You are the owner of a travel agency. Passengers want the best trips, with one airline, and those trips mean more profit for you as well. Create attractive itineraries to become the most successful agent.

Players: 2

Time: 15-25 mins

Components: 36 cards (9 each in four airlines)

Objective:

Create better itineraries than your opponent and make a profit. The player with the most money at the end of the game wins.

Setup:

Shuffle the cards and deal 8 to each player. This is their hand. The rest will form a facedown draw pile.

Determine a starting player.

Anatomy of a Card:

Each card represents a flight between two cities offered by an airline. The airline's name is shown on the right side of the card.

Each row of a card shows the connections that flight may make to form a trip. A trip consists of three flights. Each flight may be the beginning of four possible trips, the middle of four possible trips, or the end of four possible trips.

Creating an Itinerary:

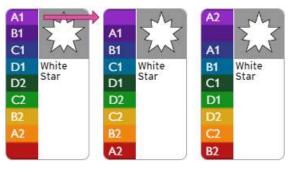An itinerary is a set of exactly three cards showing the three flights of a trip.

Each card could be the beginning, middle, or end of a trip depending on which row is used.

If a row on a card is the **beginning of a trip**, it will have A1, B1, C1, or D1.

If a row on a card is the **end of a trip**, it will have A2, B2, C2, or D2.

If a row on a card is the **middle of a trip**, it will be blank. It can be used to connect between A1 and A2, B1 and B2, C1 and C2, or D1 and D2 in that row on other cards.

A complete itinerary will have a middle card with a coordinated pair of beginning and end cards along one row.

To create an itinerary, first find a blank row on a card. This is the middle of a possible trip.

Next, look at that row on the other cards in the hand. If there are any coordinating pairs

(A1 and A2, B1 and B2, C1 and C2, or D1 and D2)

an itinerary can be made.

In the example above, both the third and last rows have a blank, but not coordinating pairs to start and end the trip, so an itinerary cannot be made.

Choose whether to create the itinerary with one airline, two affiliated airlines, or unaffiliated airlines. The airlines used will determine the profit made from the itinerary, as well as how many flights you will have to sell in the future.

Airlines:

Customers prefer to travel with one airline. It is also more profitable for the agent because there are only fees to one airline. However, the agent only receives one flight from the airline to sell in the future.

Sometimes trips will use more than one airline. This requires more in fees and so the agent's profit is reduced.

Some of the companies have agreements to help each other out when necessary. White Wings and White Star will take on passengers from each other for a reduced fee. Similarly, Jet Black and Black Diamond will take on passengers from each other when needed without charging their full usual rates. Each of the two airlines will give a flight to the agent to sell in the future.

If passengers have to switch between unaffiliated airlines, it increases the likelihood of luggage getting lost, or missing a flight. It also requires paying higher fees, and thus makes the least profit for the agent. However, each of the three flights in the itinerary provides a flight for the agent to sell in the future.

Game Play:

The first player plays an itinerary to the center of the table.

> **If the itinerary is with one airline**, the agent receives $5 in profit and one card.

> **If the itinerary contains only two affiliated airlines**, the agent receives $4 in profit and 2 cards.

> **If the itinerary contains non-affiliated airlines**, the agent receives $2 in profit and 3 cards.

The second player will select one of the three cards from the played itinerary and add two cards from their hand to create a new one. The two leftover cards from the previous turn are discarded. The player draws cards and scores profit based on the itinerary that they played.

Players continue to take alternating turns.

> **When the draw deck runs out**, itineraries may still be made, and profits scored, without drawing new cards.

If it is a player's turn and they cannot create an itinerary:

> **If they have two or more cards in their hand**, they were not able to connect available flights to get the passengers where they wanted to go. The player pays $2 to the other agent as a fee.

> **If they have fewer than two cards in their hand**, they have booked all available flights, and do not have to pay the other agent.

The other player may continue to create itineraries as long as they are able.

The game ends when neither player can create an itinerary. The travel agent with the most money wins.

Profit tracker (optional): Use cubes to track your profits. One for the tens place, and one for the ones.

10	20	30	40	50

1 2 3 4 5 6 7 8 9

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1 2 3 4 5 6 7 8 9

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