"Power" cards



JETPACK

Who: Cpt. / Passengers When: When the aircraft is about to crash.

Effect: Allows the player to take on "Treasure" card.



HARD BLOW

Who: All players

When: When the captain plays his cards.

Effect: Forces the captain to re-roll all the uneventful (blank) dice.



MAGIC SPYGLASS

Who : Cpt. / PassengersEffect: Allows the passengers
and the captain to reach the
next city without playing any
"Equipment" card.

Effect: Forces the targeted passenger to get off the aircraft and take a "Treasure" card.

ALTERNATIVE ROUTE

DISEMBARKATION

Who: Cpt. / Passengers

When: When all

passengers have announced their

intention.

Who: Cpt. / Passengers

When: When the aircraft is about to crash.

Effect: Allows the

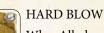
captain to re-roll as many dice as he wishes.



JETPACK

Who: Cpt. / Passengers When: When the

Effect: Allows the player to take on "Treasure" card.



Who: All players

When: When the captain plays his cards.

Effect: Forces the captain to re-roll all the uneventful (blank) dice.

MAGIC SPYGLASS

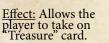
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Who: Cpt. / Passengers When: When the aircraft is about to crash.

Effect: Allows the passengers and the captain to reach the next city without playing any "Equipment" card.

FREQUENTLY ASKED QUESTIONS

Can we know how many cards the captain holds? Yes.

Does the "Turbo" card allow the captain to counter all the dice of the same color or only one die?

Each "Turbo" card allows the captain to counter only one die. If several dice are the same color, you need to play several "Turbo" cards.

How many dice can be re-rolled with the "Alternative Route" and "Hard Blow" cards?

The "Alternative Route" card allows re-rolling as many dice as the captain wishes. The "Hard Blow" card forces the captain to re-roll ALL the uneventful (blank) dice.

DISEMBARKATION

Who: Cpt. / Passengers

When: When all passengers have announced their intention.

Effect: Forces the targeted passenger to get off the aircraft and take a "Treasure" card.

ALTERNATIVE ROUTE

Who: Cpt. / Passengers

When: When the aircraft is about to

Effect: Allows the

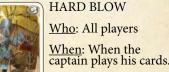
crash.





Effect: Forces the



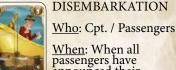






MAGIC SPYGLASS Who: Cpt. / Passengers

When: When the aircraft is about to crash.



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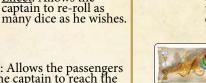
Does the "Magic Spyglass" card transform only two dice?

No, when played, the journey continues without playing any other card.

Note: The "Hard Blow" card has no effect after a "Magic Spyglass" card has been played.



















JETPACK

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aircraft is about to crash.



"Power" cards

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When: When all

passengers have announced their

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DISEMBARKATION

Who: Cpt. / Passengers



ALTERNATIVE ROUTE Who: Cpt. / Passengers

When: When the aircraft is about to crash.

Effect: Allows the captain to re-roll as many dice as he wishes.

<u>Effect</u>: Allows the passengers and the captain to reach the next city without playing any "Equipment" card.