave any of the four terminals, you must go back to the central hub. Any time you leave the central hub, you may enter any of the four terminals. Note, you never place any cubes on these dotted spaces.



The left image is what the board looks like at the start of the Red Player's turn. The right image shows how she moves this turn. She begins by picking up all the cubes in the last space of Terminal 01 and dropping 2 of them into the central hub. Now she could move into any terminal, including the one she came from. She chooses to move into Terminal 03, where she drops 2 more cubes and boards her last grey cube at Gate N3. She immediately draws 1 card and collects 2 VP tokens.

Setup

The rules of the base game apply with the following modifications:

When using the new boards module - Decide which airport board to use for the game. There are now four choices to choose from: two from the base game and two from this expansion.

When using the new planes module - First, set up the player planes. Along with the base game player plane, there are now five unique sides to choose from for each player color. The players should agree upon which side of which player plane to use for the game. Place all four player planes with this chosen side face up on the designated areas on the airport. Note, this means that all player planes will have the same side face up in their respective color. Be sure to follow the base game rules for which color goes on which gate in relation to turn order. Return any unused player planes back into the box.

If playing with fewer than 4 players, return any player plane that is not assigned to a player back into the box. Replace it with the same colored plane that has the "Draw 2 cards" symbols face up.

Next, set up the neutral planes. Along with the default side printed on each airport board, and including the new wild planes, there are now seven unique sides to choose from for the neutral planes. The players should agree upon which side of which neutral planes to use for the game. Place the required amount of these planes with the chosen side face up on the designated areas of the airport. Note, this means that all neutral planes will have the same side face up on the board. Return any unused neutral planes back into the box.

When using the new cards module - There are now three ways to create the deck of cards for the game. The base deck alone, the expansion deck alone, or a combination of both. It's suggested that you play at least a couple of games using just the expansion deck alone, before combining the two decks. When you are ready to combine the two decks, simply shuffle all 120 cards together to make one giant deck for the game.



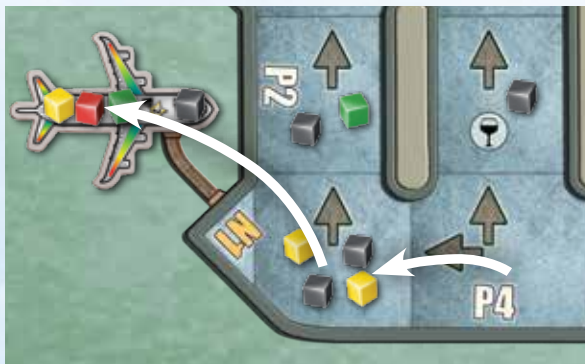
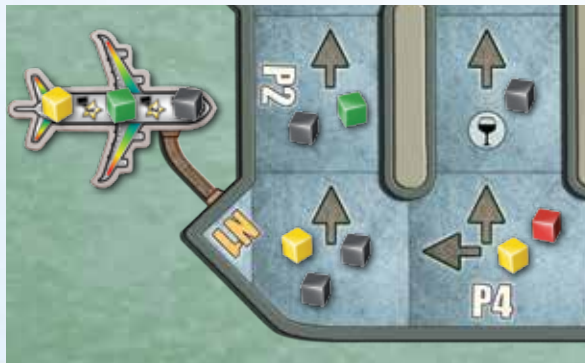
Example of a 3 player setup.

How To Play

The rules of the base game apply with the following modifications:

Boarding a Plane

Boarding a plane works the same as in the base game. However, there are a couple of things to keep in mind, since there are many new planes which provide more than just points at the end of the game. First, remember that when you place a cube on a plane it may go on any available space of that plane. Second, party cubes may now be placed on wild planes, in addition to their own respective color player plane. See “New Planes” on page 3 for details.



The top image is what the board looks like at the start of the Red Player's turn. The bottom image shows how she boards onto the wild plane after dropping off one yellow cube along the way. She immediately draws 2 cards, and will score 3 points at the end of the game.

Winning the Game

The game end is slightly modified in this expansion. It is triggered when one of the following two conditions is met:

- A) At least 1 player has boarded all of their party cubes onto planes
- B) At least 12 passengers, in any combination of colors, are collectively present among all planes

When at least one of these two conditions is met, the current round is completed and then the game is finished. This means that all players will get an equal amount of turns. Each player adds up their collected Victory Point tokens, plus their sum of points for completed goals found on the cards played in front of them. Add to that amount, the points provided by their party cubes placed on yellow stars on planes that they boarded. The player with the most points wins. In case of a tie, the tied player with the most passengers on planes wins. In case a tie persists, the tied player with the most completed goals (quantity of cards) wins. If a tie still persists, the tied player with the most collected Victory Point tokens wins. If a tie is still present, play again to determine a winner!



The is how the Green Player would score at the end of the game:

- Cubes on his Player Plane: **6 VP's**
- Cubes on Neutral Planes: **3 VP's**
- Scored Cards: **7 VP's**
- Victory Tokens: **2 VP's**

Total: **18 VP's**

Scenarios

These are custom airport setups that provide a new experience for seasoned players. These require certain boards, and may utilize specific Point of Interest tokens and planes. You may play any of the following scenarios with either deck of cards. However, it is not suggested that you play with a mixture of both decks, nor with the optional "Player Decks" variant from the base game.

Note: Each of the following examples illustrate a 3 player game, but all player counts are supported.

Flying Cloud Airport Business As Usual:

"Only the essentials... get the job done... fly home."

- During setup cover all Fine Dining and Help Desk spaces with blank tokens.
- Remove all 4 "Fine Dining" cards from the deck and put them back into the box. They won't be needed.
- Place new Help Desk tokens in the 2 middle spaces that already have Restrooms and Fast Food.
- Play proceeds as usual!

Frequent Flyer:

"Here again?! All of these airports start to look the same."

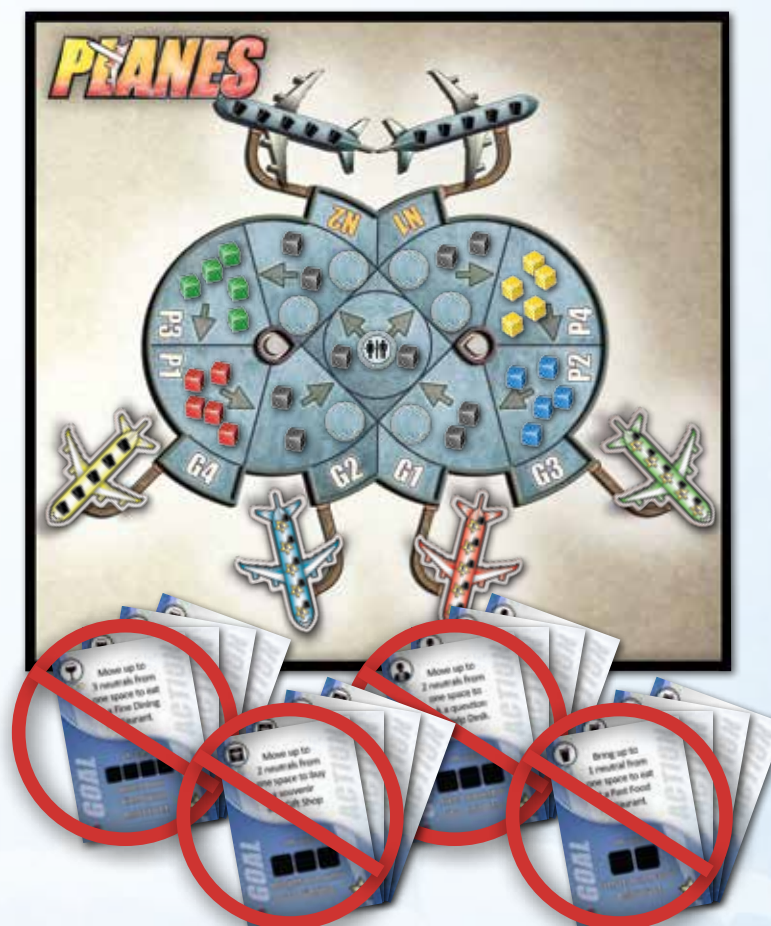
- During setup add a Fast Food token and a Restroom token to each space directly in front of each of the 4 player gates.
- Cover up both Fast Food and Restroom icons in the middle two spaces with Gift Shop and Help Desk tokens instead.
- Play proceeds as usual!



Zephyr Airport Middle of Nowhere:

"Where'd you say it was again?! I guess I have no choice."

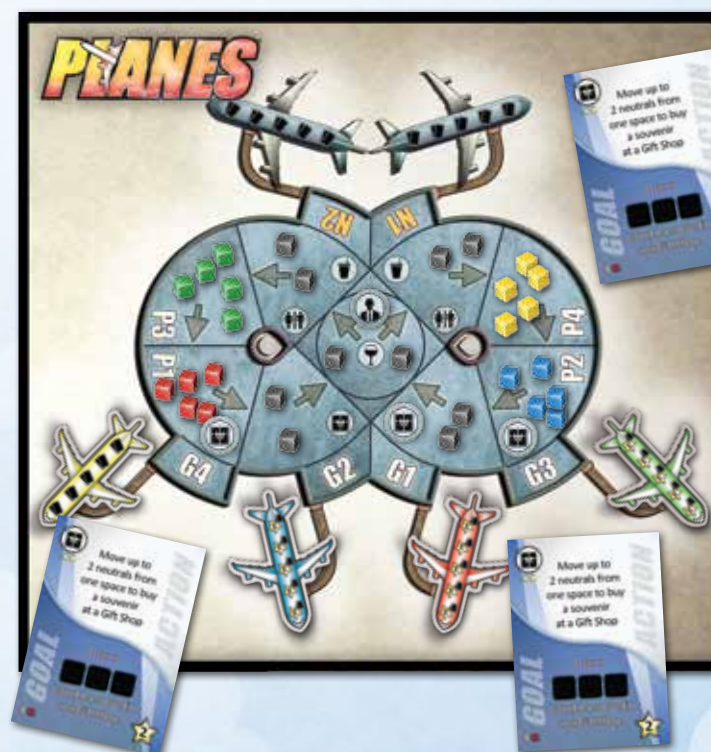
- During setup cover ALL icons on the board with blank tokens. Also, remove all Points of Interest cards from the deck (Fast Food, Gift Shop, Help Desk, and Fine Dining), except for "Restroom" cards.
- Put the removed cards back into the box. They won't be needed.
- Add 1 Restroom token to the very center space. This will be the only icon showing on the board.
- Play proceeds as usual!



Skymall:

"You know they will be expecting some sort of souvenir. Might as well get it here."

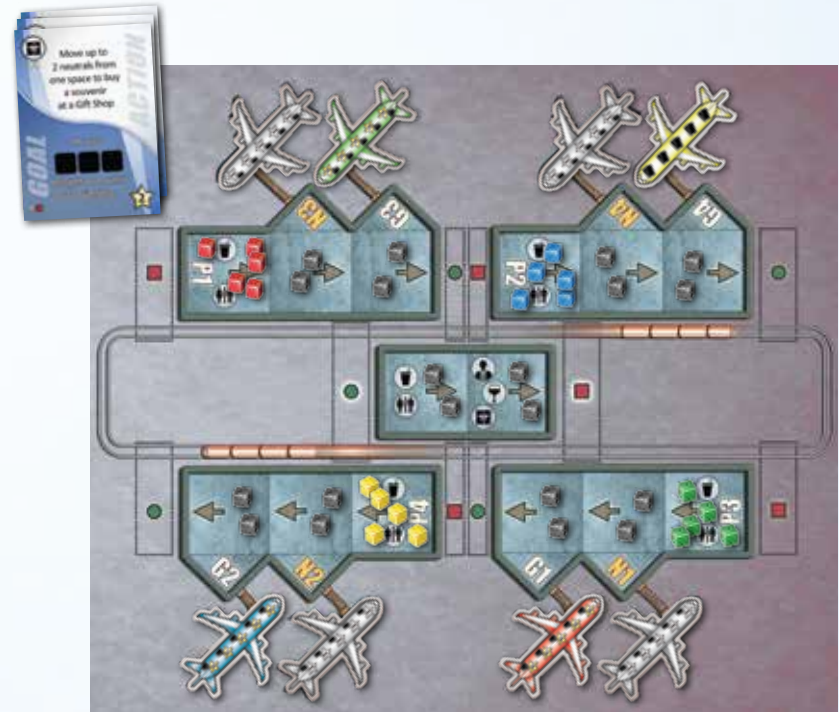
- During setup place a new Gift Shop token in each space directly in front of each of the 4 player gates. (Note, Gate G2 already has a Gift Shop and won't need a new one). Be sure to cover up the Help Desk on space G1 with the new Gift Shop token.
- Place a new Help Desk token in the center space next to the existing Fine Dining symbol.
- During setup, give each player their "Gift Shop" card. Each player begins the game with this card in hand, plus 2 other random cards from the shuffled deck.
- Play proceeds as usual!



Tram Airport Lost and Found:

"Now... think... where did you see it last?"

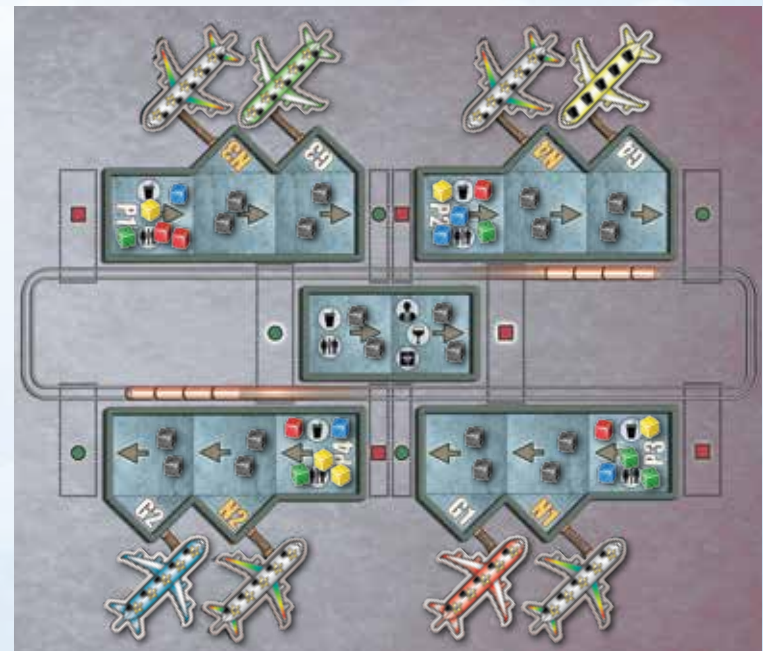
- During setup remove all Points of Interest cards from the deck (Fast Food, Restrooms, Gift Shop, Help Deck, and Fine Dining). Set aside these cards face up on a corner of the board.
- When a player ends their move on a space with a Point of Interest symbol, they gain the respective card in their color that has been set aside. If more than one Point of Interest is located on that space, choose one type to gain per move. Look through the set aside cards to find the appropriate card by referencing the player color in the bottom left hand corner of the card. This card is added directly to their hand. If a player uses such a card for its action, it is discarded like normal. It is not set aside again.



Divide and Conquer:

"Everyone has their own agenda. Guess I'll see you when I see you."

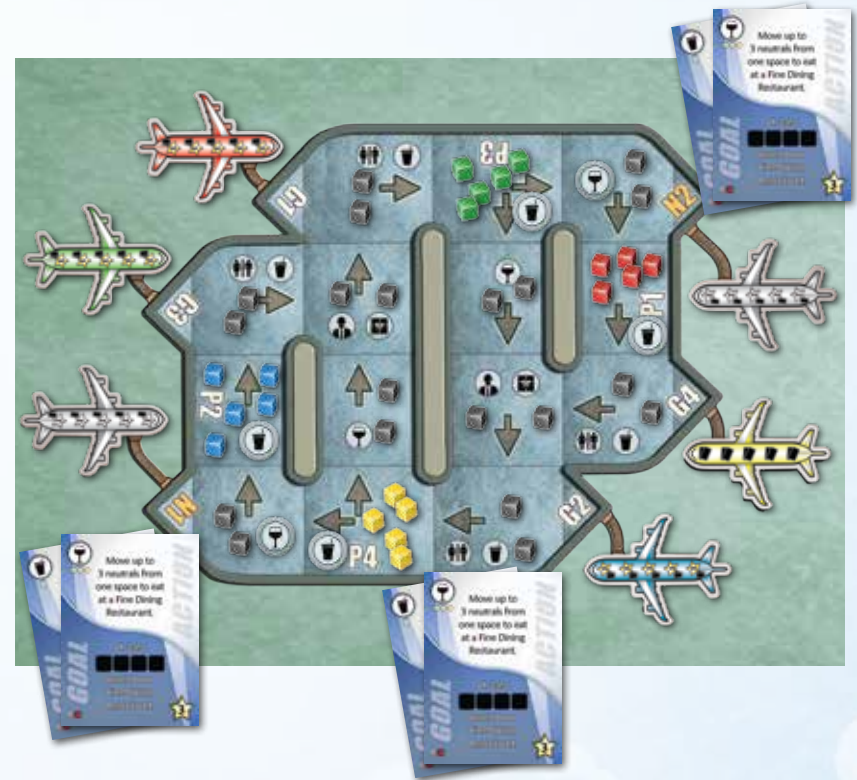
- During setup use the four wild planes as the neutral planes this game. Choose either side you want.
- During setup, after placing each color's 5 party cubes in the appropriate starting space, place 1 party cube of each color in the first space of each of the other 3 terminals.
- Play proceeds as usual!



Blob Airport Happy Hour:

"It's dinner time. Where to?"

- During setup place 1 new Fast Food token on each of the "P" starting spaces (4 total). Also, place 1 new Fine Dining token in front of each of the neutral planes (2 total).
- During setup give each player 1 Fast Food card and 1 Fine Dining card. Each player begins the game with these cards in hand, plus 1 other random card from the shuffled deck.
- Play proceeds as usual!



Long Layover:

"We have a lot of time on our hands. What's there to do?"

- During setup use only planes with "Draw Cards" symbols, both for the player planes and the neutral planes.
- Play proceeds as usual!



Card Clarifications

General Notes

All actions and goals reference only the player that played them, and refer only to cubes that have not yet boarded onto planes. Therefore, only cubes that are still navigating the airport may be used for actions and/or scored for goals. Plane tokens are not considered spaces for actions and/or scored for goals.

Action

Goal



Draws 2 cards from the Draw Deck and add them to your hand. Then choose 2 cards from your hand to discard.



Move up to 1 neutral cube from any 1 space in the airport to any Fast Food Restaurant of your choice.



Draw cards equal to the number of players playing. Choose 1 of those cards to add to your hand. Then pass the rest of those cards to the player on your left. That player chooses 1 to add to their hand, then passes the remaining cards to the left. This continues through all players.



Any blank space with zero cubes scores 1 VP. Gate spaces do not count.



Any Fast Food Restaurant space with at least 2 neutral cubes scores 1 VP. Other cubes may also be present.



Any space with exactly 1 cube of your color scores 1 VP.

Action

Goal



During your next Move Phase, you must move only neutral cubes. This means that all other colors of cubes (including your own), that would normally be active, will be ignored for this turn.



Move up to 1 neutral cube from any 1 space in the airport to any Restroom of your choice.



Draws 3 cards from the Draw Deck and add them to your hand. Then choose 2 cards from your hand to discard.



During your next Move Phase, drop up to 2 cubes, instead of the usual 1 cube, into one space you move through. Gate spaces are not eligible for this ability.



Any space with exactly 1 neutral cube scores 1 VP.



Any Restroom space with at least 2 neutral cubes scores 1 VP. Other cubes may also be present.



Any space with exactly 3 cubes, consisting of 1 cube of your color, and exactly 2 other unique colors (3 unique colors total), scores 2 VP's.



Any space with exactly 2 cubes, consisting of 1 neutral cube and 1 other unique color (2 unique colors total), scores 2 VP's.

Action

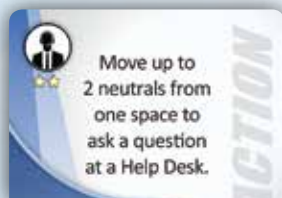
Goal



Gain 1 Victory Point token.



Move up to 2 neutral cubes from any 1 space in the airport to any Gift Shop of your choice.



Move up to 2 neutral cubes from any 1 space in the airport to any Help Desk of your choice.



Move all neutrals from any 1 space in the airport to an adjacent space following the arrows on the board.



Any space with exactly 4 cubes, consisting of exactly 2 unique colors (one of which is your color), scores 2 VP's.



Any Gift Shop space with at least 3 neutral cubes scores 2 VP's. Other cubes may also be present.



Any Help Desk space with at least 3 neutral cubes scores 2 VP's. Other cubes may also be present.



Any space with exactly 4 cubes, consisting of exactly 4 unique colors (one of which is a neutral color), scores 3 VP's.

Action

Goal



Draws 4 cards from the Draw Deck and add them to your hand. Then choose 2 cards from your hand to discard.



During your next Move Phase, drop up to 2 cubes, instead of the usual 1 cube, into one or two spaces you move through. Gate spaces are not eligible for this ability.



Move up to 3 neutral cubes from any 1 space in the airport to any Fine Dining Restaurant of your choice.



During your next Move Phase, you must skip up to 2 spaces of your choice while moving. This means that up to 2 spaces along your path will not have a cube added to it.



Any space with exactly 5 cubes, consisting of exactly 3 unique colors (one of which is your color and another is a neutral color), scores 3 VP's.



Any space with exactly 6 cubes, consisting of exactly 3 unique colors, scores 3 VP's.



Any Fine Dining Restaurant space with at least 4 neutral cubes scores 3 VP's. Other cubes may also be present.



Any space with exactly 4 cubes, with at least one being your color and the rest are neutral, scores 3 VP's. The neutral cubes can be multiple colors as long as they are neutrals.



Credits

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Designer Special Thanks:

Matt Manis for his dedication to make this game the best it can be.

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