

Issue / Date :	FAQ.V.01 - ENG	29/10/2023
<p><i>"What the hell are you doing here? Have you come to tell me that I'm going to kick the bucket? That's enough, I know all about it ! "</i></p> <p><i>Adrienne Bolland (shortly before her aerial crossing of the Andes in 1921)</i></p>		
<p>This document contains the current list (see issue number and publication date above) of frequently asked questions (FAQ) about the Air Postal game, including the Ad Austral expansion and additional elements (cards) provided during</p>		
<p> = revised item</p>		
<p>Please send your questions, remarks, suggestions or congratulations concerning this document or the Air Postal game, to the following email address:</p>		
<p>contact@platypusgame.com</p>		

FAQ Frequently Asked Questions

Game hardware		
F-GH-001	Game boards	<p>The game board in the core box shows the WORLD and ATLANTIC maps. The METEO dice used are blue, green, white and red ones.</p> <p>The game board in the Ad Austral expansion shows the AEROPOSTALE and AUSTRAL maps. The METEO dice used are blue, green, white, yellow and red ones.</p>
F-GH-002	Continental zones	<p>There are a total of 6 continental zones represented in the game, on the different game boards as follows:</p> <p>AF (Africa) : pale yellow - WORLD, ATLANTIC, AUSTRAL, AEROPOSTALE maps</p> <p>AS (Asia) - WORLD, AUSTRAL maps</p> <p>EU (Europe) - WORLD, ATLANTIC, AUSTRAL, AEROPOSTALE maps</p> <p>NA (North America) - WORLD, ATLANTIC, AEROPOSTALE maps</p> <p>OC (Océania) - AUSTRAL map</p> <p>SA (South America) - WORLD, AUSTRAL, AEROPOSTALE maps</p>
F-GH-003	CITY cards	<p>The following 5 CITY cards are not used in the various SETUP postcards currently available (they will be in future scenarios):</p> <p>Continental zone SA (South America) : ARICA</p> <p>Continental zone OC (Oceania): SINGAPORE / DARWIN / CAPE TOWN / AUCKLAND</p>
F-GH-004	AIRCRAFT cards	<p>List of the 36 aircraft in the core box : Aircro DH.4A, Martinsyde Type A.Mk II, Standard J-1, Salmson 2A2, Breguet 14, Vickers Vimy, AEG J-II, Savoia S-16, De Havilland DH66, Laté 26, Ford Trimotor, Douglas World Cruiser, Junkers W-33, Boeing 221, Sikorsky S.35, Savoia Marchetti S.55, Levasseur PL-8, Bellanca P-200, Laté 28-3, CAMS 56, Consolidated Commodore, Heinkel He 70, Curtiss T-32 Condor II, Boeing 247, Bernard 191GR, Breguet 19 TF, De Havilland DH86, Northrop Delta, Dornier Do 18, Laté 300, Dewoitine 338, Couzinet 71, Farman NC 223.1, De Havilland DH91, Douglas DC-3, Macchi MC100</p> <p>List of the 9 aircraft in the Ad Austral expansion : Caudron G.3, Farman F.60 Goliath, Avro Avian, Potez 25, Percival D.3, Junkers Ju-52/3m, Pander S-4 Postjager, Bleriot 5190, Savoia Marchetti SM 79CS</p> <p>List of the 26 avions in the "Stretch Goals KS" pack : Vickers Vimy Commercial, Caproni Ca.57, Zeppelin Staaken E-4/20, Sikorsky S.38, Handley Page HP-42, Tupolev ANT-14, Potez 62, Fiat G18V, Tupolev ANT-20bis, Ansaldo SVA.9, Curtiss NC, Fokker F.VII, Lockheed Sirius "Tingmissartog", Ryan NYP, Savoia Marchetti S.64, Tupolev ANT-25, Lockheed 10-E, Gasuden Koken-Ki, Howard DGA-6, Caudron C.641 Typhon, Lockheed Vega 5 Winnie Mae, Farman F.192, De Havilland DH88 Comet n°63, De Havilland DH84 Dragon "Seafarer", Caudron C.450 Rafale, Caudron C.630 Simoun</p>
F-GH-005	PILOT cards	<p>List of the 16 pilots in the core box : Howard Hughes / Harriet Quimby, Dieudonné Costes / Maryse Bastié, Jean Mermoz / Hélène Dutrieu, Gunther von Hünefeld / Marga von Etzdorf, Richard Byrd / Bessie Coleman, John Alcock / Mary Bailey, Joaquin Loriga Taboada / Polina Denisovna Osipenko, Italo Balbo / Carina Negrone</p> <p>List of the 6 pilots in the Ad Austral expansion : Henri Guillaumet / Adrienne Bolland, Guy Menzies / Jean Batten, Antonio Locatelli / Amelia Earhart</p> <p>List of the 14 pilots in the "Stretch Goals KS" pack : Wop May / Helen Richey, Charles Lindbergh / Anne Morrow, Charles Kingsford Smith / Elly Beinhorn, Jimmy Doolittle / Jackie Cochran, James Mollison / Amy Johnson, Antoine de St Exupéry / Hélène Boucher, Wiley Post / Lena Bernstein</p>
F-GH-006	SETUP postcards	<p>List of the 4 SETUP postcards in the core box : "Aeromaritime", "Air Orient", "American Overseas" et "Transcontinental Air Transport".</p> <p>List of the 2 SETUP postcards in the Ad Austral expansion : "Aeropostale" et "Ansett Airways".</p>

List of the 4 SETUP postcards in the "Stretch Goals KS" pack : "Det Norske Luftfartsselskap", "Imperial Airways", "Eastern Airlines" et "Pan American Airways"

F-GH-007

**SYSTEM cards
(BASIC/STANDARD/EXPERT)**

There are 25 SYSTEMS cards in the core box, distributed as follows:
BASIC : 4 x MET REPORT cards
STANDARD : 4 each of COMPASS, AUTOPILOT and GYROSCOPE cards, hence 12 cards in total.
EXPERT : 1 each of AIR STAIRS, ALTIMETER, AUXILIARY TANK, CARGO DOOR, FLAPS, SLATS, FLOATS, VARIABLE PROPELLER, WING TANKS cards, hence 9 cards in total.

There are 4 SYSTEMS cards in the Ad Austral expansion, distributed as follows :
BASIC : 1 x MET REPORT card.
STANDARD : 1 each of COMPASS, AUTOPILOT and GYROSCOPE cards, hence 3 cards in total.
EXPERT : none.

F-GH-008

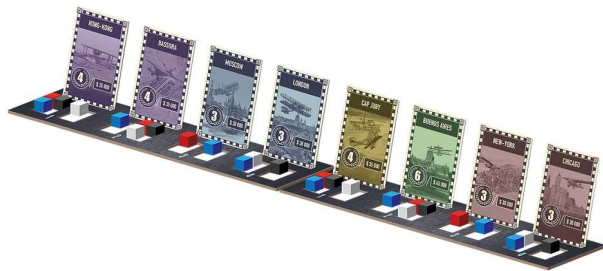
**Cartes CREW
(BASIC/STANDARD/EXPERT)**

There are 19 CREW cards in the core box, distributed as follows:
BASIC : 4 x COPILOT cards.
STANDARD : 4 each of FLIGHT ENGINEER, NAVIGATOR and RADIO cards, hence 12 cards in total.
EXPERT : 1 each of FUEL EXPERT, METEOROLOGIST and VETERAN cards, hence 3 cards in total.

There are 6 CREW cards in the Ad Austral expansion, distributed as follows :
BASIC : 1 x COPILOT card.
STANDARD : 1 each of FLIGHT ENGINEER, NAVIGATOR and RADIO cards, and 5 x RAIDER cards, hence 8 cards in total.
EXPERT : 1 each of ENGINE EXPERT and SMUGGLER cards, hence 2 cards in total.

F-GH-009

What is the purpose of the 2 perforated cardboard strips in the basic box?



These are card holders on which you can place the HUB city cards for the current game. This allows you to record each players' first landing into these cities, and their choice of earning the corresponding GLORY POINTS or MONEY. In single-player mode, we suggest you arrange the city cards in the order (from 1 to 8) of the stops the SOLO plane will go through. This will make it easier for you to keep track of its progression toward its final destination.

F-GH-010

On the "World" map, why are there 2 different GLORY point rewards for the GREAT FIRST Atlantic crossing between New York and Paris?

Two crews are famous for having made the same crossing, but not in the same direction: Charles Lindbergh between New York and Paris in 1927, and Dieudonné Costes and Maurice Bellonte between Paris and New York in 1930. To pay tribute to these achievements, there are two GREAT FIRST crossings on this route. The first player to complete this crossing (in either direction) scores 8 glory points, and the next player to complete for the first time the crossing in the opposite direction scores 5 glory points. This can, of course, be the same player.



F-GH-011

I can't get the SETUP postcards to fit into the slot in the box...

There is a slight variation in the width of some of the cards produced (up to 1.5 mm too wide, each sides), in which case the card may not fit well into the slot provided. A standard commercial cutter (not supplied in the box) will do the trick : indeed there's no need for an aviation certified cutter to perform this task as it's not flight safety critical! There's also no risk of losing any information, as there's no text in this ~2 mm margin.

Aircraft

F-AC-001

Is it possible to take an aircraft with a lower TECHNOLOGICAL LEVEL than the one indicated on the pilot card?

Yes, even if it is not necessarily a relevant strategic decision! But you can make this choice in order to give yourself a handicap against less experienced opponents.

F-AC-002

When buying a second aircraft, can I choose an aircraft whose TECHNOLOGICAL LEVEL difference with my current aircraft is greater than my PILOT'S TECHNOLOGICAL SKILL?

No, the buy-back of a second-hand aircraft follows the same rules as for a new aircraft. In both cases, the difference in TECHNOLOGICAL LEVEL between my current aircraft and the one I wish to purchase must be equal to or less than the value of my pilot's TECHNOLOGICAL SKILL. For example, if the TECHNOLOGICAL LEVEL of my current plane is 6, and the TECHNOLOGICAL SKILL of my pilot is 2, I can acquire a plane with a TECHNOLOGICAL LEVEL of 8 or less.

F-AC-003

What conditions must be met for an aircraft to have the AMPHIBIAN trait?

A plane has the AMPHIBIAN trait if :

- the "wheel" and "float" pictograms are separated by the "+" symbol. In this case, the aircraft basically an AMPHIBIAN, so there is no need to install the "FLOATS" SYSTEM card.
- the "wheel" and "float" pictograms are separated by the "/" symbol. In this case, the aircraft is basically a LAND PLANE, and it is necessary to install the "FLOATS" SYSTEM card to upgrade the aircraft to AMPHIBIAN.

Note: before starting the game, players may decide to consider that the Douglas World Cruiser and Latécoère Laté 28-3 are basically AMPHIBIAN, as the 2 versions of these aircraft have historically been operated simultaneously by the same operators (i.e. US Army and Aeropostale).

Start and Endgame

F-ST-001

Do I earn the salary of my pilot at the start of the game?

No : you start the game with the value shown on your MAIN BASE city card (indicated on the SETUP postcard). You also earn the number of GLORY POINTS shown on that card.

F-ST-002

How does the game end?

A game ends as soon as a player meets the end of game condition at the end of his turn. The players after the player who triggered the endgame complete their actions, then the final score is taken (see rules page 9 - Endgame).

Note: the end-of-game condition is a given number of GLORY POINTS, depending on the number of players. But there's nothing to stop you creating your own end-of-game conditions, by setting an objective specific to the board map you're using. An example end-of-game condition with the WORLD map could be the first player to circumnavigate the globe!

F-ST-003

Is the player who triggers the endgame necessarily the winner?

Not necessarily, the winner is the one who has the most GLORY POINTS at the end of the game, after the final score.

F-ST-004

Does the city associated with the pilot I've chosen for the game count towards an AIR ROUTE OBJECTIVE card?

The city associated with your pilot is your MAIN BASE . This city can indeed be taken into account for the completion of an OBJECTIVE card if, and only if, your aircraft is in this city when you take this card. There is no retroactive effect: you must have the objective card when you declare (validate) the destination.

For example, if I take the AIR ROUTE OBJECTIVE card "New York-Dallas" when I'm in New York, I can validate the passage in New York. However, if my MAIN BASE is New York and I'm in Miami when I pick up the OBJECTIVE AIR ROUTE "New York-Dallas" card, I'll have to return to New York to validate passage in that city. Similarly, if I take an OBJECTIF DIPLOMACY card, I cannot validate the "DIPLOMATIC BAG" cards I delivered before taking this OBJECTIF card: only the "DIPLOMATIC BAG" cards delivered after selecting the OBJECTIF DIPLOMACY card are validated.

Cards

F-CA-001

In which discard pile should SYSTEM & CREW cards be placed?

Simply return them face-up to their respective discard pile, either: SYSTEM & CREW BASIC discard pile (MET REPORT or CO-PILOT), SYSTEM & CREW STANDARD discard pile (COMPASS, FLIGHT ENGINEER, AUTOPILOT, NAVIGATOR, GYROSCOPE or RADIO) or SYSTEM & CREW EXPERT discard pile (card with XP tag).

<i>F-CA-002</i>	When I choose an OBJECTIVE action, can I take several OBJECTIVE cards or none at all? No, when you choose this action, you can and must take one and only one OBJECTIVE card.
<i>F-CA-003</i>	Can I discard CARGO or PAX cards? Once you've picked up a CARGO or PAX card, you're committed to deliver it. If you wish to unload a card before you've had a chance to deliver it (e.g. to free up cargo space on your plane), you can do so on your turn during the "FLIGHT OPS - LOAD YOUR PLANE" phase, paying its value to the bank (e.g. \$15,000 to discard a PAX ON BOARD card) as compensation. You can unload as many cards as you like, as long as you pay the full cost. The cards you unload are added to the LOAD cards available this turn, but do not become part of the LOAD card river. Cards unloaded and not taken up by another player during the current turn are discarded. In the event of a plane change, if and only if your new plane cannot hold all your CARGO or PAX cards, you may discard the excess cards, but you must pay their value to the bank as compensation.
<i>F-CA-004</i>	After choosing the FLIGHT OPS action, can I start a flight without having drawn any LOAD (CARGO or PAX) card? Yes, but you won't be able to draw any more LOAD cards during this round.
<i>F-CA-005</i>	Can I remove SYSTEM or CREW cards if I want to change my strategy? Yes, but only when you choose one MAINTENANCE action. However, you do not get a refund for the cards you discard.
<i>F-CA-006</i>	Do I have to keep an OBJECTIVE card once it is completed? Yes, once you have completed an OBJECTIVE card, it does not come back into play. We advise you to keep it near your cockpit by turning it over to distinguish it from any unrealized OBJECTIVE cards in your possession. Keeping them may allow you to check or facilitate the counting of points at the end of the game.
<i>F-CA-007</i>	Do I have to keep a DIPLOMATIC BAG card once it is delivered? If you do not have a DIPLOMACY OBJECTIVE card of the same nation (same colour) in your possession, the DIPLOMATIC BAG card that you have delivered returns to the LOAD (CARGO&PAX) cards discard pile, and may therefore be available again during the game. On the other hand, if you have a DIPLOMACY OBJECTIVE card of the same nation, you score the GLORY POINTS corresponding to the DIPLOMATIC BAG card you have just delivered, and this card does not come back into play. We advise you to keep it close to your cockpit by turning it over to distinguish it from any DIPLOMATIC BAG cards not yet delivered in your possession. This will allow you to check the number of points corresponding to the diplomatic objectives you have achieved at the end of the game.
<i>F-CA-008</i>	Can I immediately earn the points and money of a VIP TRAVELLER card if my plane is already in the destination city mentioned on the card when I took it (OBJECTIVES action)? No: the character on the VIP TRAVELLER card must be transported to the city mentioned on the card. If your plane is already there and you take this card, it means that this character asks you to take him/her to another city of your choice before bringing him/her back to the starting point! So you will have to fly away from that city first with that VIP TRAVELLER on board your plane, then come back later (it can be the next flight in the same turn) to drop him off and earn the points and money on the card.
<i>F-CA-009</i>	If I have the "HENRI DE LA VAUX" DIPLOMACY OBJECTIVE card and another DIPLOMACY OBJECTIVE card (e.g. "WINSTON CHURCHILL"), does the delivery of a DIPLOMATIC BAG card count for both objectives (in this example, a You need to choose to which OBJECTIF DIPLOMATIE card you are going to attach this DIPLOMATIC BAG card. Indeed, the delivery of a DIPLOMATIC BAG card corresponds to the execution of a diplomatic mission, and you must therefore choose which mission order this delivery corresponds to: in our example, either a mission order entrusted by HENRI DE LA VAUX (in which case you score the corresponding points on his card), or by WINSTON CHURCHILL (in which case you score the corresponding points on his card).

FLIGHT OPS

<i>F-OP-001</i>	Does my pilot recover ENDURANCE points during a stopover between 2 flights during the same game turn? No, your pilot will only recover his maximum ENDURANCE level at the start of your next game turn, when you choose the FLIGHT OPS action.
<i>F-OP-002</i>	On my turn, I want to fly the route between San Diego and New Orleans, with a stopover in El Paso and Dallas. Do the effects of my SYSTEM & CREW cards apply only once for the entire journey, or on each flight? And can I redeem

During his turn, a player who has chosen the FLIGHT OPS action can make one or more flights. The player makes a flight by rolling the WEATHER dice corresponding to the number of squares separating the departure and arrival cities of the flight in question (see page 7 of the rules, section "Flight Ops - Conduct a flight").

In other words, a "flight" means flying the distance separating the flight's departure and arrival cities (the latter being the city in which the player can make a delivery) without making a stopover between the 2 cities. At the end of the flight, the player is not allowed to pick up LOAD cards, buy back FUEL or even restore his ENDURANCE level (see page 8 of the rules, section "Flight Ops - Conduct a flight").

The terms "route" or "journey" are not used in the rule, but they can be used to designate the path travelled by the player during his turn, and therefore a route (or journey) = one or more flights made during the same turn.

So, in this example, the player's turn will be to try and get to New Orleans from San Diego, by first conducting a flight from San Diego to El Paso, then, if there's still enough FUEL and ENDURANCE left, El Paso to Dallas and finally Dallas to New Orleans. The player will have completed the San Diego to New Orleans journey (or route) in 3 flights (and possibly as many deliveries).

And as mentioned on page 11 of the rules ("Description of System & Crew cards" section), the weather dice effects of System & Crew cards apply once per flight: so it would mean, in this example of a San Diego to New Orleans journey, a maximum of 3 times in all during the game turn.

F-OP-003 Can I buy FUEL during a stopover between 2 flights in the same turn?

No, when you choose the FLIGHT OPS action, you can only buy FUEL before the first flight of your turn. During your turn, the only action allowed at each stopover is the delivery of CARGO or PAX cards.

F-OP-004 Can I behave suicidally in order to gain glory points by deliberately choosing to undertake a flight without the necessary FUEL?

No, you must have the minimum amount of FUEL in your aircraft (i.e. 1 FUEL/square) to undertake a flight. For example, if the flight is 5 square long, you must have a FUEL load of at least 5 in order to undertake the flight. What's more, a pilot with an ENDURANCE level at zero is forbidden to fly by the civil aviation authorities, and therefore can't take off again for a new flight during this game turn!

F-OP-005 Can I modify more than one die by the action of the same SYSTEM or CREW card?

No, unless otherwise stated on the card, a card can only change one die per flight.

F-OP-006 Does the effect of a SYSTEM or CREW card only apply once per turn?

No, the effect of a single SYSTEM or CREW card applies once per flight. Unless the card has to be discarded after its effect has been applied (e.g. COPILOT card), the effect of a SYSTEM or CREW card is available again for a new flight during the same game turn.

F-OP-007 Can I increase my FUEL gauge by using a FUEL CAN card?

No, the FUEL CAN card may only be used during a flight : it is discarded to replace the dropping your FUEL gauge by one level.

F-OP-008 During my turn can I continue to fly as long as I have fuel left for it?

Yes, as long as you do not make a journey (or route) during your turn that exceeds the total RANGE value of your aircraft. For example, if your plane has a range of 8, you may make either a single flight of up to 8 squares or multiple flights representing up to 8 squares in total during your turn (e.g. one flight of 3 squares and one of 5 squares).

F-OP-009 When I conduct a FLIGHT, can I "fly over" a city without landing there, and go directly to a more distant city?

Yes, as long as the total length of the flight does not exceed the RANGE value of the aircraft. You may roll the dice for the entire flight, or separately for each segment of the flight. When you arrive over the first city after rolling the first segment, you may still decide to continue or land. But beware, if you decide not to land and continue the flight to the next city, you cannot give up: roll the dice and check if you reach that city.

F-OP-010 What happens if my flight ends at exactly 0 FUEL or ENDURANCE?


A close call, but it's OK! Your flight ends safely. However, as you cannot refuel or restore your endurance at this stage, you cannot conduct another flight during this turn.

F-OP-011 What happens if my ENDURANCE level drops to zero before the flight ends?

The flight can continue as long as this value does not fall below zero. This also means that you could decide to initiate a flight with a zero ENDURANCE value (which is not possible with FUEL). This would not be very prudent as you would be at the mercy of any weather die rolling on a side with -1 ENDURANCE and thus causing a FLIGHT INTERRUPTION. This is why it is considered that a pilot who completes a flight with a zero ENDURANCE level is grounded by the Civil Aviation Authorities, and therefore cannot fly again during that turn!

F-OP-012 In which case my aircraft will not reach its destination?

Your aircraft does not reach its destination if your FUEL or ENDURANCE levels fall below 0 before the end of the flight. If FUEL and ENDURANCE values are equal to or greater than 0 after resolving all WEATHER dice, your plane lands safely at its destination city.

If you apply the "ENGINE FAILURE TEST" rule introduced by the AD AUSTRAL expansion, your plane won't reach its destination if all its engines have failed during the flight. In other words, the destination is reached if at least 1 engine is still running at the end of the flight = at least 1 die is not on its face  after all required dice rolls.

F-OP-013 **I want to use the "ENGINE FAILURE test" rule for a twin-engine plane : do I have to re-roll the black die on its "2 propellers" face if the other black die indicates that one engine has failed (= on its face )?**

The ENGINE FAILURE test consists of one sequence of roll (including any re-rolls) of black dice, the number of which varies according to the number of engines fitted to your aircraft. This number is indicated on the AIRCRAFT card by "propeller" pictograms: 1 black die for aircraft with 1 engine (single-engine, i.e. 1 x "propeller" pictogram), 2 black dice for aircraft with 2 engines (twin-engine, i.e. 2x "propeller" pictograms), or 3 black dice for aircraft with 3 or more engines (3 x "propeller" pictograms).

The rule states that during an ENGINE FAILURE test, you must re-roll all black dice that fall on their "2 propeller" side if your aircraft has 2 or more engines, regardless of the result obtained on the other die/dice. In other words, it is the configuration of the aircraft as shown on the AIRCRAFT card that must be taken into account when re-rolling the black dice on their "2 propellers" or "3 propellers" face, as shown below:



= engine has failed (and no re-roll of this die is required)




= engine is OK (and no re-roll of this die is required)



= aircraft with 1 engine : engine is OK and no re-roll of this die is required / aircraft with 2 or more engines: re-roll this die once only. After the re-roll : engine is OK (and no re-roll required) if the die shows this face.



= aircraft with 1 or 2 engines : engine is OK and no re-roll of this die is required / plane with 3 or more engines: re-roll this die once only. After the re-roll : engine is OK (and no re-roll required) if the die shows this face.

However, it may happen that several ENGINE FAILURE tests have to be carried out in succession on the same flight. This can happen, for example, when flying on a route with yellow dice, if several of these dice are on their "ENGINE OVERHEAT" face: 

In this case, the number of black dice to be rolled corresponds to the number :

- shown on the AIRCRAFT card (= number of "propeller" pictograms) for the first ENGINE FAILURE test carried out during this flight;
- of engine(s) still OK after the preceding ENGINE FAILURE test(s) carried out during this flight.

Example: an aircraft with 3 or more engines (=3 x "propeller" pictograms on its card) conducts a flight during which 3 x ENGINE FAILURE tests must be performed :

1- for the 1st "ENGINE FAILURE test", the player rolls 3 black dice. The result is 1 x face "engine failure" / 1 x face "2 propellers" / 1 x face "3 propellers". The player then throws these last 2 dice again, and the result is 1 x face "2 propellers" / 1 face "blank" (= engine OK). At the end of this 1st "ENGINE FAILURE test", the plane now has 2 engines OK (= still running).

2 - for the 2nd "ENGINE FAILURE test", the player rolls 2 black dice. The result is 1 x face "engine failure" / 1 x face "3 propellers". No re-roll is necessary, as the aircraft had only 2 x engines OK at the start of this test. At the end of this 2nd "ENGINE FAILURE test", the aircraft now has only 1 engine still OK.

3 - for the 3rd "ENGINE FAILURE test", the player rolls 1 black die. The result is 1 x face "2 propellers". No re-roll is necessary, since the plane had only 1 engine OK at the start of this test. At the end of this 3rd "ENGINE FAILURE test", the plane has still 1 engine OK and can therefore reach its destination.

Note: it is assumed that the failed engines are repaired after the aircraft has reached the destination of the flight. The aircraft therefore has all its engines OK again on the next flight, even if it's on the same turn of the player.

F-OP-014 **Can I land my plane between two cities?**

No, the destination of a flight must be a city whose name appears on the map, this city being either an AIRFIELD, a BIG CITY, an EMBASSY or a CUSTOMS (see rulebook page 10).

F-OP-015 **Can I land in a city where there is already another player and his plane?**

Yes: there's no limit to the number of planes you can land in a city. In other words, you can fly to a destination already occupied by other players.

F-OP-016 **If I conduct a flight on a route with the GREAT FIRST pictogram, do I systematically score the points indicated on the map ?**

You only score the points indicated if no-one has made this flight before you. In other words, only the first player to complete a GRANDE FIRST scores the indicated points, and places a cube of his/her color on the corresponding pictogram on the board. See FAQ # F-GH-010 (in "Game Hardware" section of this doc) for more guidance on the specific case of the 2 different GLORY point rewards for the GREAT FIRST Atlantic crossing between New York and Paris shown on WORLD map.

F-OP-017 **In the event of a CRASH, do I lose all my fuel?**

In the event of a FLIGHT INTERRUPTION, the rule is the same for both INCIDENT and CRASH: you lose all the fuel used (see page 8 of the rules - section "Consequences of an INCIDENT or a CRASH"). However, if all the players agree, you can decide that in the event of a CRASH, the player loses all the FUEL on board his plane (in addition to his pilot, his plane and all his cargo). This is more thematically coherent, but also more punitive: it's therefore advisable to apply this variant with caution when playing with novice players!

Customs inspection & illegal goods (SMUGGLING CASE)

F-SM-001

Can I shuffle my CARGO cards with my PAX cards that are loaded in my aircraft during a customs check (delivery of a SMUGGLING CASE card)?

Yes, but only the PAX ON BOARD cards, corresponding to anonymous passengers. Indeed, TRAVELER VIP cards have a different back and cannot be shuffled with your CARGO and PAX cards. After all, you don't want to bother a VIP with admin hassle !

F-SM-002

The SMUGGLING case I was trying to deliver has been found by the customs officer! Can I ask him/her to turn a blind eye, by offering to share the reward for this delivery?

Just as it's illegal to deliver contraband, it's also perfectly illegal to bribe a customs officer... But now that the customs officer has found your goods to be illegal, you don't have much to lose, do you? So why not give it a try ! Here's how to proceed with this CONTRABAND & CORRUPTION variant:

- 1- ask the customs officer if he's OK to turning a blind eye in exchange for payment (but don't tell him how much);
- 2- the customs officer must say whether he accepts the proposal.

If the customs officer refuses to be bribed, your fine is doubled from \$10,000 to \$20,000 for attempted bribery of a sworn officer and influence peddling! Your turn ends there.

If the customs officer accepts your offer, you then have to agree with him on how much of the \$30,000 reward you are prepared to give him. If you can't agree, you get the \$30,000 reward, but you have to give the customs officer \$5,000 (out of the 30,000 \$). Then you can continue your round, as a dishonest customs officer (he's accepted the principle of bribery) has no means of putting pressure on you... but beware, a customs officer upset by too much stinginess on your part will probably remember if he/she has to inspect your aircraft again !