

DEVELOPMENT TOKENS



Hangar

2 victory points
Cost: 10 K
It allows to store up to 7 aircraft



Stands

2 victory points
Cost: 10 K
It gets 3 K per turn whether there is air show or not



Spare parts

2 victory points
Cost: 10 K
It repairs one breakdown point per turn



Press office

2 victory points
Cost: 5 ★ points
It gets plus 2 prestige points per turn whether there is air show or not



Maintenance Crew

2 victory points
Cost: 5 ★ points
It repairs one breakdown point per turn



Torre de control

2 victory points
Cost: 10 K
It allows to draw two more cards per turn



Air Show Staff

2 victory points
Cost: 10 K
It allows to discard up to three cards per turn and draw the same number of cards as the discarded ones



Aerobic pilot

3 victory points
Cost: 5 K + 5 ★
It gets 1 additional victory point per aerobic flag obtained



Bidding expert

3 victory points
Cost: 5 K + 5 ★
It allows to use a fourth bid token per auction



Meteorologist

3 victory points
Cost: 5 K + 5 ★
It removes one bad weather value per air show



Support officer

3 victory points
Cost: 5 K + 5 ★
It removes one in-flight breakdown value per air show



Expert restorer

3 victory points
Cost: 5 K + 5 ★
It repairs two breakdown points per turn



Coffee & Shop

6 victory points
Cost: 5 K + 10 ★
It gets 6 victory points



Museum

10 victory points
Cost: 10 K + 15 ★
It gets 10 victory points



EVENT CARDS

Each event card remaining after the game get 1 victory point. The event cards played are discarded



Good weather

It removes bad weather value



Sponsor (airplane)

It draws an airplane card. It will have 3 breakdown value



Sponsor (money)

1 victory point
It gets 5 K



TV report

1 victory point
It gets 5 prestige points ★



Restoration

It allows to repair two breakdown points

AIR SHOW CARDS ICONS



Good Weather value
Subtracts one bad weather value



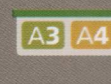
Bad Weather value
Adds one bad weather value



Mechanical stress value
Subtracts one breakdown value



Mechanical stress value
Adds one breakdown value



Period affected
if breakdown occurs



Stands/Press office
Development token required so that their value will be effective



Exhibition value
The sum of exhibition values is transformed into purchase money points



Prestige value
The sum of prestige values is transformed into prestige points



Aerobic value
It gets one aerobic point per aerobic airplane played



Development tokens deployment chart

Level	Number of players			
	5	4	3	2
	Number of tokens of each level on play			
1° [Green]	5	4	3	2
2° [Yellow]	4	3	2	1
3° [Violet]	3	2	1	
4° [Red]	2	2	1	1

Weather condition table

3	The oldest airplane does not fly. Draw an event card
4	The two oldest airplanes do not fly
5	The three oldest airplanes do not fly
6	The air show is suspended. Draw an event card

If there is a draw in the age of the airplanes, the player chooses

Mechanical stress table

4	1 Breakdown	6	3 Breakdown
5	2 Breakdown	7	4 Breakdown

Applies to the oldest airplane of the indicated periods in the Master card. If there is not any of those periods, then the oldest one displayed.

Final score tables

Each player will add:

- The victory points of each airplane of the collection
- The victory points of the development tokens
- The victory points of the not used event cards (if they have any)
- The aerobatics flags obtained. = 1 VP Each
- 5 PV to the player with the oldest airplane (date of design) of all
- 5 PV to the player who has at least 1 airplane of each period
- 5 PV to the player who has more airplanes
- 1 PV for every 5 of remaining prestige points
- 1 PV for every 5 of remaining purchase points
- - 1PV for each point of not repaired breakdown at the end of the play

Airplane Cards

Manufacturer and type

Victory points

Aerobic value

Purchase value

Period

Design date

Air Show value

Prestige value



AIR SHOW	Player and points	1°	2°	3°	4°	5°	6°	7°	8°	9°	10°	11°	12°	13°	14°	15°	16°	17°	18°	19°	20°	21°	22°	23°	24°	25°	26°	27°	28°	29°	30°		
Player 1																																	
Player 2																																	
Player 3																																	
Player 4																																	
Player 5																																	



AIR SHOW **The Boardgame**