



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.

Designed by: Carol LaGrow © 2022.

Inspired by *The Sandwich Guy* by Wilhelm Su.

Players: 2

Time: 15 mins

Components: 36 cards, A to 9 in four suits. With a standard deck of cards, remove 10, J, Q, and K.

Setup:

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

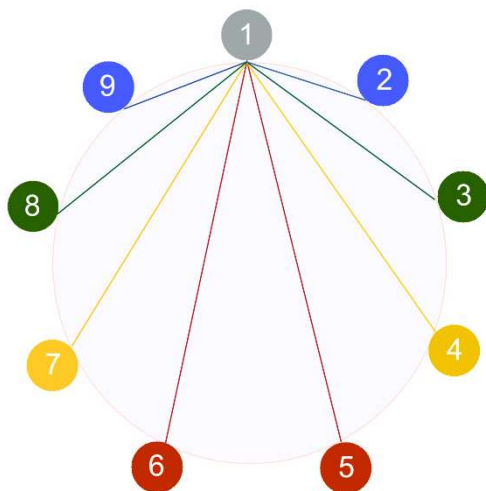
Determine a starting player.

Objective:

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

Creating Itineraries:

Itineraries are sets of exactly three cards. Sets contain a base card, and two cards whose rank is equidistant from the base card.



For example, starting with 1, a 2 is one step higher, and a 9 is one step lower. 9-1-2 is a set.

3 is two steps higher, and 8 is two steps lower. 8-1-3 is a set.

4 is three steps higher, and 7 is three steps lower. 7-1-4 is a set.

5 is four steps higher, and 6 is four steps lower. 6-1-5 is a set.

Showing all possible combinations for a 1 as the base card.

The cards visually show what cards create a set. No counting necessary.

	With Ace
	With Two
	With Three
	With Four
	With Five
	With Six
	With Seven
	With Eight
	With Nine

The top box shows what card combines with an Ace and that card to create a set.

The second box shows what card combines with a 2 and that card to create a set.

An Ace has A.3 in the second box, which means that it will combine with a 2 and a 3 to create a set.

The box corresponding to a rank is blank when on a card of that rank.

The second box is blank on a 2. All other cards have two values in that box, showing themselves and the third card that would be needed to complete the set.

A valid set will have a row with a blank box (the base card), and two matching boxes (on the side cards).

Sets have matches in the same line, and a card with a blank on that line. An Ace will have A.3 in the second box, and a 3 will have A.3 in the second box, so if there is also a 2 available (blank on the second line), there is a set.

Each card can be a base card for itself, or a side card for all other cards.



Example: With 2 as the base card, A is one step lower and 3 is one step higher.

Both A and 3 have A.3 in the second line, and 2 is blank on the second line.

Game Play:

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

- If it is all in the same **suit**, the player scores \$5 in profit and draws one card.
- If it is all in the same **color**, the player scores \$4 in profit and draws two cards.
- If it is **mixed** (black and red), the player scores \$2 in profit and draws three cards.

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

Customers prefer to travel with one company (one suit). It is more profitable for the agent because there are only fees to one airline. Sometimes a commuter flight is necessary out of smaller airports, before getting on a large commercial jet (same color). This requires more in fees.

Having to switch between major airlines (mixed sets) increases the likelihood of luggage getting lost, or missing a flight (different colors). It also requires paying fees to three different airlines, and thus makes less profit.

Each airline used in an itinerary provides a seat to sell for a future trip (card drawn to hand for a later turn).

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.

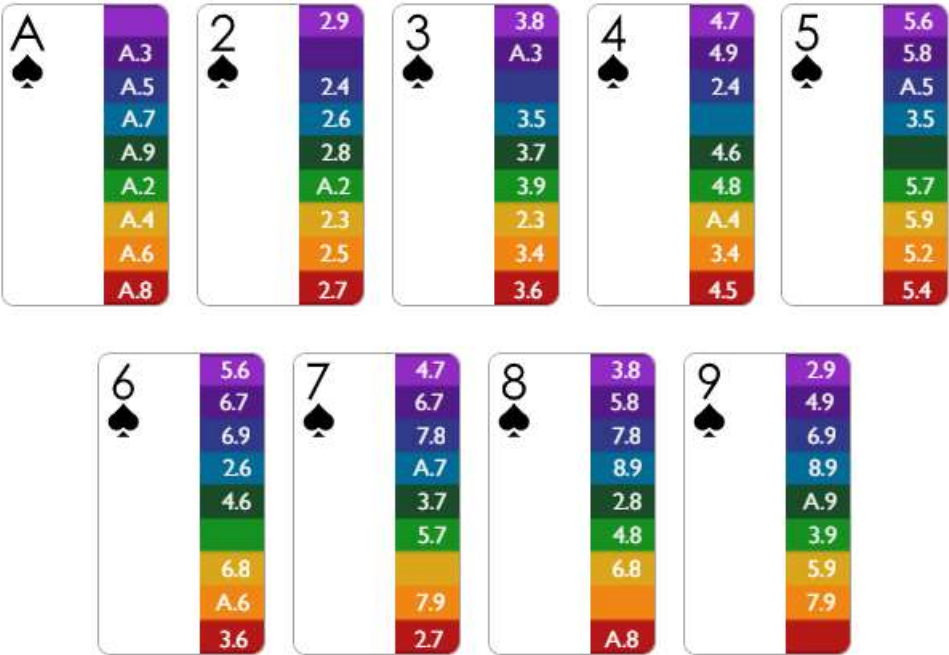
The game ends when neither player can create an itinerary. The travel agent with the most money wins.

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

10	20	30	40	50				
1	2	3	4	5	6	7	8	9

Card Reference:



Examples of Play:



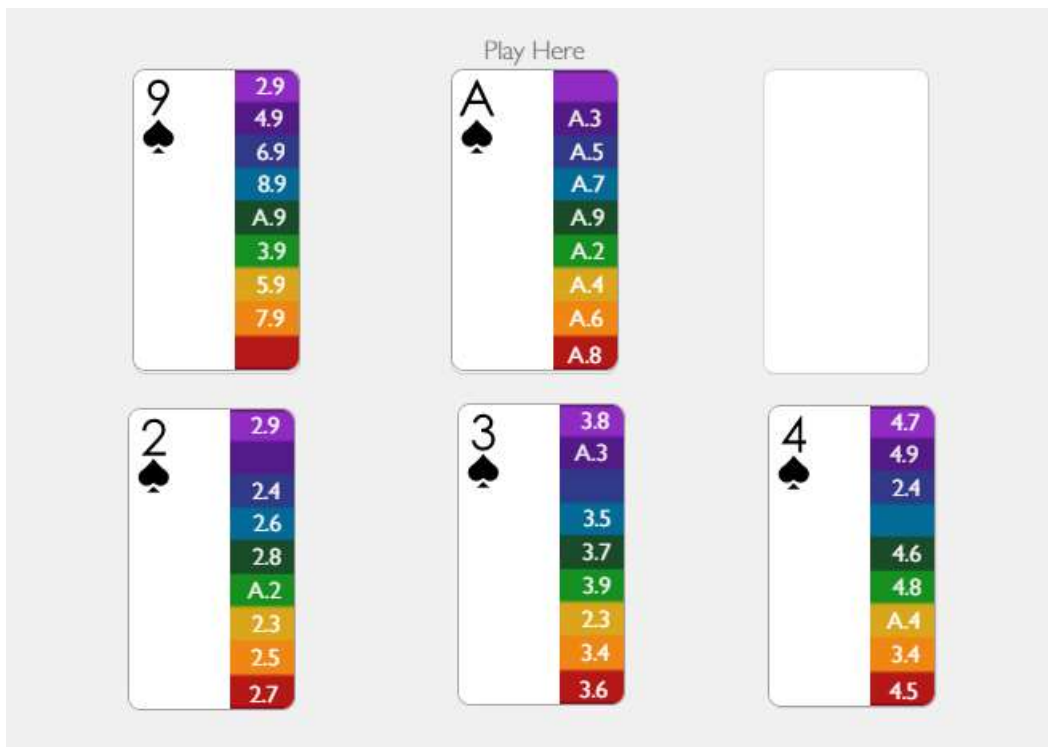
The first player opens with a set A-4-7. Same color, so it brings in \$4 of profit.



The second player selects the Ace and adds a 9 and a 2. They discard the 4 and 7.



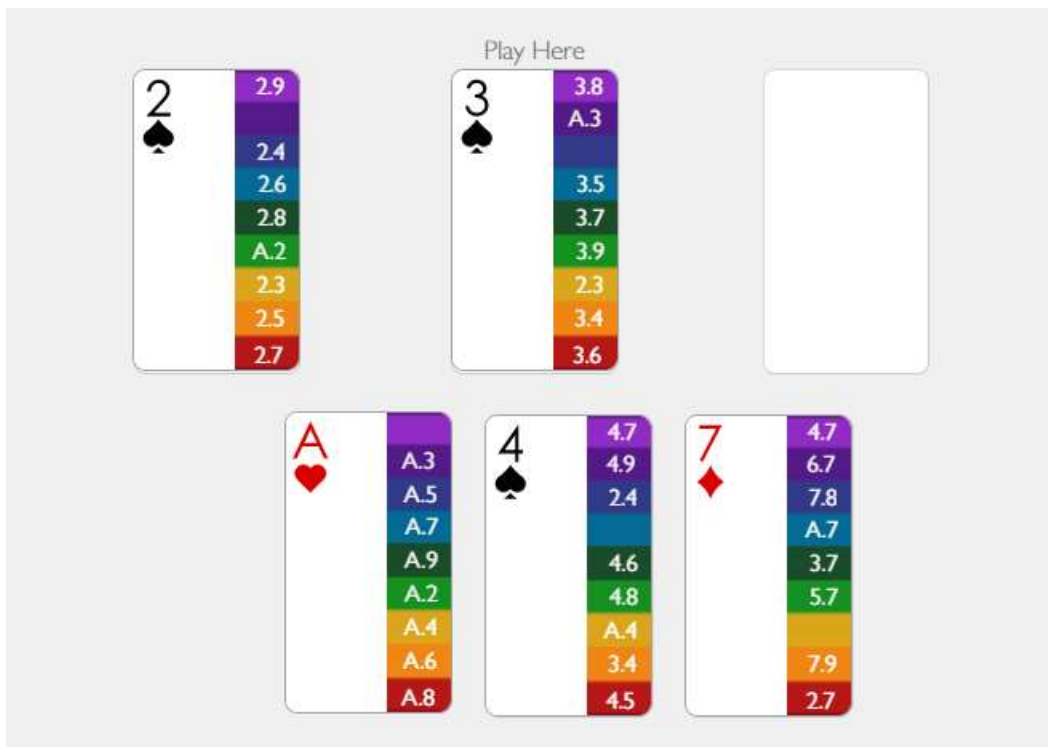
9-A-2 is all in the same suit, so it brings in \$5 of profit.



The first player selects the 2, and adds the 3 and 4. They discard the 9 and A.



2-3-4 is all in the same suit, so it brings in \$5 of profit.



The second player selects the 4, and adds the A and 7. They discard the 2 and 3.



Mixed colors (three airlines), so it brings in \$2 of profit.



The first player selects the A and adds the 2 of Hearts and 3 of Diamonds.

All in the same color, so it brings in \$4 of profit.

Playtesters: Adley, Daniel Kenel, Dave Peters, Richard Walter