



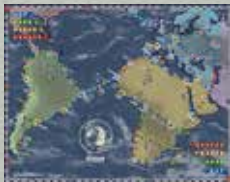
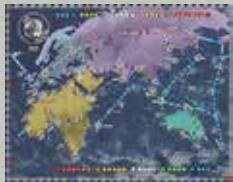
## AD AUSTRAL EXTENSION



Fly to new horizons with the Ad Austral expansion. With the core-box, you could fly across the Atlantic Ocean and over the North Pole. With the Ad Austral extension, you will be able to travel the exploratory routes of the french Compagnie Générale Aéropostale in South America, soar through the skies of the southern lands of Africa, or cross the incredible variety of seas and landscapes that separate Europe and Oceania to reach the other end of the world that is New Zealand. These discoveries come with new meteorological hazards that will test the reliability of your aircraft and the endurance of your pilot. Fortunately, you will be able to count on new aircraft with flattering pedigrees and amazing performances, as well as new crew members with very useful skills to face the dangers of these new destinations. But beware: surely attracted by the magic of the Orient and the prospect of making a fortune by transporting local celebrities, a 5th player-pilot may come to compete with you in your quest for glory!

Air Postal extension Ad Austral: let's head south!

## New game material



■ 1 game board with the AUSTRAL MAP on one side and the AÉROPOSTAL MAP on the other side



■ 3 yellow WEATHER dice and 3 black ENGINE dice



■ 8 new CITY cards (Antananarivo, Auckland, Cape Town, Darwin, Jakarta, Mumbai, Singapore, Sydney).

16 new OBJECTIVE cards :



■ 4 VIP (Very Important Passenger) TRAVELLER cards: Katherine Mansfield, Donald Bradman, Jawaharlal Nehru, Ruan Lingyu

■ 12 AIR ROUTE cards



■ 7 new CREW cards: 5 x CREW STANDARD cards (5 x RAIDER) and 2 x CREW EXPERT cards (XP logo cards): 1 x ENGINE EXPERT, 1 x SMUGGLER)

1 set of SYSTEM & CREW BASIC (2 cards) and



STANDARD (6 cards) cards

■ 9 new AIRCRAFTS

■ 6 new PILOTS



■ 2 new SETUP postcards + 1 SETUP postcard to add a 5th player in the setups proposed in the Air Postal core-box and in the Ad Austral extension.



The material for the 5th player :

■ 1 cockpit + 1 ruler

■ 1 set of green wooden pieces for the 5th player, including 2 MARKER pieces, 20 cubes and 1 plane meeple

## Introduction

The material of the Air Postal core-box is necessary to play with the Ad Austral expansion. The Ad Austral expansion introduces new game elements and rule variants. You can include all or only some of these new elements in your Air Postal game, as you wish.

You will find all you need to know about the new features introduced through this Ad Austral expansion, and which sections sections of the basic game rules, provided in the Air Postale core-box, which are modified by this expansion or new.

## Duration of a game

To estimate the duration of a game, count 30 minutes of play per player-pilot, that is to say approximately 2h30 for a game with 5 players.

Note that with the BASIC initiation variant (see Variants section), this duration is reduced to about 15 min per player, i.e. around 1h15min in total for 5 players.

## Endgame conditions

The first player to reach the following number of GLORY POINTS at the end of his turn triggers the end of the game:



## Set up (what's new)

Place the OPERATIONS board on its 5-player side, even if you are playing with fewer than 5 players. Place it next to the game board and set up the CREW BASIC deck (5 CO-PILOT cards) and the SYSTEM BASIC deck (5 MET REPORT cards).

Make up the 7 SYSTEM & CREW STANDARD card decks: the new 4-card RAIDER deck, and the 6 basic box decks with the following 4 cards of each type: COMPASS, FLIGHT ENGINEER, AUTOPILOT, NAVIGATOR, GYROSCOPE and RADIO. Place these 7 decks in their respective slots.

Add the new CREW EXPERT card «SMUGGLER» to the deck of SYSTEM & CREW EXPERT cards (cards with the XP logo) from the core-box. Shuffle and then randomly draw a number of cards equal to the number of players +3. These cards are the SYSTEM & CREW EXPERT deck for this game. Place this deck next to the other 7 SYSTEM & CREW decks. Put the remaining SYSTEM & CREW EXPERT cards back into the box: they will not be used during this game.

# FLIGHT OPS - MAKING A FLIGHT:

- 1- Measure the length of the flight: refer to the basic game rules (no change)
- 2- Complete the flight: refer to the basic game rules. If you have suffered a FLIGHT INTERRUPTION at the end of this phase, go directly to the FLIGHT OPS - DESTINATION AND DELIVERY phase (refer to the basic game rules).

If you have not suffered a FLIGHT OPS INTERRUPTION, go to phase 3 below.

3 - ENGINE FAILURE TEST: before moving on to the FLIGHT OPS - DESTINATION AND DELIVERY phase, and if the flight you have just completed is one of the GREAT FIRSTS (see picto on the map), you must perform an ENGINE FAILURE TEST in order to check whether the engine(s) fitted on your aircraft has(have) failed before reaching the destination. Indeed, these difficult flights are often very demanding for the mechanics!

■ Roll the number of black ENGINE dice corresponding to the number of engines fitted on your aircraft (see picto propeller on your plane card), and check if you have suffered any engine failure:

- ✈ Single engine aircraft = 🎲 roll 1 die
- ✈✈ Twin engine aircraft = 🎲🎲 roll 2 dice
- ✈✈✈ Aircraft with three or more engines = 🎲🎲🎲 roll 3 dice







- ⬛ = engine is OK, no fault found!
- ⚙️ = engine shutdown (failure)
- ✈ = 🎲 engine is OK if your plane is a single-engine aircraft, or roll this die again (only once) if your aircraft is fitted with 2 engines or more
- ✈✈ = 🎲 engine is OK if your plane is a single or twin engine aircraft, or roll this die again (only once) if your aircraft is fitted with 3 engines or more
- If all the dice show a face 🌟 at the end of the rolls (including re-rolls, if any) of the dice, you suffer a FLIGHT INTERRUPTION.

## WEATHER LEGEND YELLOW DICE

- ☀️ CLEAR SKY (CAVOK) -1 fuel
- ⚡ THUNDERSTORM -2 fuel -2 endurance
- ✈ ENGINE FAILURE -1 fuel + proceed with an ENGINE FAILURE test
- 🌪 TURBULENCES -3 endurance
- 🏠 POWER LOSS -1 fuel + discard 1 CARGO card and pay its cost to the Bank

## DESCRIPTION OF CREW CARDS

- 
**\$-10 000** 🧑 PERMANENT RAIDER: CREW card. Once per flight enables you to re-roll a yellow die.
- 
**\$-25 000** 🧑 PERMANENT SMUGGLER: CREW card. Allows you to escape customs inspections searches: you can deliver without risk SMUGGLING CASE cards in CUSTOMS and get your \$30,000 reward.
- 
**\$-5 000** 🧑 PERMANENT ENGINE EXPERT: CREW card. Once per flight: allows you to re-roll one ENGINE black die.

|   |   |
|---|---|
| ✈ START AIRCRAFT  | 🧑 ENDURANCE   |
| 💰 REVENUE   | 🔧 TECHNOLOGICAL COMP  |
|  |  |
| <b>HENRI GUILLAUMET</b>   | <b>ADRIENNE BOLLAND</b>   |
|  |  |
| <b>ANTONIO LOCATELLI</b>  | <b>AMELIA EARHART</b>   |
|  |  |
| <b>GUY MENZIES</b>  | <b>JEAN BATTEN</b>  |

# CITY VARIANT

Distribute the following number of CITY cards to each player:

|               |   |   |   |   |
|---------------|---|---|---|---|
| Nb of players | 2 | 3 | 4 | 5 |
| Nb of cards   | 5 | 4 | 4 | 3 |

From 2 to 3 players: put the undealt cards back in the box as they will not be used for this game. With 5 players: put the remaining card aside for now: you will add it to the other remaining cards that become the HUBS for this game (see below).

Each player secretly chooses one card from the cards he or she has received: this will be his or her MAIN BASE.

When all players are ready, they reveal simultaneously the card they have chosen. As in a normal game, each player earns the amount of money and the number of GLORY POINTS indicated on that CITY card (place accordingly the cube of your color on the score track).

Next, each player discards one of the cards they still have in their hand, without revealing it. Put these cards back in the box as they will not be used for this game.

The remaining cards (6 cards for a 2-, 3- or 5-player game, 8 cards for a 4-player game) become the HUBS for that game.

