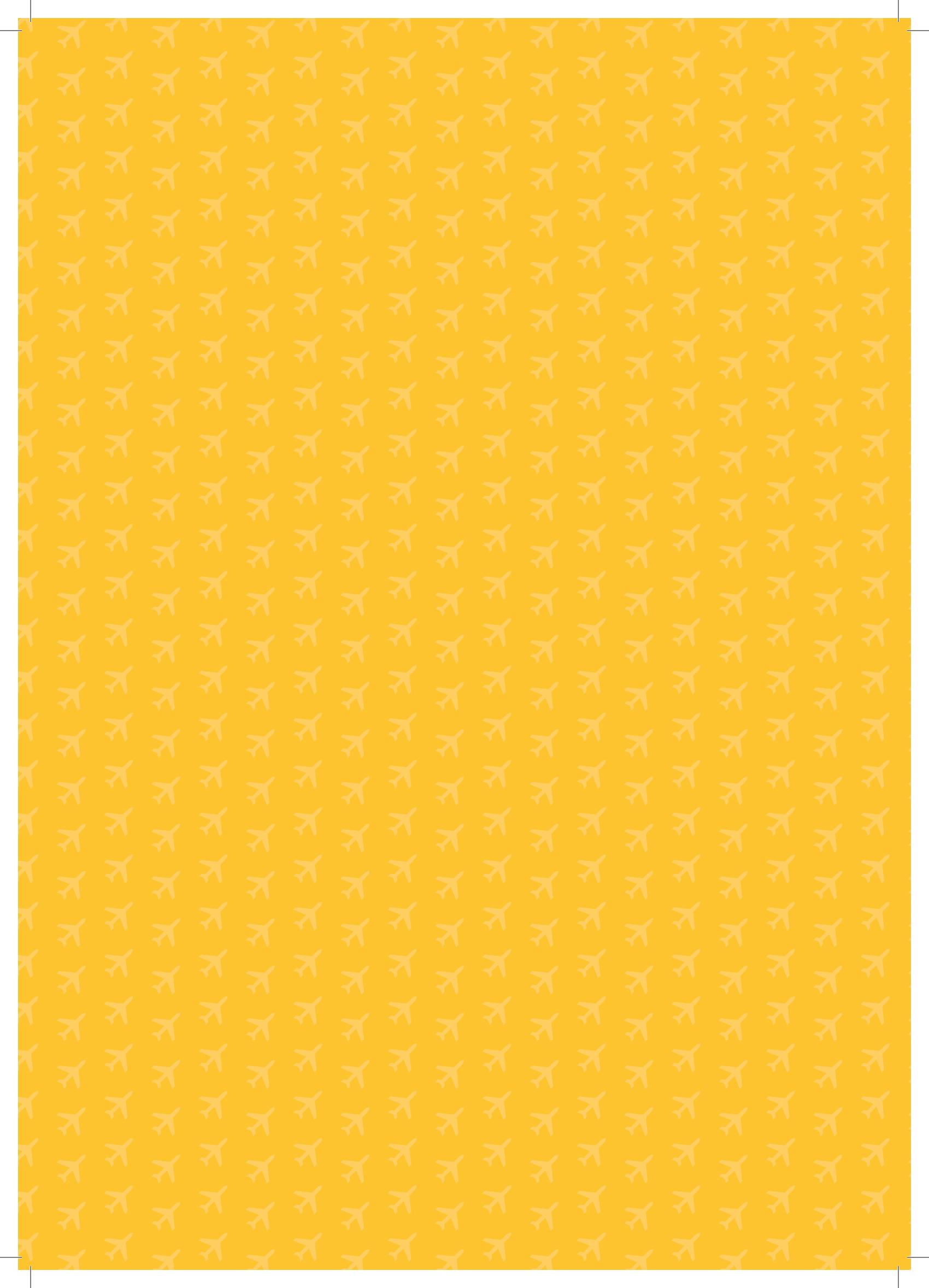




GAME RULES



AIRPORT
EMPIRE





Watch On YouTube

We created a video explaining the rules.
If you would prefer to learn that way.
Scan the QR code to watch.



Objective

Beginning with a modest airfield, your goal is to expand into a massive global hub. You will compete against a rival airport to achieve the fastest growth, all while keeping your customers satisfied, managing airport operations efficiently, and maximizing profits. The player whose airport first achieves maximum ratings in profits, customer service, and efficiency as well as building the required facilities is the winner.





Contents



1x Place holder



7x Secret mission cards



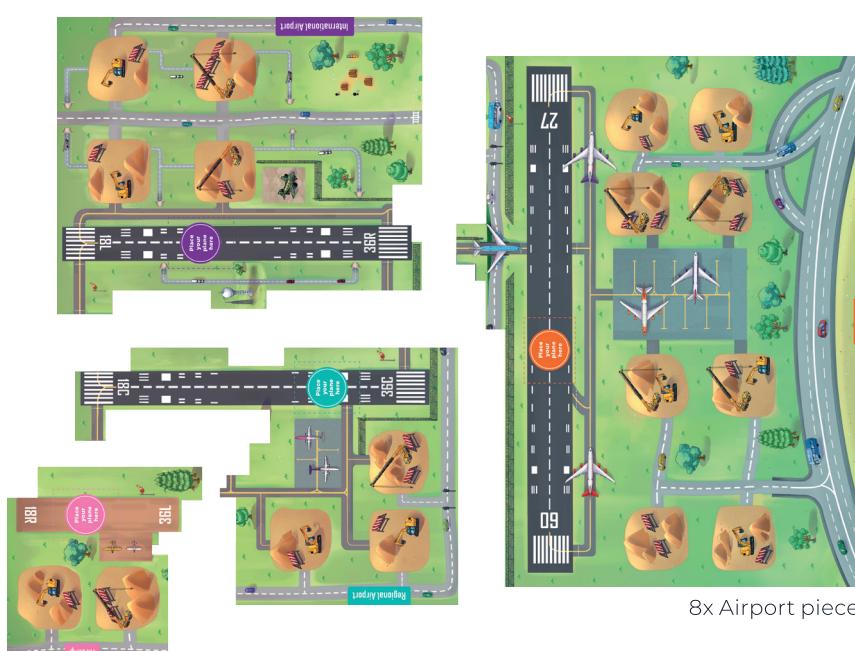
1x Dice mat



2x Airport rating cards



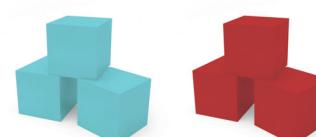
1x Score card



8x Airport pieces



2x Dice



12x Counters

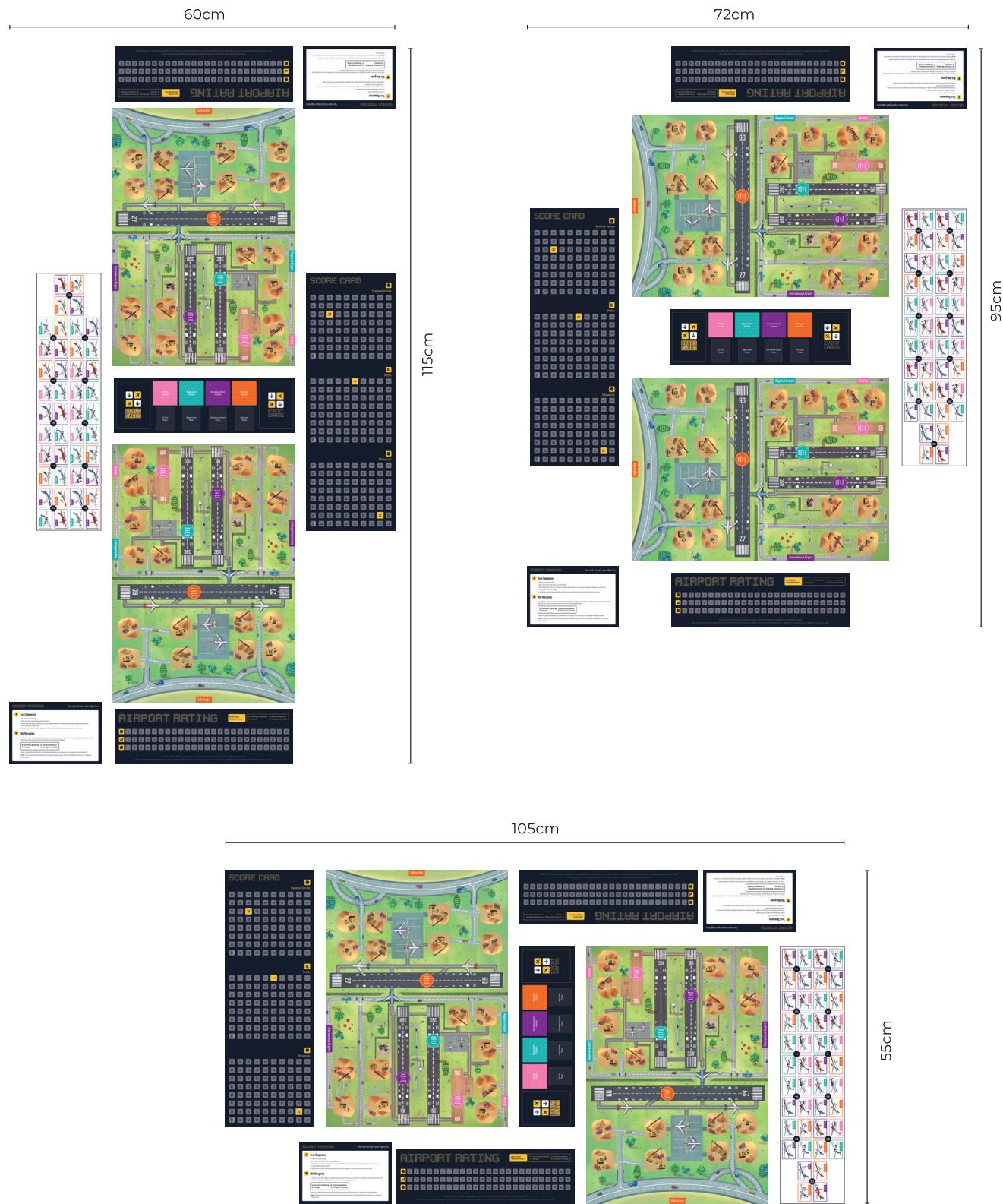


40x Money tokens



Playing area

The overall playing area can become quite expansive once both players' airports are fully developed. Here are some layout options to accommodate your playing space.





Setup

Each player receives one airstrip airport piece, an airport rating card and \$500. Next, shuffle the secret mission cards and let each player select one. After reading your mission, flip it over to keep it secret; the reverse side features a quick reference guide to assist you during the game.

Ensure the following items are within reach of both players, arranged as shown below.

Add the following to the placeholder:

Event cards
Bonus cards
Facility cards (arranged by colour)
Plane cards (arranged by colour)



Within reach:

Score card
Dice mat
Money tokens





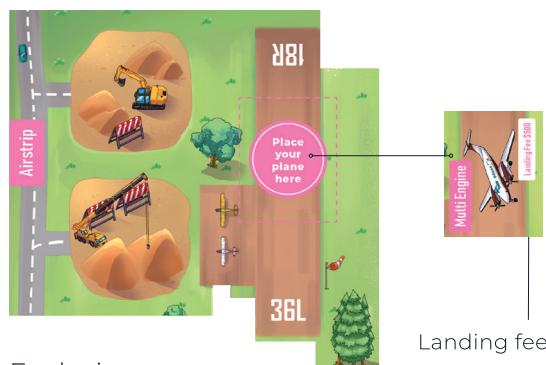
To begin

Congratulations, you are now the proud owner of a charming little airstrip! It's time to start earning money by charging planes for landing.

The player who most recently visited an airport goes first.

This player will choose one plane to service their airfield and place it on their runway. Pay attention to how much you'll earn for each landing. The colour of the plane must correspond with the airport's colour, so in this case, only a pink plane can be selected. The other player will then take the remaining plane.

Place your chosen plane on the runway.
Make sure the plane colour matches
the airport colour.



Each time you
expand your airport, select one
new airplane that matches the
corresponding colour.



Each turn

1. Draw an **event card** and address the scenario presented.
2. Roll the **dice** and consult the dice mat. The **planes** corresponding to the rolled number are entitled to collect landing fees (this applies to all players, not just the one who rolled).
3. Invest in new **facilities** and purchase **bonus cards**.
4. Update the scorecard. Take the number from your airport rating card where your counters are positioned and add it to the scorecard.
5. Conclude your turn.



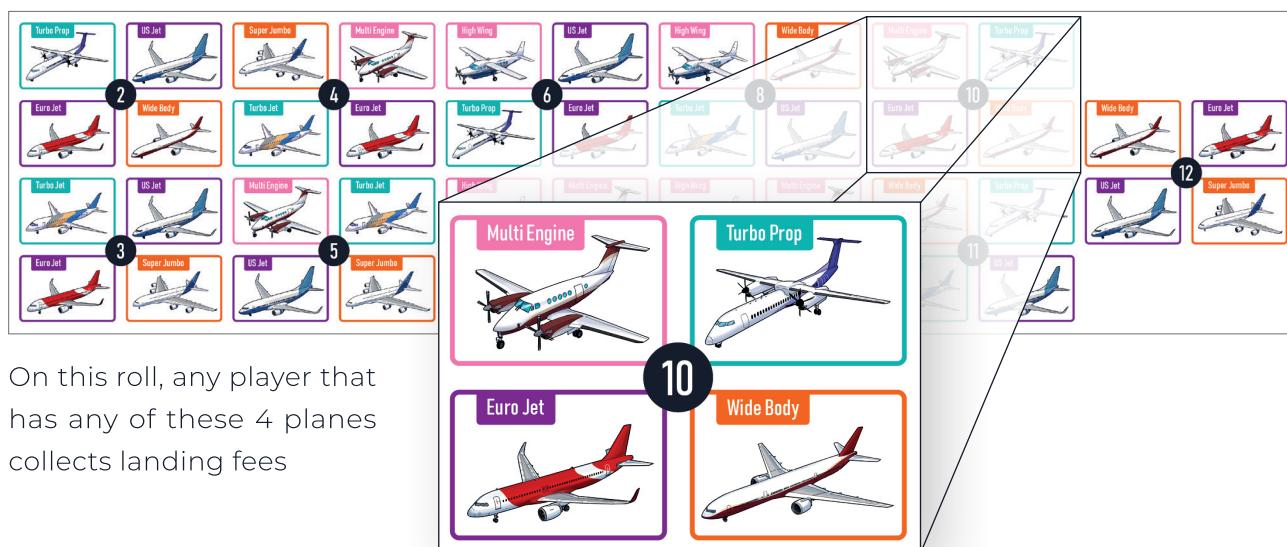


1. Draw an event card

During each turn, draw one event card. Adhere to the instructions provided on the card. Be aware that some cards may involve both players. Once all cards have been utilized, shuffle the discarded ones and restock them to use again.

2. Roll the dice - earn landing fees

The cash you earn from landing fees is used to buy facilities for your airport, essential for growth. Roll the dice, then check the dice mat; any planes linked to that number will earn landing fees. Both players can collect fees for each roll if they possess the matching plane.



On this roll, any player that has any of these 4 planes collects landing fees



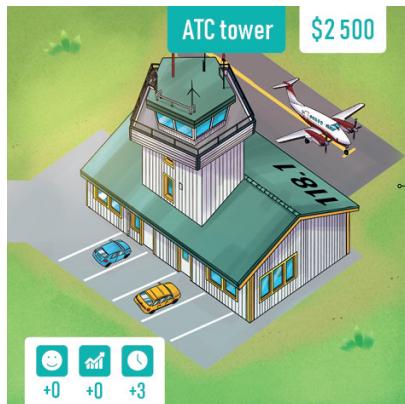
2. Plane cards

A plane card features a colour that represents a specific type of airport. You can only claim the plane once you have achieved the corresponding upgrade. The landing fee refers to the amount of money you earn when the number rolled on the dice lands on your plane on the dice mat. If you possess multiple planes that correspond to the rolled number, you can collect the fees for all of those matching planes.



3. Purchasing facilities

You can purchase as many facilities as your budget allows. As soon as you purchase the facility, move your counter on the tally chart by the amounts noted on the card.



This facility earns you these bonuses



IMPORTANT: Only one emergency facility (fire, health, or police) is permitted per airport stage. You can purchase facilities of any airport type you have upgraded to. i.e airstrip facilities can be built on the Regional Airport.



3. Purchasing bonus cards

Bonus Cards offer a cost-effective alternative to buildings, delivering valuable benefits that can give you an advantage over your opponent. The price of a bonus card is based on your current airport stage, and there is no limit to the number you can acquire.

Airstrip Stage	\$500
Regional Airport Stage	\$1000
International Airport Stage	\$2500
Hub Airport Stage	\$5000

4. Update the score card

Your success hinges on three key factors



Customer Service (Smilies)



Profits



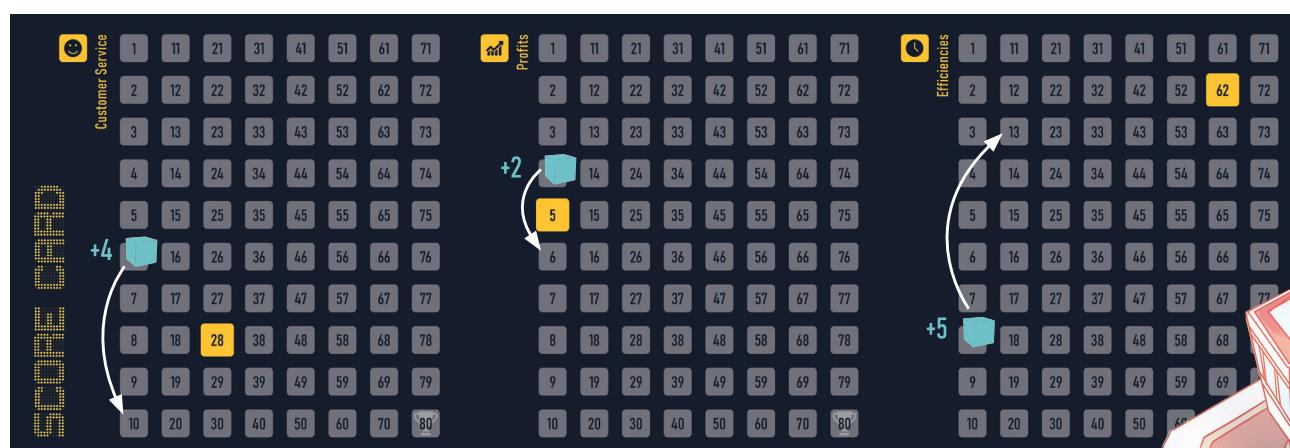
Airport Efficiency

The facilities you create can yield one, two, or all of these benefits. Your counters will advance when you develop facilities (detailed on the next page) but may occasionally regress due to unforeseen circumstances. Select a colour counter to represent you throughout the game.

At this point in your turn, take note of your counter's position on each bonus () and record them on the scorecard. For instance, in the example below, you would add 4 Smilies, 2 Profits, and 5 Efficiencies.



As the game advances, make sure to construct facilities that generate the bonuses you require the most. Additionally, keep a close watch on your opponent's growth.

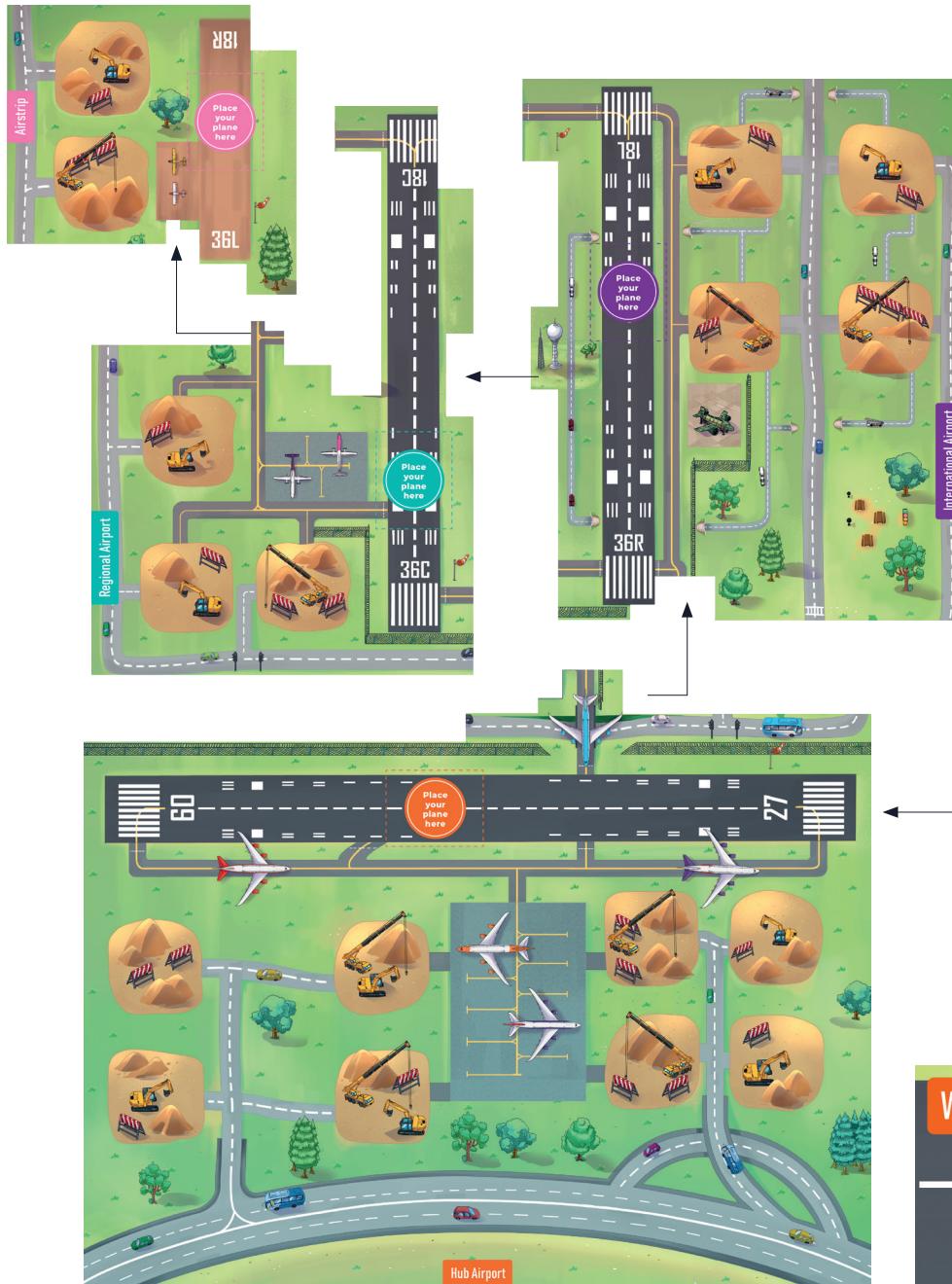


Each player can claim a free bonus card as their counter passes over a gold square.



Airport upgrades

Expand Your Airport! To grow your airport, you need to fill all the facility construction slots on your existing board. Once you occupy the final spot, you can upgrade your airport at the end of your current turn.



When upgrading your airport, choose a new aircraft that aligns with your upgrade and place it on your airport. You can now begin to collect landing fees from this plane.





Win the game

In order to win the game a player must reach maximum points in customer service, profits and efficiency. They must also have all of the following facilities:

**1x Terminal Building 1x Accommodation
1x Hangar 1x Transport Facility**

If one is reached before the other then the game continues until a player achieves both.

Note: There must be one facility from each airport stage. Which facility and where it is placed, is up to you.

Terminal buildings can be any of the following:



Accommodation buildings can be any of the following:



Hangar buildings can be any of the following:



Transport buildings can be any of the following:



Secret mission

The game ends when the first player maxes out their score card, with all required facilities in place. At this point, both players unveil their secret missions and disclose whether they successfully accomplished their objectives. If a player achieves their objective, the other player must deduct 10 points from each bonus. Consequently, the player with the highest total score of all bonuses emerges victorious. However, if both players complete their secret missions, the original results remain unchanged.



Rule clarifications

- Bonus cards can be played at any time.
- During your turn, you can buy as many buildings or bonus cards as your money allows.
- An airport upgrade should be completed at the end of the turn that saw all construction plots filled.
- You can purchase facilities for any type of airport you've upgraded to, such as an airstrip building for an international airport construction plot.
- Once built, facilities cannot be relocated unless specified by a bonus or event card.
- Your score card limit is 80. If you need to deduct points at the end of the game, the deduction will be made from 80.
- Similarly, your airport rating card cannot exceed 25 points in any bonus category. If you build an additional structure that would exceed 25, it will still be capped at 25.
- Only one emergency service is allowed per airport stage.



Single player rules

Airport Empire can be played solo with a few minor adjustments.

1. Set up the game as usual, but exclude the second player's components.
2. Remove the following bonus cards: Obstruction, Aircraft Sanction, Lease Expiry, Payment Blunder, and Headhunting.
3. Remove the following secret missions (refer to the number on the card): 2 and 4.
4. Shuffle and draw 20 event cards and place them on the designated space.

The objective of the game is to achieve the highest scores in profits, efficiencies, and customer service while meeting the end-game building requirements. This must be achieved before the event cards run out.

Note the following:

The secret mission remains unchanged. If you complete the secret mission before using up all 20 event cards, add 5 more event cards to increase your chances of success.

The game is played similarly to the two-player version, except for the following actions:

- For every facility you purchase, discard a random facility of the same colour. This facility cannot be purchased, simulating an opponent acquiring it. A bonus card related to an opponent's facility will involve these discarded facilities. For example, if a bonus card allows you to swap one of your facilities with an opponent's facility, you will swap it with one from the discarded pile.
- For any action related to an opponent's landing fee, assume they are on the same airport stage as you and own the plane you haven't chosen.



Advanced game variation

Once you're familiar with the game's rules, you can modify them to make the experience more challenging:

- Facilities can only be placed on the airport stage of a matching colour.
- Demolishing buildings is allowed. This can be done during the building stage of your turn. There is no refund, and you must remove the facility values from your airport rating card.
- The following endgame requirements must be met:
 - Achieve the maximum points on all bonus points.
 - Have the following buildings:
2x Terminal buildings, 2x Transport facilities, 1x Hangar, 1x Accommodation

Note: All these end game facilities must be built on different stages. The additional terminal building can be purchased in any stage except the stage of the first terminal building. The same applies for the additional transport facility.



Golden Age



Our first expansion pack to Airport Empire introduces airlines that battle it out in the Golden Age of travel. You must choose which airline you will back and provide everything they need to become the dominant airline.

This expansion also builds on the base game and adds deeper mechanics. Building locations become restricted, specific requirements need to be met to grow and further money making opportunities are available.

Where Airport Empire makes tycoon games accessible to all, Golden Age takes you deeper into the tycoon experience. Build deeper more meaningful airports.



Ages of Aviation



Our tribute to vintage air travel, Ages of Aviation, is a cosmetic alternative for use with the Airport Empire base games. The original buildings and planes have been restyled to provide a vintage experience!

Purchase at airport-empire.com

Subscribe to our newsletter to stay updated on our latest games and expansions.

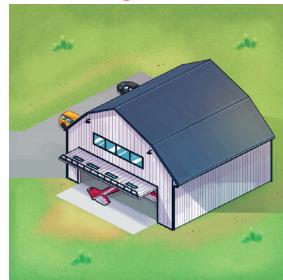


Building directory

To improve game flow, we recommend that players waiting for their turn utilize this directory to plan their upcoming purchases.

Airstrip stage facilities

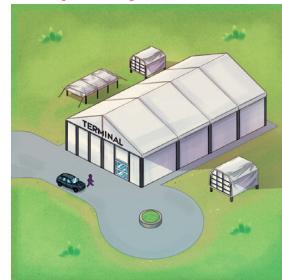
Barn hangar



\$500

+0
 +1
 +1

Temporary terminal



x2

\$1 000

+1
 +1
 +1

Cafe



\$500

+1
 +1
 +0

Fuel bowser



\$500

+0
 +1
 +1

Bus stop



\$500

+0
 +0
 +1

Security guard



Free

Emergency services may not offer any facility bonuses, yet they play a crucial role in safeguarding your airport from unforeseen incidents.
NOTE: Only one emergency service is allowed per airport stage.

Fire truck



Free

Emergency services may not offer any facility bonuses, yet they play a crucial role in safeguarding your airport from unforeseen incidents.
NOTE: Only one emergency service is allowed per airport stage.

Bed and breakfast



\$1 000

+2
 +1
 +0



Regional airport stage facilities

ATC tower



\$2 500

😊 +0
📈 +0
⌚ +3

Flight school



\$3 000

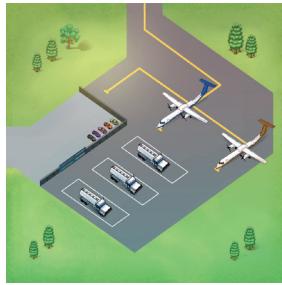
😊 +0
📈 +3
⌚ +1

Small terminal



x2
\$4 000
😊 +2
📈 +2
⌚ +1

Fuel trucks



\$3 000

😊 +0
📈 +2
⌚ +2

Parking



\$2 500

😊 +1
📈 +0
⌚ +2

Motel



\$3 500
😊 +3
📈 +0
⌚ +1

Maintenance hangars



x2
\$2 000

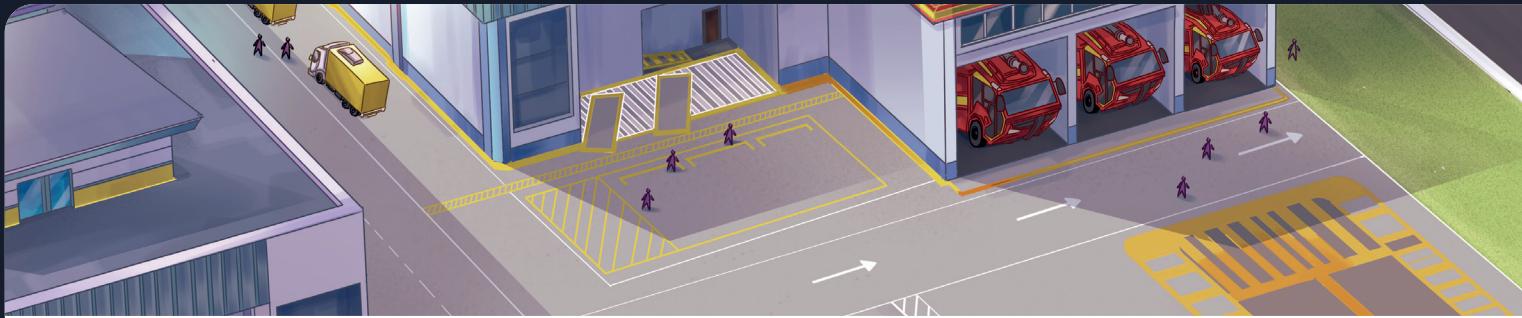
😊 +0
📈 +2
⌚ +0

Car rental



\$2 500

😊 +3
📈 +0
⌚ +0



International airport stage facilities

Helipad



\$8 000

+2
 +4
 -1

Airline hangar



\$10 000

+0
 +2
 +4

Medium terminal



X2
\$15 000
 +4
 +4
 +2

Airline head office



\$12 000

+0
 +3
 +3

Undercover parking



\$8 000

+2
 +2
 +0

Fire station



\$2 000

Emergency services may not offer any facility bonuses, yet they play a crucial role in safeguarding your airport from unforeseen incidents.
NOTE: Only one emergency service is allowed per airport stage.

Clinic



\$2 000

Emergency services may not offer any facility bonuses, yet they play a crucial role in safeguarding your airport from unforeseen incidents.
NOTE: Only one emergency service is allowed per airport stage.

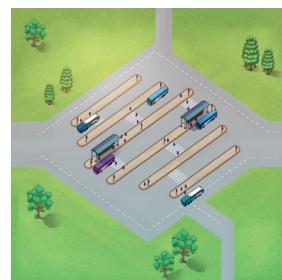
VIP terminal



\$15 000

+3
 +6
 -2

Bus station



\$10 000

+3
 +0
 +2

Hotel



X2

\$12 000

+3
 +2
 +1

Observation area



\$8 000

+5
 +0
 +0

De-icing bay



\$10 000

-2
 +3
 +5



Hub airport stage facilities

Large ATC tower



\$15 500



Police station



\$10 000

Emergency services may not offer any facility bonuses, yet they play a crucial role in safeguarding your airport from unforeseen incidents.

Large terminal



x2

\$25 000



Hospital



\$10 000

Emergency services may not offer any facility bonuses, yet they play a crucial role in safeguarding your airport from unforeseen incidents.

Fuel farm



\$15 000



Airline catering



\$15 000



Train station



\$18 000



Freight terminal



\$20 000



Mall



\$40 000



Large hotel



x2

\$20 000



Aviation college



\$18 000

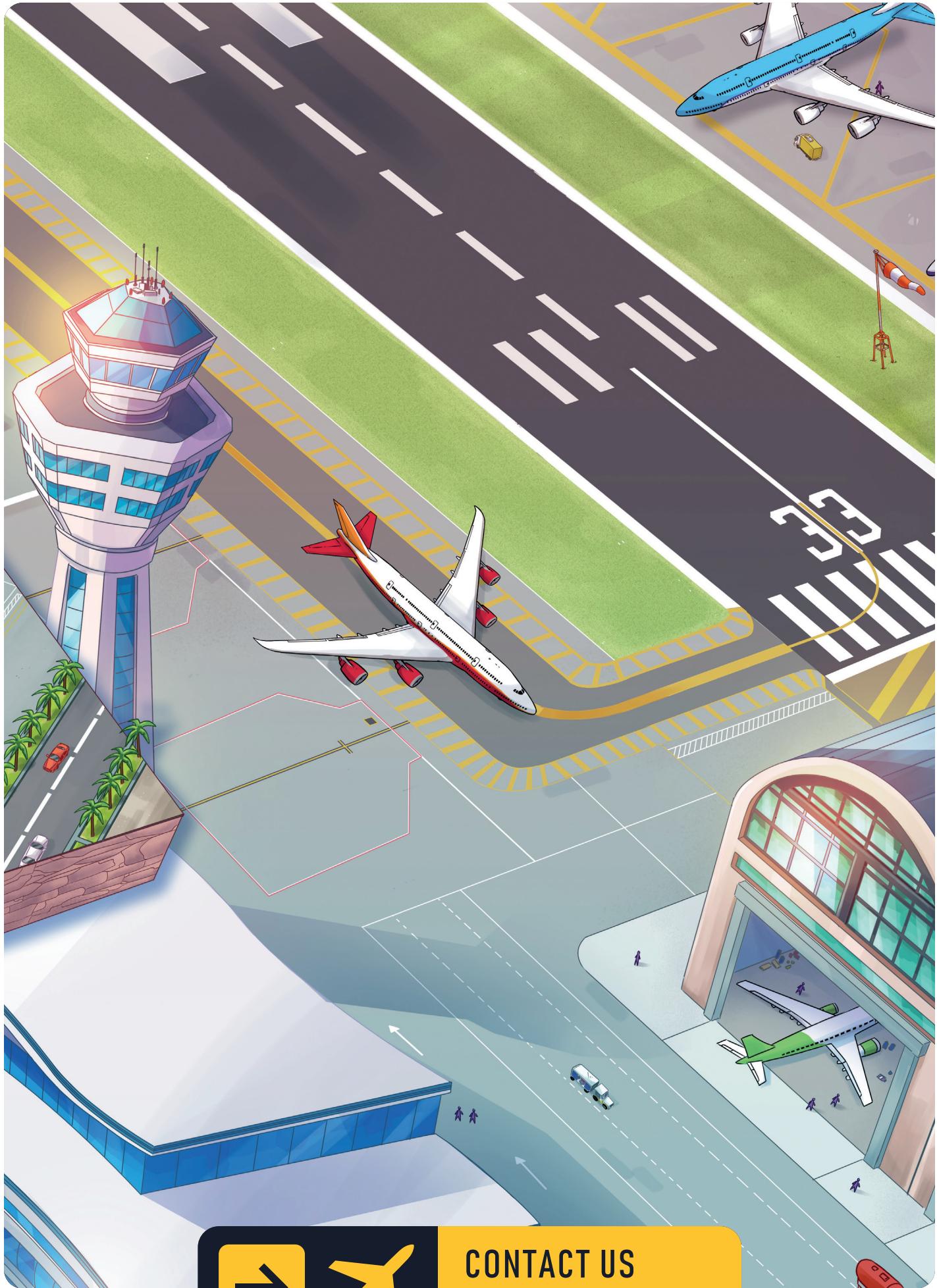


Aviation museum



\$12 000





CONTACT US

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