



How to Play Teaching Guides: #31 Airlines Europe

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #31 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Welcome to Airlines Europe. You are a European investor at the dawn of passenger airline travel seeking to make your fortune investing in the various budding new Airline companies sprouting all across the continent. In this game you are not one airline company or just one color, you are an investor who will be a part owner in several of the ten companies in the game, represented by ten different colors.

On your turn, you can choose one of four different actions. The heart of the game is in two of these actions, Buying planes, and playing shares of stock. The most common action players do on their turn is to to buy one or two planes for one of the ten different companies, growing that Airline companies network.

The reason players want to do this is to increase the value of those companies in order to make their stock be able to score them more victory points. The value of all ten companies is shown on a track on the board and everytime a player adds a plane to an airline company, its value marker moves up. For example if I buy a green plane and place it on the map, the value marker for the green company goes up making that company worth more points during a scoring round. The other benefit to buying planes is at the end of turn you are then allowed to draw one share card from the available choices.

The second critical action in the game is investing in particular companies by laying share cards. In order for me to score the highest value of points for the green company, I have to have the most green share cards played face up in front of me. So if you invest a lot of time building up a particular company that you also take the time to pick up and play share cards of that company's color or another player could steal your points.

Those are the two most common actions players will do on their turns. They will either buy planes and draw a share card OR lay share cards. The deck of share cards is the timer for the game. Remember that one share card is picked up everytime a player adds planes to the board. Hidden in the share card deck are three scoring cards. When a scoring card is revealed the game pauses and each company awards victory points for who has shares in that company, based on the amount of shares they have compared to the other players. Of course the more planes a company has, the higher its value in victory points. Each player will have shares in multiple companies and will usually score at least a few points for each company that they own shares.

So this game is all about having share cards in the most valuable companies by the end of the game by, either building them up yourself or letting other players build them up for you. After the third scoring card is revealed and scored, the player with the most points is the winner of the game."

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The Meat - How to Play the Game

⦿ The Four Actions you can do on your turn

1. Buy one or two planes and take a share card;
 - 1.1 Buy and place one or two planes
 - 1.1.1 Can buy planes for any company
 - 1.1.2 Plane played must connect to company network
 - 1.1.3 Must purchase cheapest option on route
 - 1.1.4 Only one plane of a color per route
 - 1.1.5 Routes and Planes are limited
 - 1.2 Increase Company Value
 - 1.3 Select ONE share card, from 5 face up or top of deck
2. Play share cards from your hand face up to “portfolio”
 - 2.1 You may play any number of shares of 1 color OR any 2 shares
 - 2.2 Collect dividend: you receive 2\$ per share played
3. Acquire one or two Abacus Shares
 - 3.1 Explain how Air Abacus has no planes it's just worth a lot of points
 - 3.2 Discard shares 1-for-1 or 3-for-2 face down out of game
 - 3.3 May discard shares from “portfolio”
 - 3.4 Then are played in a future turn where you play share cards
4. Take \$8
5. Review 4 Actions; buy planes & take a share, play shares, abacus, \$8

⦿ Companies, Bonus Markers and Round Scoring

1. The Different Sizes of Companies - number of stock and planes
2. The Bonus Markers for the four smallest companies
3. End of Round Scoring Procedure - triggered with scoring cards
 - 3.1 Empty the Stock Market - Select 1 share in turn order
 - 3.2 Score the Airlines, Add and Divide Ties (rounded up)
 - 3.3 Score Air Abacus
4. After the third scoring, the player with the most points wins!

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The Hamster - How to Win the Game

1. Goal is to have stock in the most valuable companies at end of game
 - 1.1 Build up companies you have shares for
 - 1.2 Sneak in on companies your opponents are investing in
2. It's very hard to win this game doing all of your own work
 - 2.1 Diversify into several companies
 - 2.2 It's not about getting first in a few companies but overall points
 - 2.3 Work together with other players on companies
3. Consider carefully your investment in Abacus
 - 3.1 Will win you the game if you can get it cheaply
 - 3.2 Often people wait too long to get it, especially before first scoring
 - 3.3 Remember you can discard played cards that aren't useful
 - 3.4 Don't be afraid to ignore it if it is too popular
4. Manage your Resources
 - 4.1 Try to keep a decent amount of cash flow through playing shares
 - 4.2 Your hand of shares is a resource, use it wisely
 - 4.3 Consider carefully when to play one or two planes on a turn
5. Good Luck and Have Fun!

Credits:

Game Design: Alan Moon

Game Publisher: Abacus Spiele, Rio Grande Games

Outline Author: Ryan Sturm ©2011

Teaching outline based upon How to Play Podcast Episode #31

Podcast Website: www.howtoplaypodcast.com

Email: howtoplaypodcast@msn.com

Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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