THE
GREAT AIR RACE

THE STORY

Europe, 1933. Charles C Buttersworth, an eccentric American billionaire, flight enthusiast and amateur filmmaker, has a dream.

He wants to bring together the best pilots from all corners of the globe to compete in a single event. There'll be riches at stake, but also fame and glory, because he wants to film the race and show it in theaters around the world.

Audiences will want to see thrills and spills, so it won't just be the fastest pilots winning the prize, but the smartest and most daring.

It won't be a great air race. It will be *the* Great Air Race.

INTRODUCTION

Welcome to the Great Air Race, a game for 2-6 players set during the golden age of air racing. Players must juggle risk and reward as they battle against the weather, their rivals and the limits of human engineering in a dash for riches and glory.

The Great Air Race is played with cards, which represent the player's progress through the various stages of the race.

A race is made up of a number of **Stage** cards (usually 3-5), laid out to form a course. Players must traverse this course by playing **Flight** cards, each of which denotes a certain amount of **Progress** towards this goal.

The first player to reach the finish line at the end of the race is the winner.

SETUP

3 - Shuffle the **News**, **Crew** and **Flight** decks and place them near the Stage cards.
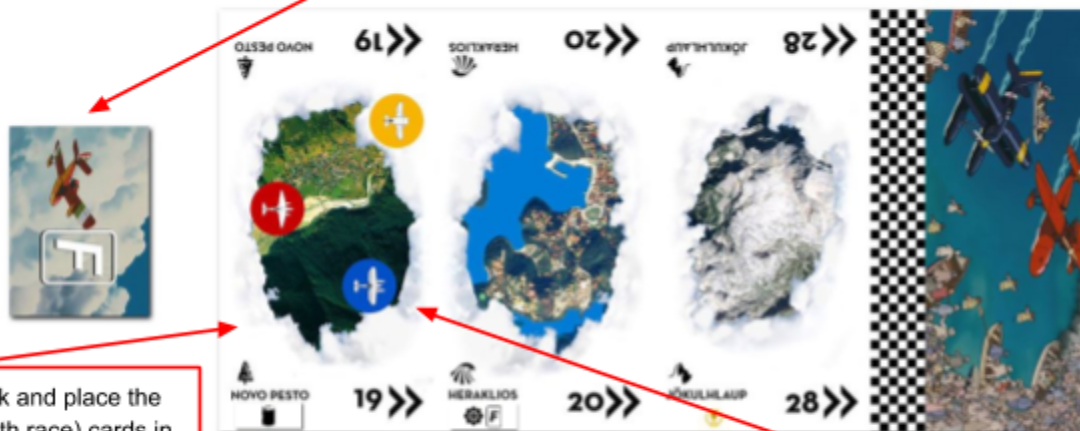
1 - Shuffle the **Stage** deck and place the top 4 (for a standard length race) cards in the centre of the play area in ascending **Progress** score order.

2 - Randomly draw the same number of stage reward tokens as there are stages. Place one on each **Stage** card **Reward** side up except for the last which will be **Trophy** side up.

5 - Each pilot will take an airplane piece of their colour and place it on the first **Stage** of the race. Take the smaller token of the same colour and place it at the "0" point of the Player Board's progress tracker.

6 - Draw three **Crew** cards and place them near the **Stage** cards to form the **Cantina**.

4 - Each Pilot takes a player board and places it in front of them. They also take 5 **fuel**, 5 **health** and 2 **moxy** tokens and place them in the **Supply** space on their player board.
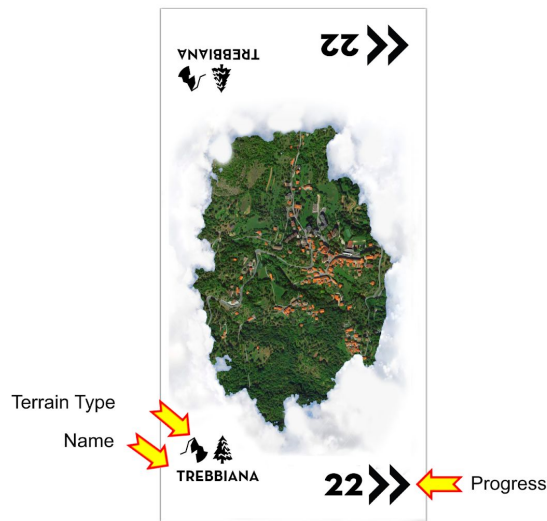
7 - Deal five **Flight cards** and one **Landing** card to each pilot. (landing cards will not count towards a pilots hand limit).

COMPONENTS

Stage Cards

Stage cards make up the course of the race. Each card lists a **Progress** value players must match (or exceed) by playing their **Flight** cards, as well as a terrain type, which can be useful for certain **Flight** card effects.

Some **Stage** cards may include more than one terrain type, which increases the number of terrain bonuses that may apply to them.

Stage cards will also have a **Stage Reward** token on them. The first player to progress past that stage may collect that token and earn the reward printed on it.

Flight Cards

The **Flight** deck is comprised of 120 cards. Each with a F icon on the card back. These make up your hand and are used to represent the actions you take and your progress through the race.
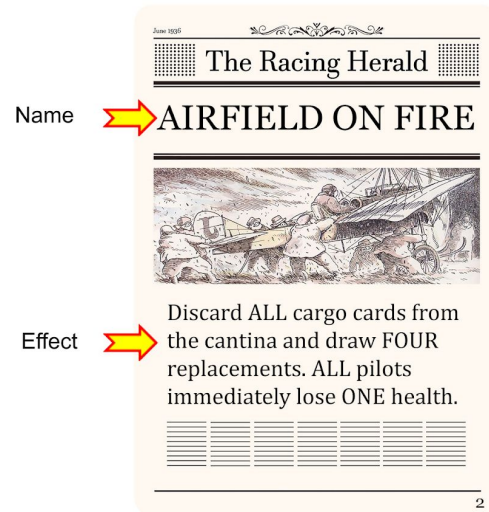
Card Classes: Aerobatic , Weather and Mechanical
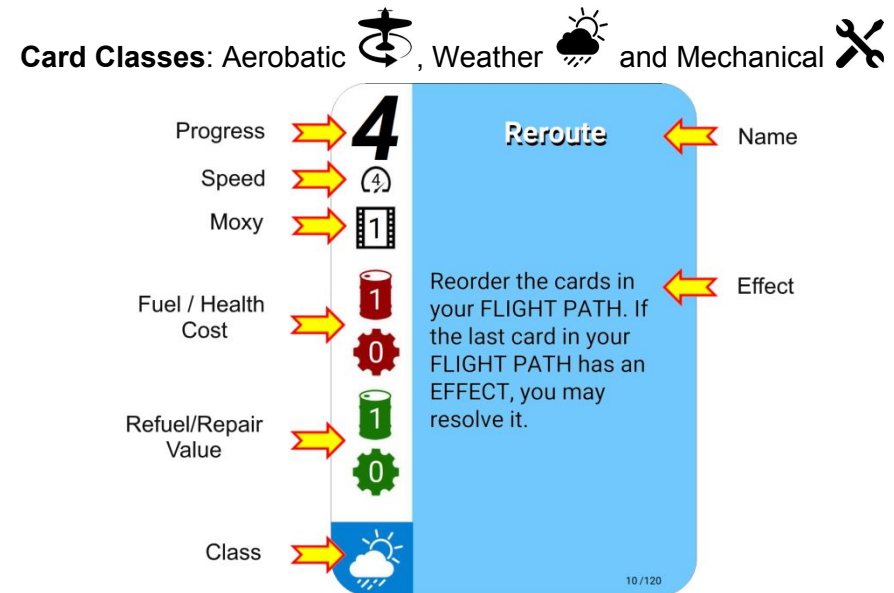
There are two types of effects. Those marked as **React** are resolved when all Pilots reveal their selected cards. All other **Flight** card effects are resolved during a Pilot's turn.

News Cards

The **News** deck is comprised of 20 cards. Each with a [N] icon on the card back. They are used to determine the weather or major events that will shape the day's racing. There are two types of **News** card:

1. **Event** cards are resolved immediately.

Name ⟹ AIRFIELD ON FIRE

Effect ⟹ Discard ALL cargo cards from the cantina and draw FOUR replacements. ALL pilots immediately lose ONE health.
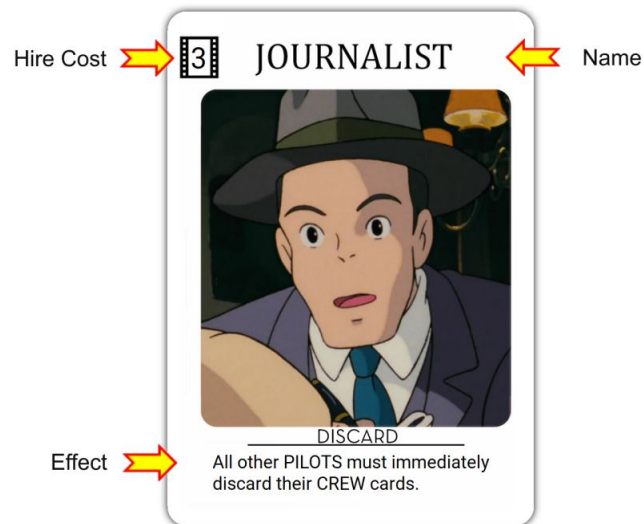
The Racing Herald

2. **Attachments** are an ongoing condition linked to a **Stage**, which may add an additional terrain condition or an adjustment to **Flight** card costs. When revealed the card is placed under the **Stage** card occupied by the leading pilot, and only removed when all pilots have progressed past that **Stage**.

Effect ⟹

Name ⟹ WHO DARES WINS

The Racing Herald
ATTACHMENT   ATTACHMENT

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Crew Cards

The **Crew** deck is comprised of 23 cards. Each with a [C] icon on the card back. These may be purchased by players when they land and represent air and ground crew who may be hired to assist you in the race. **Crew** cards provide bonus actions. Some bonus actions are one use only and will instruct the Pilot to discard them after use (DISCARD), while others may be retained and used once per turn (EXHAUST).

Hire Cost → **[3] JOURNALIST** ← Name

Effect →
DISCARD
All other PILOTS must immediately discard their CREW cards.

Landing Card

Each pilot has a single **Landing** Card. The back of the card appears the same as regular **Flight** Cards, but the front denotes that this is in fact a **Landing** card, played to signify that you are ceasing forward progress for the day and are landing your aircraft. **Landing** cards remain in a pilot's hand (though do not count towards their hand total), and are played as any other **Flight** card would be, by placing them face-down on the table then later revealing. Once played, a **Landing** card remains visible next to a Pilot's **Flight Path**, in order to make clear to other players that they have landed.

LANDING

Tokens

Fuel - **Fuel** tokens are used to represent the amount of fuel players have left in their tank. **Fuel** is important because without it you cannot play **Flight** cards, which will display how much **Fuel** is used each time they are played, but **Fuel** can also be lost (and gained) through other actions and events.

Health - **Health** tokens represent the physical health of your aircraft. The less tokens you have, the more damage your plane has suffered during the race. **Health** tokens are important because they determine how many **Flight cards** you are able to keep in your hand at the beginning of each turn.
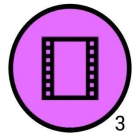
Moxy - **Moxy** is a bonus resource players earn while performing exciting and dangerous maneuvers, a reward for entertaining the audience watching the race in theatres. It can be used to hire crew members.

Stage Rewards - There are 9 Stage Reward tokens in total. They are double sided with one side showing a reward icon and the other a Trophy icon with a number. The first pilot to progress to a stage will receive the stage reward token. The following table explains each stage reward.

F	Draw a **Flight** card.
C	Gain a **Crew** card.
⚙	Move 1 **Health** to your Reserve.
🛢	Move 1 **Fuel** to your Reserve.
🛢🛢	Move 2 **Fuel** to your Reserve.

GAINING FUEL AND HEALTH
During the DAY PHASE, Players may be able to collect FUEL or HEALTH tokens from a **REWARD** or **ACTION**. REWARDS are automatically added to the RESERVE space of the player board and are not available until the end of the current DAY PHASE.
ACTIONS can add to either the RESERVE or the SUPPLY and will be specified in the ACTION text.

⚙ F	Move 1 **Health** to your Reserve and Draw 1 **Flight** card.
⚙ C	Move 1 **Health** to your Reserve and Gain 1 **Crew** card.
F F	Draw 2 **Flight** Cards.
⚙ ⚙	Move 2 **Health** to your Reserve.

Player Boards

Each pilot has a **Player Board**, which is used to organise and display the resources and items currently in their possession. At the top of the **Player Board** is a progress tracker, where a coloured token is used to display a pilot's progress through the current **Stage**.

There are four spaces below this to track resources.
- The first is for tracking **Moxy**.
- The Discard space is used for storing **Fuel** and **Health** that has been spent on playing **Flight** cards.
- The Reserve is for **Fuel** and **Health** gained during the course of the turn.
- The Supply is for **Fuel** and **Health** available to spend during the day phase.

There can never be more than 5 of each type of resource on a player board.

PLAYING THE GAME

The Great Air Race is played in turns, each one representing a day's racing. Each Turn in the Great Air Race consists of three phases:

1. Dawn
2. Day
3. Dusk

Dawn

Reveal Event
A new card is drawn and revealed from the **News** deck. The effect on the card is then resolved.

Day

The Day phase can take place over one or more Rounds, as pilots play their **Flight** cards in order to progress through the race. Each round will see all Pilots doing the following:

Select Cards
All Pilots must choose to play a **Flight** card or their **Landing** card from their hand and place it face-down in front of them. Once all pilots have done so, they reveal their chosen card simultaneously.
If any pilot would choose to use a **React** effect, they would resolve it now.
TIP: **Health** is more valuable than **Fuel**. Be careful with it!

Card Resolution

The pilot playing the card with the highest **Progress** value resolves their card first, followed in descending order. If any pilots are tied according to **Progress**, then the pilot playing the card with the highest **Speed** value goes first. Pilots who have revealed **Landing** cards will resolve last. Landed pilots wishing to hire crew resolve first, but must draw **Flight** cards to determine hire order (based on **Progress** value of the card drawn). Otherwise landed pilots may collect **Flight** cards and perform their **Refuel/Repair** actions simultaneously.

If they have revealed a **Flight** card, the pilot performs the following steps:
1. Pay the **Fuel/Health** cost listed on the card by moving the required tokens from the **Supply** space to the **Discard** space on the player board.
2. Add the card to their **Flight Path** and adjust the progress tracker, collecting any **Moxy** tokens if applicable.
3. Resolve any card effects.
4. (Optional) Perform a **Crew** or **Refuel/Repair** action..
5. If applicable move to the next **Stage**, discarding cards from your **Flight path**.

If they have revealed a **Landing Card** then they will perform the following steps:

1. Place their landing card at the end of the **Flight Path**.
2. If at least one pilot has revealed a **Flight Card** then they can draw a new **Flight Card**.
3. (Optional) Hire **Crew** or perform a **Refuel**/**Repair** action.
4. Refresh all **Crew** Cards and move any items from their **Reserve** to their **Supply**.
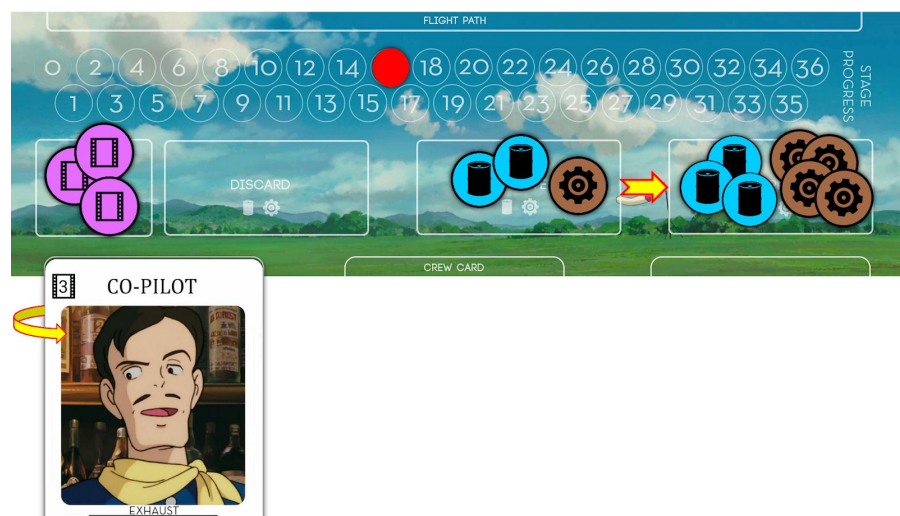
If a pilot has already landed in a previous round, and at least one pilot reveals a **Flight card**, they may draw a new **Flight card** from the **Flight** deck.

While landed pilots do not have **Flight** cards to resolve, they may still perform ONE action per round (collecting **Flight** cards does not constitute an action).

Actions
In addition to playing a **Flight** card, a pilot can choose to perform one action per turn from the following options:

1. **Crew** Action - perform an action listed on one of their **Crew** cards. If it is a **Discard** action simply discard the **Crew** card to the discard pile. If it is an **Exhaust** action, flip the card over on your player board. It will be refreshed when you land.
2. **Refuel**/**Repair** - discard a card from their hand to redeem the green **refuel**/**repair** values and place them in their **reserve**.

Hiring Crew
Crew may only be hired while landed, and hiring **Crew** is a **Crew** action. To hire **Crew**, simply discard the number of **Moxy** tokens listed on the **Crew** card and add it to your player board. If you already have two **Crew** cards you must discard one before adding the new one. All remaining **Crew** cards shift to the right and a new crew card is added to the left of the cantina.

In the event that more than one Pilot wants to hire **Crew** in a round, all pilots must draw a card from the **Flight** deck. Hiring order is determined the same way as in flight.
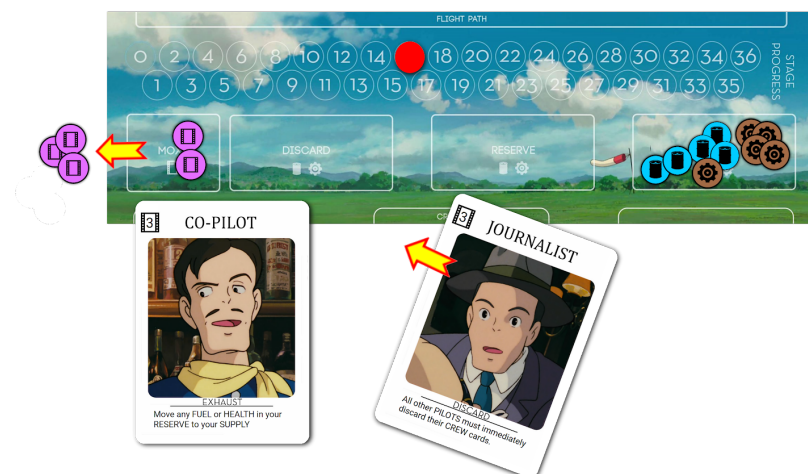
Moving

If a pilots **Flight Path** meets or exceeds the **Stage** requirement during their turn, they may progress to the next **Stage** by discarding cards in their **Flight Path** equal to the current **Progress** value. They will then move their Player Marker to the next **Stage** and gain a **Moxy**. If they are the first to move to the next **Stage**, they may immediately claim the **Stage** reward token. All rewards listed on the token are placed in the **Reserve** space on the player board. The pilot also keeps the token for any end of game time breakers.

> **Advancing Stages Example**
> Player 1 is currently flying over **Chapham** and requires a total of 16 progress points to progress. He plays a card worth 6 progress and adds it to his **Flight Path** bringing his total to 18.
> At the end of his current turn, he can now move to the next stage. He discards all cards in his flight path and moves his plane to the next stage. If he is the first player to move to the new stage, he collects the **Stage Reward** token and adds any rewards to his **Reserve**.

End of Turn

The Day Phase is repeated until all Pilots have landed.

Dusk

Dusk is the conclusion of a day's racing, and involves refreshing hands and decks for the next turn.

Refresh Cantina

Take the last **Crew** card in the **Cantina** (furthest to the right) and remove it, placing it in the discard pile. Move the remaining cards down one space, then draw a new **Crew** card and place it in the first space.

Refresh Hand

Pilots will then draw 5 new **Flight** cards and add them to their hand, then discard cards down to their current **Health**.

> **HEALTH vs HAND SIZE**
> Your hand size is dictated by your current health level. At the end of the **Dusk** phase you should always have as many **Flight Cards** in your hand as you have **Health** tokens in your **Supply**.
>
> Remember **Health** can be hard to come by so be sure to take that into account as you manage your current hand of cards.

Finally all Pilots will return their **Landing Cards** to their hand to signal that they are ready for the next day's racing.

Final Stretch

If a pilot crosses the finish line during a round then the **Final Stretch** event is triggered.
All pilots who have not yet resolved will get a chance to play their cards and resolve any effects before the race is declared over. The player with the most **Progress** at the end of that round is declared the winner.

If more than one pilot has crossed the finish line at the end of the round, the pilot with the highest **Progress** value is the winner. If multiple pilots are still tied after this then the following tie breakers are observed in order:
1. Most **Stage** Reward Tokens
2. Highest value **Stage** Reward Token

TIP: Check your rival's progress trackers often to make sure you know when **Final Stretch** might be coming up!

ADDITIONAL RULES & INFORMATION

Low Fuel
In order to play a **Flight card**, a Pilot must be able to pay the **Fuel/Health** cost listed on that card. If for any reason the Pilot no longer has enough **Fuel**, they can make up the shortfall from their **Health**. Pilots must have a minimum of one **Fuel** when paying for their **Flight card**.

Emergency Landings
If a Pilot ever Runs out of either **Fuel** or **Health**, they must play their **Landing Card** on the following round.

Card Keyword Explanations

REACT - This effect allows a Pilot to immediately play a card directly from their hand, even if it is not their turn. It is normally triggered as a reaction to another card ability. This effect is not applicable if played normally to a Pilots Flight Path.

DISCARD - Remove this card from play and place it on the relevant discard pile to trigger its effect.

EXHAUST - Flip or rotate this card to trigger its effect. At the end of the turn, you may return the card to its normal position and use it again.

ADVANCED PLAY

Race Length
It's recommended that most races are constructed using 3-5 **Stage** cards, however there is no restriction on this. If you want to try a 1-2 **Stage** race, you can! There's also nothing stopping you constructing a 10-card marathon, though anyone looking for a longer experience may wish to consider a Grand prix (below).

Increased Starting Hand
Deal each pilot 7 flight cards to start the game with each pilot discarding down to 5 before play begins.

Pilot Cards
A standard game of The Great Air Race is played using pilots and aircraft with equal capabilities. More experienced players may wish to use Pilot Cards, which adjust things like fuel values and can add powerful abilities.

Grand Prix
Players looking for a longer or more competitive experience can try holding a Grand Prix, where players compete across a variety of different races. Award points for 1st, 2nd and 3rd place in each race, then tally the points at the end for an overall winner!

NOTE: *All artwork used here is for prototype purposes, and remains the copyright of their respective owners.*

QUICK REFERENCE / TURN ORDER

Dawn

1. Draw and resolve a **News** card.

Day

1. Play **Flight** or **Landing** card face-down.
2. All pilots simultaneously reveal card
   (optional: play **React** effect)
3. In order from the highest **Progress** card played each pilot:
   a. Pays **Fuel**/**Health** cost for card.
   b. Resolves card.
   c. (optional) Perform **Action** (see actions)
4. Progress to next **Stage** if able.

Dusk

1. Refresh **Cantina**.
2. Draw 5 **Flight** cards to refresh hand (discard down to current **Health**).

Actions

After playing a Flight **card,** pilots may perform one of three possible actions:

1. Discard another **Flight** card from their hand to repair/refuel.
2. Perform an action listed on a **Crew** card.
3. Hire a **Crew** member (only while landed).

Card Classes

There are three classes of **Flight** Card in the game:

| Mechanical | Weather | Aerobatics |