

Pre-Flight Instructions

Welcome Aboard!

Thank you for flying with PPG Airlines! Before we depart, please pay attention to this important safety briefing. We appreciate your cooperation.

This airline is equipped with 24 destination cards and 74 travel cards. At PPG airlines, each color represents a different continent, as listed below:

- Blue – North America
- Grey – South America
- Green – Europe
- Purple – Asia
- Yellow – Middle East/Africa (MEA)
- Orange - Oceania

**Note: Passengers are not required to know geography. Passengers will only be required to match colors and shapes.*

Objective: Be the first to reach 5 destinations, all of a different continent

Preparing for Takeoff (Setup)

Shuffle the travel cards and deal 4 travel cards face down to each player. Place the remaining deck face down in the center of the table. Flip over 3 travel cards and place them in a row next to the travel deck. Passengers may pick up and look at their 4 travel cards.

The number of destination cards needed will depend on the number of passengers. In the deck, include one of each of the six continents for every passenger. For example, if there are two passengers playing, your destination deck should have 12 total cards – 2 of each continent. Shuffle these and place the deck face down in the center of the table. Flip over 3 destination cards and place them in a row next to the destination deck.

Hand each passenger a Silver Status reference card to start. Place the remaining membership status cards off to the side.

The final layout should look like the picture below (if playing with 4 people):



Navigating The Aircraft (Card Layout)

Destination Cards

In order to win the game you must acquire 5 destination cards, **each from a different continent**. The color of the destination card represents the continent of that destination.



Travel Cards

You will use travel cards to help you get to your destinations. Each travel card has a color on the top left/border and two or three colors on the bottom left

- The **top left/border color** (and the border color) tells you **which continent the airport is located in**
- The **bottom left colors** tell you **which continents that airport transfers to** (i.e. what cards can be played next)

Continent of the airport
(In this case, Europe)

Continent this airport transfers to
(In this case, Europe, North America, and South America)



Operating Procedures (Gameplay)

We begin the boarding process with First Class, starting from the front of the plane, thus, the passenger whose travel card has the lowest seat number will start the game (e.g. seat 7C is lower than 49B. Note - this player does not need to start with this card). Play continues clockwise.

On each turn, you may take **one** of the following actions. (Reference the Silver Status card if needed)

- 1) **Play a travel card**
- 2) **Pick up a travel card**
- 3) **Reserve a destination card**
- 4) **Claim a destination card**

The goal of the game is to be the first to obtain 5 destination cards of different colors. In order to reach a destination, you must first currently be in the continent of that destination. Everyone will have their own personal discard pile in front of them. The card on top of that pile determines where the passenger is currently located (top left corner) and where they can travel to next (bottom left corner). The card on the top of the pile also determines which destination you can travel to.

When playing your first travel card, simply lay down a card of your choice in front of you. This is now your discard pile, and subsequent travel cards will be played directly on top of this card. Only travel cards may be played on the discard pile.

Playing a Travel Card

Travel cards help you get to your destination. To play a destination, the destination continent (color) must match the current continent in your discard pile.

When starting the game, you may begin your discard pile by playing any travel card you like from your hand. Ideally, this will be a card that is in a continent of one of the three destinations showing. **For the next travel card that you play, the continent (top left) of the card in your hand must match the transfer section (bottom left) of the card that was last played.**



NOTE: Travel cards may also be played on an OPPONENT'S pile. If you see that an opponent is making a move to get to a certain continent, you may use your turn to instead play on their discard pile to block them – so long as their top card correctly transfers to the card that you play. This acts as your turn, and play moves to the next passenger.

Picking Up a Travel Card

If you pick up a travel card on your turn, you may choose any of the three face-up cards on the table. You may not draw from the main deck. There is no limit to how many travel cards you can have at a time. After picking up a card from the pile, flip over a new card to fill its place.

Claiming a Destination Card

To reach a destination and claim a destination card, you must currently be in that continent (i.e. the color of the destination must match the main color of the card in your discard pile). In the example below, since we are currently in Europe (the card on the top of the discard pile is green), the only destination we can pick up is the Swiss Alps. If you wanted the North America destination, you would need to first lay down a blue travel card on your discard pile and then claim the North America destination on your next turn.



To claim a destination card, pick up the card from the table and lay it next to your discard pile. Do not place it in your discard pile. All claimed destinations must remain visible to the other passengers at all times. You may NOT claim a destination card based on someone else's pile, and you may not have more than one destination from each continent.

Reserving a Destination Card

If you see a destination that you would like to visit but aren't in the associated continent, you may use your turn to reserve a destination card. Pick up the card and place it above your discard pile, away from your destination pile. Once you have reached the associated continent,

on your following turn you may claim that destination. Some things to note about reserving destination cards:

- You may only have one reserved card at a time
- You may hold the reserved card as long as you'd like
- You may not reserve a destination for a continent if you have already claimed a destination for that continent. Similarly, you may not claim a destination from the destination pile if you already have a card from that continent reserved.

Layover Cards

This card allows you to play an additional travel card immediately following the Layover card. First, lay down the Layover card on the discard pile, then immediately lay down a travel card from your hand on top of the Layover card to end your turn. You may not play a destination card. Layover cards may be played on top of any card, regardless of the current continent. Layover cards may also be played on an opponent's discard pile, followed immediately by a travel card (used as a defensive maneuver).

Frequent Flyer Points

Here at PPG airlines we offer frequent flyer points with every flight! Frequent Flyer points are associated with the selected seating class. Points are accumulated once you have played the card in your discard pile. Here are the membership tiers we offer at PPG Airlines:

Silver Status: 0–400 points. Members are allowed to do one of the following on their turn:

- Play a travel card
- Pick up a travel card
- Reserve a destination card
- Play a destination card

Gold Status: 500-900 points. Members are allowed to take any Silver Status action, or one of the following:

- Pick up 2 travel cards
- Refresh the available travel cards and pick up 1 to put in their hand

Diamond Status: 1,000+ points. Members are allowed to do any one of the Silver Status or Gold Status actions, or one of the following:

- Play 2 travel cards
- Refresh available destinations and (optionally) reserve one

Private Jet: 2,000+ points. One time use. Passengers who have accumulated 2,000 points or more may make a one-time trip to any destination in the destination deck. This does not apply to reserved cards.

*Notes - Membership upgrades go into effect at the start of the next turn following qualification

Preparing for Landing *(End of the game)*

The game ends when a passenger has successfully played 5 destination cards. This person is the winner.

Travel Tips

Interruptions happen. Go with the flow and adjust your strategy accordingly!

If you're curious about a certain airport or destination, scan the QR code for information about that location. Or, if you have visited that place in the past, leave some travel tips for other curious travelers!

Example Set of Turns to begin the game

Turn 1: Play a travel card

Turn 2: Pick up a destination card that matches the current travel card in your discard pile

Turn 3: Pick up a travel card from the travel deck

Turn 4: Play that travel card on top of your discard pile. Make sure the last card properly transfers to the new card.

Turn 5: Play a destination card

Before we take off, please be sure your seat is upright and all your belongings are stowed away. Thank you for choosing PPG airlines. Please sit back, relax, and enjoy the flight!

