Rosie's Super Adequate Tin Goose Player Crib-sheet Version 5

Objective

Your aim is to have the most money at the end of the game. This is calculated as:

Money on hand + (10 x Income) + ($20 per Major City Served) + ($40 per international destination served) + ($10 per player serving fewer international destinations) – ($40 per bond issued by you)

Setup

You start with: a basic fleet with 2 planes on it, 5 negative condition cards, $40 and 2 labour chips. Place your Income marker on the lowest 3 box, and your hazard marker on the 7 box. You are dealt a hand of 3 gold, 4 blue, and 3 red cards. These correspond to the 3 eras of the game.

Air mail contracts are revealed. These determine where your network will start from. Secretly bid any amount from $0 to $40, then reveal your bid simultaneously. In order from High to Low bid, players select a contract then place one of the planes from their starting fleet card onto the first city to begin their network. **The highest bidder is the starting player for the rest of the game**.

If you connect to the second city on your airmail contract, exchange the contract card for $40.

Gameplay

There are 7 rounds – 2 in the first era, 3 in the second and 2 in the third. At the end of each era, players discard their unused card for that era.

Everyone gets 1 turn per round. Each turn is split into 3 phases – the card phase, the action phase and the income phase.

1) Card Phase

Play a single Era appropriate card from your hand. Each cared is either a Fleet or an Event. **If your network already serves the city shown on the card, increase your income by 2 boxes.**

<u>Event Cards</u>

Events immediately take effect when played. Anyone who cannot afford to pay for an event must issue emergency bonds. For each emergency bond that is required, take a bond token and $20.

A. Oil

> Everyone pays the required amount for each of their oil barrel icons. **If you still have the Rural Stops Along Routes condition card, you need to pay one extra dollar per barrel.**

B. Crash

> Everyone pays the required amount for each of their hazard flame icons. The player(s) with the highest total hazard lose 2 boxes on the income track. The player(s) with the lowest total hazard gain 2 boxes on the income track. If everyone is tied, nobody adjusts income.

C. Strike

> Everyone secretly bids a number of labour chips, then reveals their bid simultaneously. The player(s) who bid the most chips win the strike and gain money equal to the positive number on the card. All other players lose the strike and pay the negative amount listed on the card. A bid of zero chips will always loses the strike, even if everyone bids zero. All players lose the chips that they bid, regardless of the outcome of the strike.

<u>Fleet Cards</u>

If the card is a fleet, there is a once around the table open auction starting with the player to your left. The high bidder then either deploys the new fleet or upgrades an existing fleet. **There is no auction in the 7th round, and new fleet cards are discarded after checking for matching cities.**

A. Deploy

> To deploy, play the new fleet into your play area. Place two planes onto the fleet card. Remove one remaining condition card of your choice.

B. Upgrade

> The new fleet must be at least the same size as the existing fleet & from a later era than the existing fleet. Any fleet card can upgrade your starting fleet.

> To upgrade, move any plane pieces from the old to the new fleet and discard the old fleet

If your new fleet matches any of your existing fleets, increase your income by 2 boxes.

2) Action Phase

Take 3 actions from the following choices. At least 2 different actions must be taken.

A. Advance Income
> Advance your Income marker by one box. **If you still have the Regional Management condition card, you must take this as your first action every turn.**

B. Place a Plane
> Place a plane from one of your fleets onto the map or take an extension token and place a plane from your supply instead. An extension token is always treated as a small plane.
> i. If the new city is empty, increase your income by one box
> ii. If the new city has demand, increase your income by one box. Collect your income once for each demand token present. Then discard 1 silver demand marker [discard 2 silver demand if playing with 3 players]. Gold demand markers are never removed
> iii. If the new city is already served and has no demand, decrease income by one box for each opponents plane that is present.

> Planes are either small, medium or large, determined by the fleet they come from. Small planes can only be placed in cities connected to your network by a black line. Medium planes can reach any city in a hex adjacent to your network. Large planes can reach any city on the board.

C. Serve an International Destination [**This costs 2 Actions**]
> Serve an available international destination. Pay the stated cost and place a suitably sized plane from one of your fleets into the relevant box. You cannot serve the same destination more than once.

D. Take Labour Chip(s)
> Take one labour chip for free. You may then pay money equal to your current income to take a second labour chip if you wish.

E. Issue a Bond
> Take $40 and a bond token.

3) Income Phase

Take an amount of money equal to your income. **If you still have the Generous Dividends condition card, you cannot take this step.**