Setup

1. Select an **approach track** (scenario) to play.

	YUL	
	LHR	
	HND	
	OSL	
	ATL	
	PRG	
	BLQ	→ promo on official website
T:	CPT	
T:	SYD	
T:	PEK	
	LHR	
	TGU	
	GIG	
	KEF	
	PRG	
	KUL	
	ATL	
	BUD	→ promo on official website
T:	KBP	
T:	TER	
T:	SXM	
T:	DUS	
T:	MAD	
T:	WAW	
	PBH	
	HND	→ rebalanced on official website
	GIG	
	OSL	
	TGU	
	YUL	→ offered on official website
	LHR	→ offered on official website
	PRG	→ offered on official website
	BLQ	→ promo on official website
	BUD	→ promo on official website
T:	SXM	
T:	SYD	
T:	WAW	
T:	DUS	
T:	NZIR	→ also promo on official website
T:	PEK	
	KEF	
	KUL	
	PBH	
	ATL	→ offered on official website
T:	CPT	
T:	MAD	
T:	TER	
T:	KBP	
T:	NZIR	→ also promo on official website

2. Sit beside each other, ideally around a corner, pilot on the left.
3. Place the **control panel** between you, pilot side on the left.
4. Center the **airplane axis disc**; i.e. arrow up.
5. Cover each of the 10 green lights with a **switch**.
6. Place the blue and orange **aerodynamics markers** on their initial speed thresholds: 4 blue 5 … 8 orange 9.
7. **IB:** Cover the brakes with the **ice brakes** board.
8. Place the brake **marker** on its initial speed threshold: brake 2.
9. The pilot takes the **4 blue dice** and the blue screen.
10. The co-pilot takes the **4 orange dice** and the orange screen.
11. Insert the **approach track** in the left top slot of the control panel, with the clouds in the window.
12. For each plane icon, place a **plane** on that space.
13. Insert the **altitude track** matching your approach track (**T:** if the approach track has a letter at the top, use that altitude track) in the right top slot of the control panel, with 6000 in the window.
14. **A5k:** Advance the altitude track to 5000 (you don't get the reroll token from 6000).
15. For each reroll icon, place a **reroll token** on that space.
16. Pile the **3 coffee cups** near the control panel.
17. **K:** Place the **kerosene track** left of the control panel.
18. **K:** Set the **kerosene marker** to 20.
19. **KL:** Cover its die space with a **face-down intern badge**.
20. **I:** Place the **intern board** below the control panel.
21. **I:** Place a random **intern badge** face up on each space.
22. **SA:** Choose the number of **SA cards** indicated in the star.
23. **W:** Place the **wind ring** right of the control panel.
24. **W:** Center the airplane token in it; i.e. pointed up.
25. **A:** Place the **alarm board** near the control panel.
26. **A:** Place a random alarm token face down on each space.

Legend

black		**Sky Team** core rules
gray		Approach Track effects
yellow	**K**	**Kerosene** module
light green	**I**	**Intern** module
black	**SA**	**Special Abilities** module
blue	**W**	**Wind** module
light blue	**IB**	**Ice Brakes** module
tan	**KL**	**Kerosene Leak** module (requires **K**)
magenta	**RT**	**Real-Time** module
gray	**T**	**Turbulence** Approach Track effects
orange	**A5k**	**Altitude 5000** module
bright red	**A**	**Alarms** module

Play: The game lasts 7 rounds (Altitude `6000`–`0`). The altitude color indicates the first player for the round, once you start placing dice.

1. If **traffic dice** are depicted at the bottom of the approach track's current space, then for each: Roll the `black` die; place a plane on that space of the approach track (1 is the current space in your window; if > remaining approach track, put it on the airport).

2. If the `alarm icon` is on the right side of the approach track's current space, flip any `alarm token` on the alarm board face up. Dice can't be placed on the indicated equipment until it's fixed with the indicated die, at which point, you discard the `alarm token`.

3. If the **mute icon** is on the right side of the approach track's current space, you must **skip discussing strategy**.

4. Discuss strategy **thematically**, not in terms of dice or die rolls.

5. **T:** If the **bad visibility icon** is on the left side of the altitude track's current space, you will only roll ≤2 dice into your screen.

6. Simultaneously **roll your dice** into your respective screens. `You must remain silent until the end of the round.`

7. **RT:** Start a **60**-second timer. When the time runs out, you can't place further dice. If any ⚠ dice are missing, **you lose**.

8. **Move the reroll token**, if any, from the current altitude space to the supply in the upper-left corner of the control panel.
   Either player may **spend it** at **any time** in any round for **both** players to reroll as many of their dice as each wishes.

9. Until both players have placed all 4 dice, take turns placing **1 die** on an empty space of **your color**, with a matching number, if any.
   Note: You **must** place dice on the ⚠ spaces each round: **axis** and **engines**.
   T: Note: If the **turbulence icon** is on the left side of the altitude track's current space, after you place a die, reroll the rest of yours.
   T: Note: If the **bad visibility icon** is there, after you place a die, if any remain unrolled, roll a 2nd die into your screen.

   - ⚠ **Axis:** As soon as **both** dice are here, tilt the disc a number of points, toward the greater die, equal to the difference. If ❌, **you lose**.
     W: Turn the `airplane token` per how far your current axis is from center: Same points in the same direction.

   - ⚠ **Engine:** As soon as **both** dice are here, advance the approach track according to the total **W: + current wind speed**…
     - i. …and the speed gauge:
       1. total < `blue`: 0 spaces.
          Warning: For each **turn indicator** you **pass over** at the top of approach track spaces, if your axis is depicted as ✕, **you lose**.
       2. `blue` < total < `orange`: 1 space.
       3. `orange` < total: 2 spaces.
     - ii. If this causes planes to strike yours, because their space goes under, **you lose**.
     - iii. If this causes you to overshoot the airport, **you lose**.
     - iv. **KL:** Move the kerosene marker down 1 + the difference between the engine dice.

   - ○ **Radio:** Immediately remove 1 plane exactly that many spaces along the approach track (**1** is the current space in your window).
   - ○ **Landing Gear** (any order)**:** Activate the switch below the space. Advance the `blue` aerodynamic marker 1 space.
   - ○ **K:** (**KL:** Skip) **Kerosene:** Move the kerosene marker down that many spaces *(rather than 6 at the end of the round)*. If ❌, **you lose**.
   - ○ **Flaps** (top→bottom)**:** Activate the switch below the space. Advance the `orange` aerodynamic marker 1 space.
   - ○ **Brakes** (left→right)**:** Activate the switch below the space. Advance the `brake` marker 1 space.
   - ○ **IB: Ice Brakes** (left→right)**:** Only the space directly to the right of the `brake` marker is available. As soon as **both** dice are above & below the next number, advance the `brake` marker 1 space.
   - ○ **Make Coffee:** Add a coffee cup to a **±1** space.
     Either player may **spend any number** of coffee cups when placing a die to adjust its value by 1 each (it **doesn't** wrap 6→1 / 1→6).
   - ○ **I: Intern:** (your side → other side) Your die must be different from the closest intern badge. Place the badge as if it were a die, but you **can't** use it to **make coffee**. You also **can't adjust** it with coffee.

10. **End of the round** `You may speak again.`
    a. **K:** If there is no die on **kerosene**, move the kerosene marker down 6 spaces. If ❌, **you lose**.
    b. **Landing round:** If your altitude was already `0`, **you win** if **all** of the following are true (otherwise, **you lose**):
       - i. No planes are on the airport.
       - ii. The axis disc is centered.
       - iii. Speed < `brake` marker.
       - iv. All 3 `landing gear` lights and all 4 `flaps` lights are on.
       - v. **I:** No intern badges remain on the intern board.
       - vi. **IB:** `Brake` marker > 5.
    c. **Decrease altitude:** Advance the altitude track 1 space.
    d. **On the ground:** If your altitude is now `0`:
       - i. If you have not yet reached the airport (approach track), **you lose**!
       - ii. If you have reached the airport, play a special **landing round**, in which **engines** work as follows:
         - ⚠ **Engine:** As soon as **both** dice are here, if the total **W: + current wind speed** > `brake` marker, **you lose**.
    e. **Retrieve your dice.**