



GAME RULES



GOLDEN AGE



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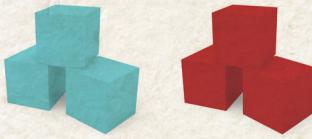


Welcome & Contents

Welcome to the Golden Age of travel. As travel is booming and airlines are expanding, it is your goal, as an airport, to lure these airlines with the ultimate goal of securing your services for their home base.

This expansion to Airport Empire changes the way your airport earns money and introduces new mechanics in order to maximise your earnings and progression.

All rules from Airport Empire remain in place, except for the items explained below.



6x Counters



40x Money tokens



45x Facility cards



2x Event cards



20x Plane cards



8x Bonus cards



4x Reference cards



4x Airline objective cards



BEFORE STARTING

1. Replace all the building and plane cards from the base game with the cards from Golden Age.
2. Remove the following Event cards:
 - Go Around
 - ATC Upgrade
 - Master Controller
3. Add the additional event cards included in Golden Age.
4. Remove the following Bonus cards:
 - Aircraft Sanction
 - Duty Free
 - Hail Storm
 - Lease expiry
 - Payment blunder
 - Shareholder goals
5. Add the additional bonus cards included in Golden Age.
6. Remove secret mission cards, the dice mat, and dice.



AIRPORT
EMPIRE



SETUP

The game is set up in the same way as Airport Empire with the addition of each player getting a reference card, and airline objectives placed within view of both players. The reference is used to help players keep track of their earnings per turn, identify revenue chain requirements, and adjacency bonus opportunities.





PLAYING THE GAME

Reveal the airline objectives for the Airstrip and the Hub. The Hub objectives will not be achievable until the final stages of the game but can be referred to in order for long-term planning. The Airstrip airline objectives are achievable now.



TURN SEQUENCE

1. Player 1 draws an event card and manages the situation.
2. Both players claim their revenue. These are earned by adding up all your landing fees and revenue chains.
- 3. Both** players can now build facilities and bonus cards with Player 1 going first.
4. Add to your score card.

LOGISTICS	● ● ● ● ●	\$0	\$500	\$3 000	\$8 000
AMENITIES	● ● ● ● ●	\$0	\$500	\$5 000	\$10 000
TRANSPORT	● ● ● ● ● ●	\$500	\$1 500	\$7 000	\$20 000
OPERATIONS	● ● ● ● ● ● ●	\$500	\$1 500	\$7 000	\$25 000



The game continues with the next player drawing an event card and going first in the building stage.

Upon the first player to advance to the next airport stages, the associated Airline objectives for that stage are revealed.



WINNING THE GAME

In order to win the game, you must attract an airline to select your airport as their home base. You do this by completing an Airline objective in the hub stage and building their associated airport hub building. For example, if you complete Airlantic's objective, then you must build the Airlantic Maintenance Facility.

The first player to achieve this is the winner.





GENERATING REVENUE

Unlike Airport Empire, there are no dice involved in order to earn money. All players have the same earning opportunity on every turn. However, how you choose to construct your airport and appease the airlines will determine your earnings.

Landing Fees

On every turn, both players earn landing fees. This is determined by the amount listed on your aircraft cards currently on the airport. Each player gets a generic plane when they progress through the airport stages. However, there are opportunities to earn more money from landing planes if you can upgrade your generic plane to an airline plane.

Airline Revenue

At the beginning of the airport stage, the players are presented with all the airline's requirements for this stage. If you achieve any of these objectives, you can claim the corresponding airline aircraft; this replaces your current generic aircraft and earns the landing fees associated with it.

If you do not complete any airline objective before expanding to the next stage, then you have lost the opportunity to host an airline and you must keep the generic plane.

As soon as the airline objective is complete, you can claim the plane and start earning the additional funds. You do not need to wait until you complete that airport stage.





REVENUE CHAINS

Buildings are divided into 4 categories: Logistics, Transport, Amenities, and Operations. The more robust and developed your airport is in a specific category, the more money you will earn.



Your reference card will show how many buildings of a specific category must be built in an airport stage in order to claim the revenue change. In order to claim a revenue chain for an airport stage, then the previous airport stages must also have met the requirements. If the chain is broken for whatever reason, then the extra revenue from the break point onwards ends.

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Unlike airline goals, you can retrospectively achieve a revenue chain. This can be done by demolishing buildings and re building from previous stages or with bonus cards.

Example

AMENITIES

Using the Amenities chain as an example, the circle icons tell you how many of these buildings are required to be built in each stage to earn a revenue chain.

By having one Amenities building in the airport stage, you begin the chain and earn the associated value on every turn (0\$ in this example). If you build 1 Amenities building in the Regional stage, you now get the associated \$500; 2 buildings in the International stage get you \$5000, and so on.

● 1 Airstrip Building	\$0
● 1 Airstrip Building	\$500
● ● 2 International Buildings	\$5 000
● ● ● 1 Hub Building	\$20 000



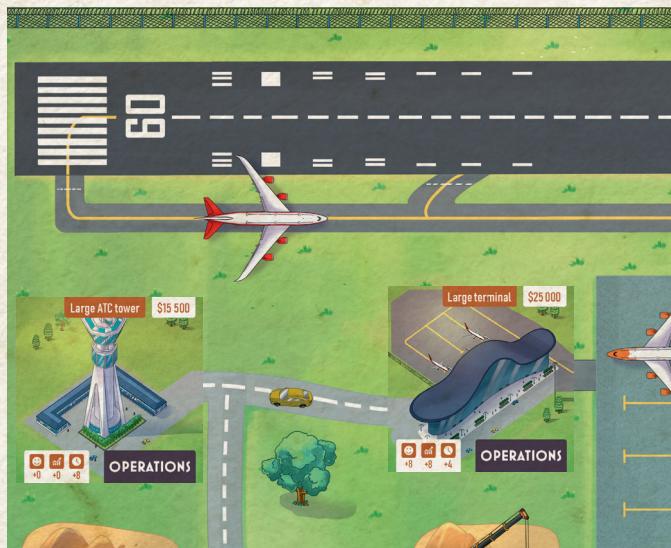
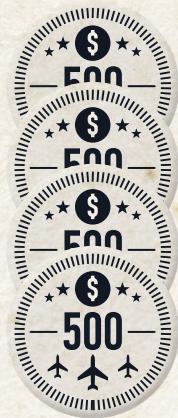
BUILDING LOCATION

The location of a building plays a factor in how effective it is and the money it earns. For example, a terminal building built on the aircraft apron is more useful than anywhere else. Or a hotel built next to a public transport facility is more useful than next to a fuel depot. Therefore, you are awarded with Adjacency Bonuses for efficient building.

The reference card shows you the Adjacency bonus opportunities and the value associated with it. Upon achieving an adjacency bonus, you can claim the reward immediately.

★ ADJACENT BONUS

BUILDING PAIR	ADJACENT TO	CASH BONUS
Terminal Fuel facility	An apron	\$2 000
Terminal ATC tower	Runway	\$2 000
Hotel 1 Other amenity	Not on a runway	\$3 000
Transport facility	A terminal and hotel	\$5 000
3 logistics	Each other	\$5 000
Transport facility	A logistics and ops facility	\$5 000



Linking all of the above can be very lucrative.



RULE CLARIFICATION

Airline objectives

- The first person to meet the objective can claim the airline and subsequent additional landing fees.
- The airport stage objectives are revealed when a player expands to the relevant stage. For example, the objectives for the International Stage should not be visible until a player has reached that stage, at which point they can be revealed to all for planning.
- A player can elect to not claim the objective if they meet the requirement but desire another airline objective that has additional requirements.
- You cannot earn an airline objective from an airport stage once you have upgraded to the next stage.
- An airline objective cannot be undone once claimed. For example, if a building needed for an objective is later demolished, the airline aircraft still remains.

Revenue chains

- The chain must be maintained in order to claim the revenue. If a previous chain is broken, the following stage bonuses cannot be claimed.
- Chains can be built by demolishing and building in previous stages.
- The chain must be built in the correct airport stage. For example having a pink Logistic building built on the regional stage does not fulfil the chain requirement at the airstrip stage

Adjacent bonuses

- The bonus is claimed as soon as the objective is achieved, and the money earned can be used immediately, if desired.
- The adjacency bonuses can be used across airport stages. For example, the hotel can be on the regional stage, and the fuel on the airfield stage.



GOLDEN AGE



CONTACT US

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