AIR SHOW

The Boardgame

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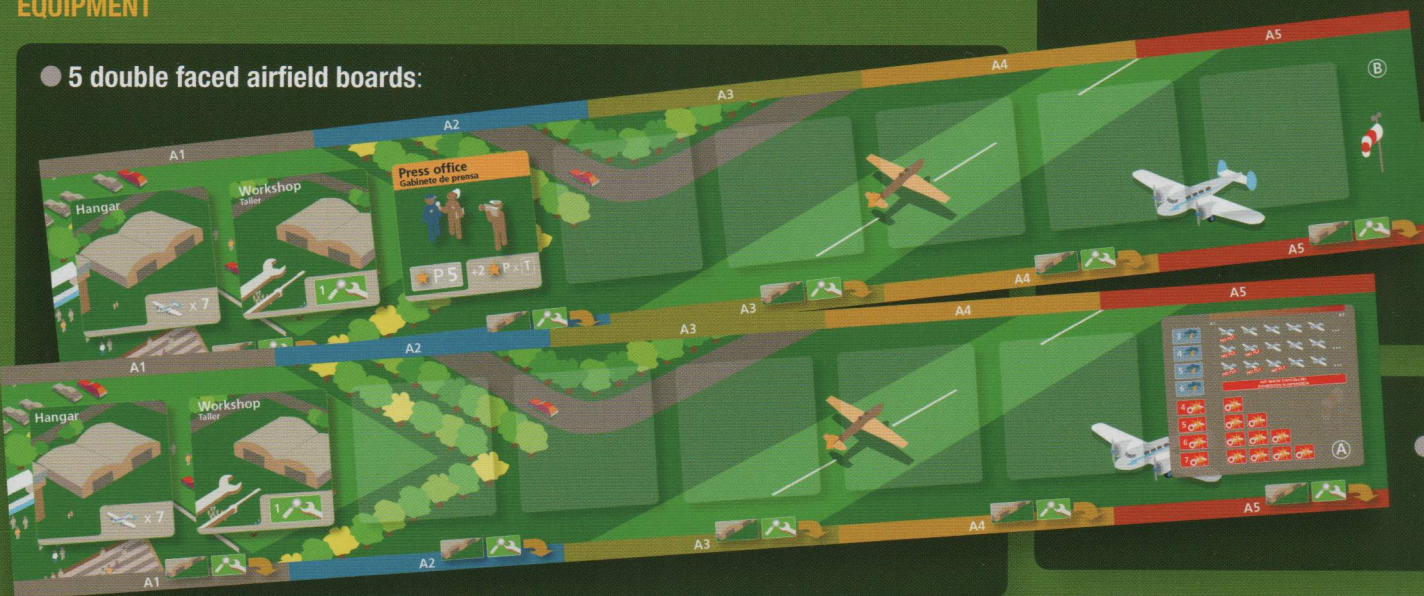## GAME RULES

| Players: **2-5** | Age: **+10** | Duration: **60-90 m** |

OBJECTIVE OF THE GAME

Win victory points through the creation and development of the most prestigious and complete aircraft collection by means of the acquisition of valuable historical airplanes and their flying display, and with the construction and development of its base airfield.

EQUIPMENT

● **5 double faced airfield boards:**

● **51 development tokens:**

Hangar `2` · K 10 · 7 Max.
Press office / Gabinete de prensa `2` · P 5 · +2 P x T
Aerobatic pilot / Piloto acrobático `3` · K 5 · P 5 · +1
Museum / Museo `10` · K 10 · ★ P 15
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● **25 auction bidding tokens:**

+0 · +1 · +2 · +3 · +5

● **Breakdown flags:** 1 · 2 · 3

● **Aerobatics flags:** 1

● **84 airplane cards** (72 models + 12 repetitions):

De Havilland DH60 Moth `3` · K 3 · EX 3 · ★ P 3 · 1925 · A 1
De Havilland 84 Dragon Rapide `4` · EC-AAY · K 4 · EX 3 · ★ P 4 · 1934 · A 2
Miles Falcon Six `4` · K 3 · EX 2 · ★ P 5 · 1935 · A 3
Messerschmitt Bf109 B (HA Buchón) `5` · K 5 · EX 4 · ★ P 4 · 1942 · A 4
Hispano Aviación 200 Saeta `3` · K 3 · EX 3 · ★ P 4 · 1955 · A 5
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● **Prestige flags:** ★ P 5 · ★ P 1 · ★ P 5 · ★ P 20 · ★ P 1 · ★ P 10

● **Purchase flags:** K 20 · K 10 · K 1 · K 5 · K 10 · K 5

● **12 event cards:**
Restoration / Restauración `1` · 2

● **55 Air Show cards:**
1 · 2 · A3 · EX +1 · P +3 · 2

● **1 game turn indicator:**
Auction / Subasta `1`
Development / Desarrollo `2`
Repairs / Reparaciones `3`
Air Show cards / Cartas de exhibición `4`
Air Show / Exhibición `5`

● **1 game rules and instructions:**
AIR SHOW The Board

SETTING UP THE GAME:

Each player gets:

- **2 airplane cards** from the group "Initial collection" (grey cards), from different periods: A2, A3 or A4 *(these cards are previously placed face down in three piles according to their corresponding period, and each player draws two cards from any of the three piles without showing them until the beginning of the game)* Once selected, the remaining ones are discarded.
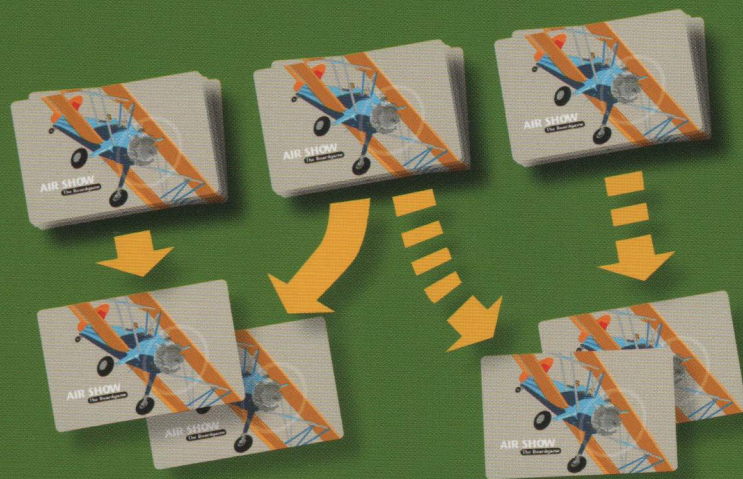
- **5 air show cards.**
- **Purchase flags** for a total amount of 40 K.
- **5 betting tokens** of a player's choice colour.
- **A board** representing his/her base airfield.

Each player places his/her base airfield (**face A**) and his/her initial collection on the table in front of him/her and positions each aircraft in its corresponding period zone.

ARRANGEMENT OF ELEMENTS:

The development tokens are displayed by types, using the **development tokens deployment chart** as a reference, according to the number of players. The airplane cards and the air show cards decks and the event card decks are placed face down on the table.

The breakdown and prestige flags and the purchase flags are also placed on the table. One of the players will be the banker and will also manage the points and the flags.

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	3	2	1
4° [Red]	2	2	1	1

GAME TURNS:

The first player of the turn is set by drawing lots: each player places, in front of him/her and facing down, his/her five betting tokens and the players to his left chooses one of the tokens picking it up to show its value and so on until all the player show the value of one token. The player who has the highest value token start the first, and in case of a tie the players will go on picking up tokens until there is a winner. This one will place the game turn indicator (windsock) in front of him, keeping it while he is the initial player.
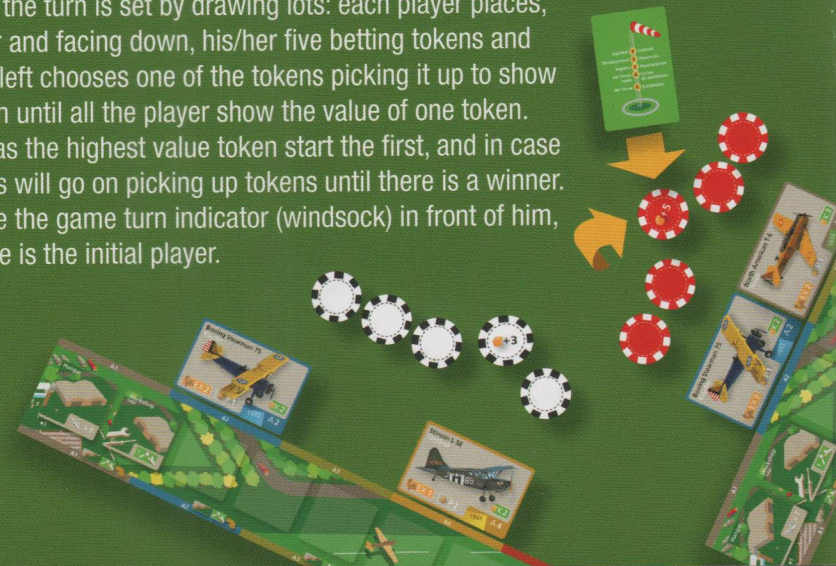
In successive turns the 1st player will be the one who has the **lower number of airplanes**. (If there is a tie in number of airplanes, the first player will be the tied player who is situated to the right of the 1st player of the previous turn).

The game goes in clockwise direction *(e.g. the 2nd player will be the one to the left of the 1st one and so on, until the number of players is completed)*.

SEQUENCE OF THE GAME:

The game takes place in a number of turns. In each turn **five phases** are carried out:

1st   **Auction**
2nd   **Development**
3rd   **Repairs**
4th   **Air show cards**
5th   **Display**

PHASE 1 – AUCTION

The first player draws as many cards as players from the deck of airplane cards and places them face up. Then, he draws one from the deck of the event cards and places it face up next to the aircraft cards. Then, he draws as many cards as airplanes from the air show card deck and allots one to each airplane card. With these air show cards, the breakdown level of the airplanes out to auction is checked. On the airplanes which are damaged, he places a

breakdown level marker according to what is indicated in the value of the mechanical stress level of the corresponding air show card. (This level of breakdown shows the degree of restoration/repair the airplane will need when bought) Once the breakdown flags are placed (in case there are any) those air show cards are put away in the discard pile.

Next, the auction, which is voluntary, starts. Each player can participate or abstain.

The bidding begins with the player that is the first of his turn. He puts one of his bid tokens face down (hiding its value) next to the airplane or event card that he wants to purchase. Later, and in turns, the other players do the same in successive rounds.

Each player can only bid a maximum of three tokens per auction. They may place one or more tokens on a single airplane or event card or distribute them among the cards at auction.

Once all the players have placed their tokens, the 1st player proceeds to see the result: each airplane is examined and the points of each player's tokens placed on each airplane or event are shown and added up.

The player with more points will acquire the airplane. If there is a draw, the airplane will go to the player who first bid for it (the player who placed the first token).

The price to pay is the result of the sum of the value of the tokens, plus the K value of the airplane (The event card will have value 0 K). The winning player is bound to buy. If he has no money to buy the airplane, he will have to sell at once one or more planes of his collection to the banker to be able to pay. The sale value to the banker is specified as the K value on each card. If even so he could not pay, the purchase would pass on to the one who came in second in the bid for the airplane.

The airplane sold to the banker is placed on the table to go to auction along with those of the next turn.

If any of the auctioned airplanes is not purchased by any of the players, it is kept on the table to enter the next auction. For this, you can only accumulate an airplane more than the number of players. The remaining ones are removed under the deck of airplane cards. The event card not purchased is removed from the game.

The acquired airplane cards are placed face up, on the corresponding period marks at the top of the airfield board or at the bottom of the airfield board (repair shop) if the airplanes are damaged.

The acquired event card can be used immediately, or can be used in other turns in any phase.

PHASE 2 - DEVELOPMENT

Phase in which you get development tokens for the improvement of the airfields.

1º PURCHASES

The player who has the first turn can purchase one development token paying money or prestige, or both values. Then the next player will be the one to his/her left and so on.
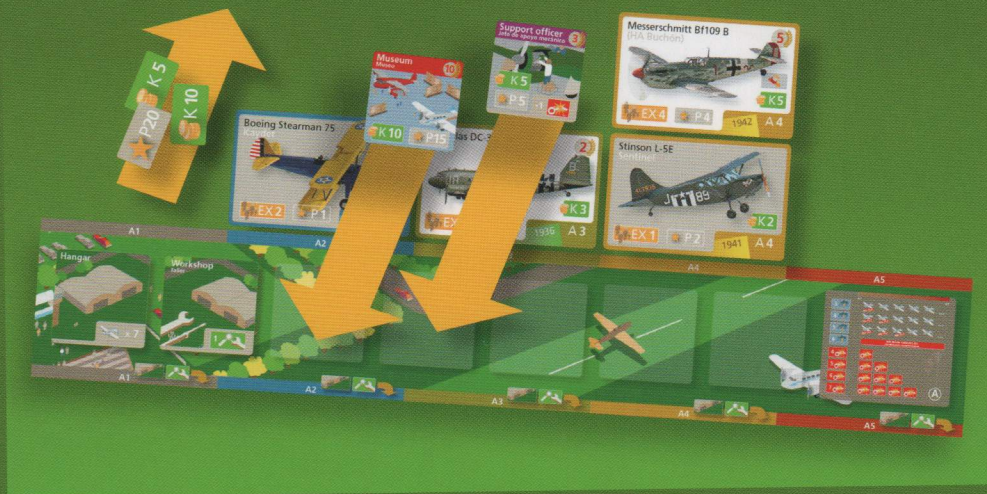
The players can only have one development token of each type, with the exception of the Hangar token, the Hangar can be bough as many times is neccesary. The acquired token is for **immediate action** and its conditions shall apply to the air show to be held next.

These conditions will not apply in those turns in which the owner player has forgotten to use them.

2º CHECKING THE NUMBER OF AIRPLANES

Special hangars token: Each hangar has a maximum capacity of 7 aircraft. After the development phase, and before the air show, each player will check the number of his/her airplanes; if a player has more airplanes than the capacity of his/her hangar he/she will have to buy another one and if he/she can't buy another one, will have to sell some airplanes to the banker until he/she can hangar all of them.

PHASE 3 - REPAIRS

Each player can make a number of repairs per turn equal to the repair capacity that his/her development tokens have. The damaged airplanes with one or more repair/restore points cannot participate in the air shows until they are completely repaired.

Player 1 - Has a repair shop and a plane with a token on top to indicate a level of repair 1. The repair shop has a capacity of 1 level repair per turn, so Player 1 can remove his plane token and consider his plane repaired.


Player 2 has a repair shop and a token of spare parts: he can repair 2 points of breakdown per turn. He can use it in a single airplane that has two points of breakdown and fix it completely, or use a single point and repair part of it and use the other point to repair other different airplanes that also have breakdowns.
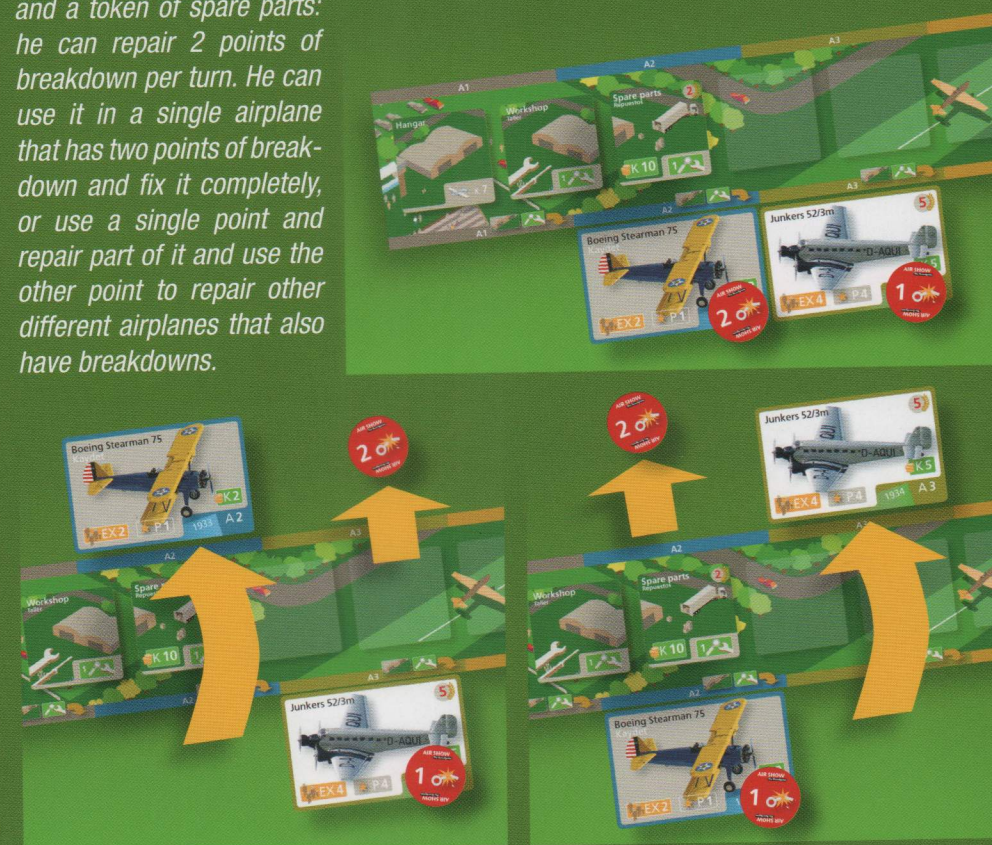
PHASE 5-AIR SHOW CARDS

Each player draws from the air show card deck, and in turn order, as many cards as they need until they have 5 cards in their hands again. The players who have **Control Tower** will be able to draw two more cards (7 in their hands). And the players with **Air Show Staff** will be able to discard up to three of their cards, and draw the same number of cards as the discarded ones.
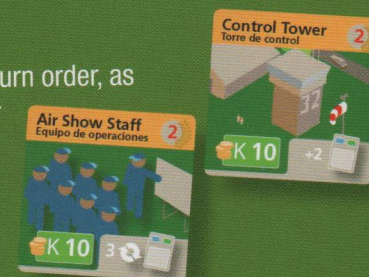
PHASE 4- AIR SHOW

1st/ Preparation:

The players set the airplanes that will make up and carry out their air show, grouping them by periods and placing them on their boards, at the top (air show area) on the corresponding period marks. All airplanes which do not need to be repaired are suitable for the air show.


2nd/ Flight briefing

Each player chooses some of the air show cards from their hand and places them face down assigning one to each period which has airplanes on display in order to combine in the best possible way Ex and P values which he/she wants to try to score in the air show.

It is not required to play a card in each of the periods, but only one card per period can be played.

Some air show cards require the possession of a specific development token in order that some of their values can be effective (**Stands** or **Press Office**) if the player do not have the development token, the associated value cannot be used.
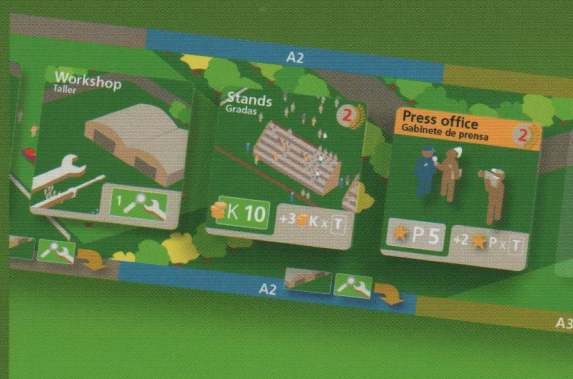

3rd/ Weather and mechanical stress check:

The player that is the first of his/her turn draws an air show card from the air show deck and places it face up and in the middle of the table in order to check the weather conditions and breakdown check. This will be considered the **MASTER** card.

4th/ Air show:

Each player shows the air show cards played on the different periods and its result is considered to be of immediate application at the beginning of the air show, therefore he adds or subtract all the weather values of his cards plus those of the **MASTER** card, and according to the result, the airplanes affected by the **WEATHER EFFECT TABLE** will not fly.
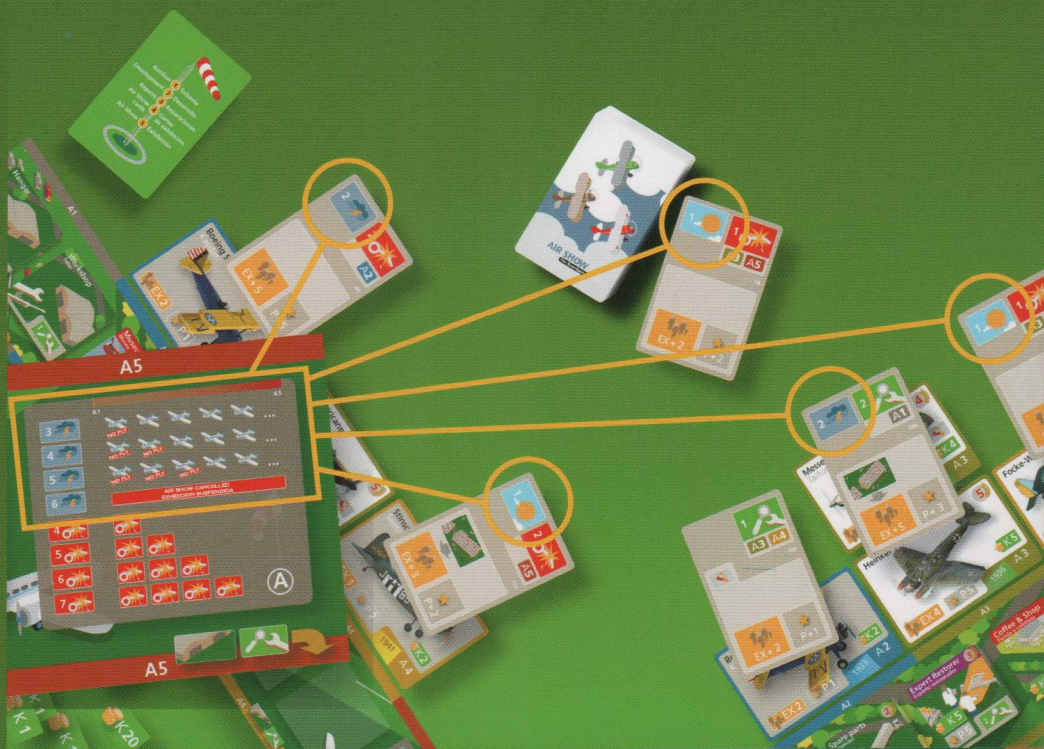
Then you add the Mechanical Stress values of the cards played plus the Mechanical Stress value indicated on the **MASTER** card to see if any airplane broke down according to the table of **MECHANICAL STRESS VALUE**.

If breakdowns occur, these affect the oldest airplane of the period that is specified under the Mechanical Stress value in the MASTER card. This is done in the following period order: First the oldest airplane of the period indicated on the left; if it is not indicated, it will be the oldest airplane of the period indicated on the right. If there is no indication, the breakdown will affect the oldest airplane of those which are on their air show.

A plane which has broken down cannot fly and is moved to its period mark at the bottom of the base board (Hangars and Repair shop area)

$$P3 + P5 = P8$$

$$EX3 + EX1 + EX3 = EX7$$

Every time that a player has played an air show card with **aerobatic value** over a period which contains one or more aerobatic airplanes, he/she will obtain an aerobatic flag for each aerobatic airplane flying in that period

A NEW TURN BEGINS.

END OF THE GAME:

The game ends in the turn in which a player buys his/her **5th development token**.

The game continues until the end of that turn, so that all players can carry out the same number of air shows.

After this last turn, each player's score is calculated by checking the final score tables. The players compare their final scores.

The player who accumulates more points wins the game. In case of a tie in points, the player who has more airplanes in his collection wins. In case of a tie in the number of airplanes, the player who holds more prestige points wins.

5th / Air show result:

The air show cards played are scored.

Each player shows the air show cards played on different periods, without changing their position, and attempts to achieve the best result. He chooses whether playing to get prestige or purchase flags adding the EX or P values of the card to those of each airplane on display in that period. The sum of EX values (people attending the air show) is transformed into purchase flags points. The sum of P values (prestige by the rarity of the airplane) is transformed into prestige points. *E.g.: a player with an air show card on his A4 period square containing two airplanes decides to use the EX1 value of the card, he adds it to the EX3 value of the first airplane EX1 and to the EX1 value of the second, resulting: 7 ex = gets 7 K.*

AIR SHOW					
Airplane card points = PV					
Development token points = PV					
Event card points = PV					
Aerobatic flags x = PV					
Oldest airplane = 5 PV					
Player with more airplanes = 5 PV					
1 airplane from each period = 5 PV					
Prestige points: 5 P = 1 PV					
Purchase points: 5 K = 1 PV					
Each breakdown = -1 PV					
Total					

RULES OF PLAY FOR THREE PLAYER GAMES

The same rules as above, but before starting the game the **development tokens deployment chart** should be consulted.

RULES OF PLAY FOR TWO PLAYER GAMES

The same rules as above, but before starting the game the **development tokens deployment chart** should be consulted and in auctions you place 3 airplanes instead of two.

OPTIONAL RULE:

Using **face B** of airfield boards.
Before starting the game, and by means of a draw or by choice, each player gets a different airfield board (face B) with an extra development token. The game will have one more turn.
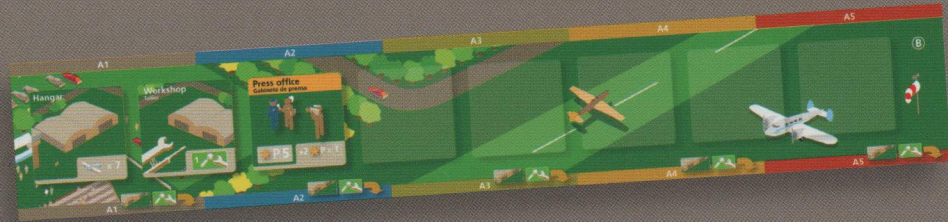
FINAL SCORE TABLES:

Each player will add:

● The victory points of each airplane of the collection	10	**17**	23
● The victory points of the development tokens	12	**21**	11
● The victory points of the not used event cards (if they have any)	5	**2**	0
● The aerobatics flags obtained. = 1 VP Each	3	**1**	2
● 5 PV to the player with the oldest airplane (date of design) of all	0	**5**	5
● 5 PV to the player who has at least 1 airplane of each period	0	**3**	3
● 5 PV to the player who has more airplanes			
In case of a tie, the tied players win 3 VP each			
● 1 PV for every 5 of remaining prestige points	0	**5**	3
● 1 PV for every 5 of remaining purchase points	0	**10**	3
● - 1PV for each point of not repaired breakdown at the end of the play	-2	**-3**	0
	28	**61**	50

AIRPLANE CARDS:

They contain the historical name of the airplane, its date of design, a picture of that aircraft model currently flying, and 5 values.

Antiquity A Value

It means the airplane belongs to a specific period of aircraft history development. The older the plane is, the higher its value. There are 5 different periods represented each one by a colour:

A1: 1909-1929. Golden age of The Pioneers and WWI Aces. First air mails. Aeroplanes are made of wood and fabric.

A2: 1930-1934. Period of great raids and famous adventurers. Air companies are created. First metal structures.

A3: 1935-1939. Period of pre-war and Spanish civil war. First monoplanes, retractable landing gears. Speed versus manoeuvrability.

A4: 1940-1944. Period of great technological advances, great Aces, famous Warbirds, first jets...

A5: 1945-1955. Post war period and Korean war. Jets are imposed. Air companies are developed.

Prestige P Value

It indicates the existing number of copies of each model able to fly in the world today. The higher the value is, the fewer copies exist. There are 5 values represented in a grey rectangle:

P5: from 1 to 5 copies.
P4: from 6 to 20 copies.
P3: from 21 to 100 copies.
P2: from 101 to 200 copies.
P1: from 201 to 500 or more copies.

Economic K value

It indicates the approximate sale value in the market today, both in public auctions and among private individuals. The higher it is, the more value. There are 5 values represented in a green rectangle:

K5: from 600,000 to 1,2000,000 euros.
K4: from 200,000 to 600,000 euros.
K3: from 120,000 to 200,000 euros.
K2: from 60,000 to 120,000 euros.
K1: less than 60,000 euros.

EX display value

It indicates the popularity or the ability to attract spectators, either by its rarity, the quality of its restoration, or its fame. The higher the value is, the more popular. In the game it will be equivalent to earned money. There are five values represented in an orange rectangle.

Historical value - Victory points

Number in red. It indicates an approximate or relative value of the importance in the History of Aeronautics, or the importance of famous exploits of the represented model. In the game, it represents the victory points of that card.

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🇪🇸 **EL JUEGO DE LAS COLECCIONES DE AVIONES HISTORICOS EN VUELO**

🇺🇸🇬🇧 **THE GAME OF THE COLLECTIONS OF HISTORICAL AIRPLANES IN FLYING CONDITION**

INTRODUCCIÓN HISTÓRICA

lAir show, es un juego sobre la creación y la gestión de colecciones de aviones históricos, que son conservados en perfecto estado de vuelo para ser exhibidos al público y revivir así la historia de la aviación mundial.

Estos aviones históricos fueron volados por las fuerzas aéreas, las compañías comerciales, las escuelas de vuelo y los aeroclubs de muchos países y ahora están en los fondos de diferentes colecciones públicas y privadas para salvarlos de su destrucción, darles una nueva vida y preservarlos para la historia.

El objetivo de estas colecciones y de quienes las integran no es sólo disfrutar volando estas extraordinarias máquinas sino ver, escuchar, sentir, e incluso oler estos aviones y sobretodo, preservarlos para el futuro, por el gran significado histórico que jugaron en la aeronáutica mundial.

Todo este tipo de aviones históricos: los ligeros aviones de entrenamiento, los grandes transportes, los lentos aviones de observación, los grandes bombarderos, los aviones de los primeros viajes, los primeros correos, los primeros reactores y sobe todo, los míticos aviones de combate de las dos grandes guerras (Warbird) todos ellos a su manera contribuyeron al desarrollo de la aeronáutica mundial. Estas colecciones o "museos en vuelo" son además, un tributo a todos los hombres y mujeres que hicieron posible esta historia: "Los pioneros". Casi todos los aviones de estas colecciones son fruto de una larga y costosa labor de búsqueda, restauración y mantenimiento de auténticos "restos", salvados en muchas ocasiones de la chatarra, y últimamente, también de extraordinarias obras de reconstrucción realizadas a partir de viejos planos de aviones históricos de los que no quedaba ni un solo ejemplar en el mundo.

HISTORICAL INTRODUCTION

Air show is a game about the creation and use of historical airplane collections, which are kept in perfect flying conditions to be displayed in public and in doing so revive the history of world aviation.

These historical airplanes were flown by air forces, commercial companies, flying schools and flying clubs of many countries, and are now in different public and private collections to save them from destruction, give them a new life and preserve them for History.

The objective of these collections and those who integrate them is not only to enjoy flying these extraordinary machines but to see, hear, feel, and even smell these aircraft and above all, preserve them for the future due to the great historical significance that they played in the global aeronautics.

All this type of historical airplanes: the light training airplanes, the large transport ones, the slow-flying observation aircraft, the big bombers, the airplanes of the first lines, the first mails, the first jet planes and, above all, the mythical combat airplanes of the two great wars (Warbird). All of them in their own way contributed to the development of global aerospace. These collections or "air museums" are also a tribute to all men and women who made this story possible: "The pioneers". Almost all the airplanes of these collections are the result of a long and expensive search, restoration and maintenance work of authentic "wrecks" often saved from scrapping, and, lately, also the result of extraordinary rebuilding work made from old drawings of historical airplanes of which there was not a single model left in the world