



OVERBOOKED

by Daryl Chow

Instruction Manual

A passenger-planning, seat-shifting interactive strategy puzzle game for 2-4 airline planners.

You have been thrust into the world of airline booking, and tasked with managing competing airlines. You have to satisfy each passenger's different needs to score prestige for your airline. Book too few passengers, and you may not be able to fill your flight. Book too many, however, and some passengers will obviously be really unhappy. Can you be the one who satisfies the most passengers?



1-4



8+



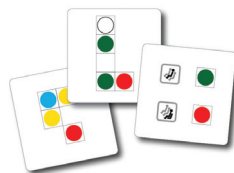
30 min.



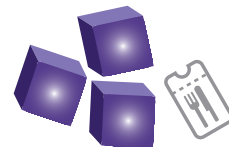
Randomskill Games

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Game Materials



72 Passenger cards



24 Voucher cubes



150 Passenger discs
(30 x 5 colours)



1 Scoreboard



4 Player boards
(2-3 player side and
4 player side)

Setup

1. Place all passenger discs in the middle of the playing area.
*For a 2P game, remove 10 discs of each colour.
2. Shuffle the Passenger card deck and deal out 4 Passenger cards face up in a row from left to right. Place the deck to the left of the leftmost card.
3. Shuffle the player boards (include the one with the Start player) and deal them to all players. For a 2-3 player game, use the 2-3 player side.
4. Give 6 Voucher cubes to each player to place in the Voucher section of the player board.

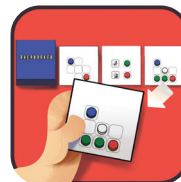


Aim of the Game

To score the most Prestige Points for your airline through skillful and precise passenger seating.



Overview of the Game



Pick

On your turn, pick a card, skipping cards with vouchers



Place

Seat the chosen passengers on your plane



Score

When passengers have run out, all players score!

Structure of the Game

The game takes place in turns, in which each player picks and places a Passenger card onto their player board. The game ends when one type/colour of Passenger discs are depleted, and players score their Passengers to determine the winner.

Game Turn (Pick and Place)

The player with the Singa Airlines player board begins (or pick a player via any chosen method). On their turn, a player **MUST** pick and place a Passenger card. They may pick the rightmost card for free, or pay and place 1 Voucher cube on each card that they desire to skip (e.g. if they take the leftmost card, they place 1 voucher on each of the other 3 cards). If there are Voucher cubes present on a card, the player takes those into their supply. They must then take Passenger discs of the colour corresponding to the card (e.g. if there are 2 reds, 1 white and 1 blue, they take these from the supply) to place them on the seats on their player board.

After a card has been drawn from the display, slide the three remaining cards right wards to fill in any spaces and draw a card from the deck face-up into the leftmost spot. The player's turn is now over and they may start placing their passengers while the next player may start their turn.

Passenger token placement rules:

- Tokens must all fit within **ONE** section of the plane (i.e. no passengers may be in the aisles).
- Patterns and cards may be rotated to be placed in any direction, but may not be placed in a mirror-image fashion from what is pictured on the card.
- For Aisle, Middle and Window cards, players may place passengers in **ANY** space in the stated column.
- Blank spaces (empty squares) are there for guidelines only and should be treated as though they were not present.
- All passengers **MUST** be placed. If this would lead to overlap from previously placed passenger discs, move the previously placed customer disc(s) to the Overbooked section.

End of the Game

The game ends in the round when 1 or more Passenger types have run out. Play until all players have had an equal number of turns. If a player draws a card with Passenger colours that have run out, ignore the exhausted colours. If passengers are exhausted in the middle of placement (e.g. you have to place 2 green discs but only 1 green disc remains), choose which passenger to place or ignore.

Scoring

- For this game, connected means adjacent (up/down/left/right) ONLY.
- For each passenger, score 1★
For each exact pair of connected couples, gain 5★
- You gain 0 points for any connected red passengers more than 2 (e.g. 3 or 4).
- For each surrounded child, gain 3★. Surrounded means that a passenger must, on every side, be touching either the edge of the board or a NON-child passenger.
- Players gain 1★ for each passenger in each of their largest connected green/yellow/blue group.
- For each colour of friends, if you have the largest, or are tied for the largest sized group, you gain 2★ per passenger instead of 1★ per passenger.
- For each remaining voucher, the player gains 0.5★, rounded up.
- For each completely filled section (i.e. a 3x5 or 4x5 area that is filled with no empty spaces), the player earns 8★.
- For each overbooked passenger, a player loses 2★. The player(s) with the most overbooked passengers loses an extra 2★.

The player with the most ★ earns the title of the most prestigious airline!



Solo Version

The following three scenarios have been designed for your solitary flight enjoyment. To use these scenarios, set up as per a 2 player game but with only 1 board.

In the solo version, you may take any of the 4 cards in the display without paying vouchers to skip them. However, to eliminate a card from the display, you have to lose a voucher. For every overbooked customer, you lose a voucher. For each complete section, gain 2 vouchers. The game is won if the stated conditions (according to the scenario) are met. The game is lost if you run out of vouchers.

1. Best Friends Forever (Easy/Medium/Hard: 6/4/2 vouchers)
 - Have at least a group of size 6 for each friend colour
 - Also have at least: 3 couples OR 3 surrounded children
2. Couples Retreat (Easy/Medium/Hard: 6/4/2 vouchers)
 - Have at least 5 surrounded couples
 - Also have at least: a group of friends of at least size 5 OR 3 surrounded children
3. School's Out (Easy/Medium/Hard: 6/4/2 vouchers)
 - Have at least 8 surrounded children
 - Also have at least: a group of friends of at least size 5 OR 3 couples