AÉROPOSTALE
BOUND FOR SOUTH AMERICA

OLIVIER CHANRY   MICHEL PINON

GAME RULES

ASYNCRON

PREFACE

It is with great pleasure that the Pierre Georges Latécoère foundation has supported the project for this game about the adventure of the Latécoère lines and the Aéropostale. For the first time, a game is born about this historical period. It is a beautiful creation which will introduce young people as well as all aviation fans to the difficulties and challenges encountered by the first pilots. We are absolutely convinced this game will meet great success. It is also a tribute to all these pioneers who sacrificed so much to ensure the first airlines in history be French. MARIE VINCENTE LATÉCOÈRE.

FOREWORD AND THANKS

As an aviation fan and a gamer, as well as a budding pilot, the idea of designing a game about the Aéropostale goes way back, to a memory really, the memory of an insert game of the same name in Jeux and Stratégie magazine. The project earnestly started in 2007 and you can read about its genesis in Plato magazine, issues 56 to 60.

I particularly want to thank, in the order I met them during the course of this project, Michel Pinon who came up with the first game mechanics based on my requirements, the Ludopathes from Nantes, the jury of the 2011 FLIP, Bruno for his brilliant drowsiness, Serge for his enthusiasm, Marie-Vincente Latécoère, Martine Latécoère and Jean-Claude Nivet of the PG Latécoère foundation, Yann for the game board design, Benoît and his enchantments, Pierre for his right-on remarks, Patrick Dumas and Diogo Saito who made a wonderful illustration for the box, and naturally, Sabine, Thierry, Franck and Cécile, my test pilots. OLIVIER CHANRY.

GOAL OF THE GAME

Aéropostale recounts the odyssey of the first airline companies from 1919 to 1939 and particularly that of the Latécoère company and the "Line" that ran from France to La Paz in South America.

As the manager of an airline company, your goal is to earn it the highest prestige by collecting wings (bronze, gold, platinum and/or diamond), creating stops, operating lines, breaking records or winning the strongest position on each of the 3 continents (Europe, Africa and South America) crossed by the "Line" on its way to the mythical stop of La Paz.

Depending on your approach and available time, play any of 5 scenarios and experience the Airmail epic! Each scenario has its own victory conditions, detailed on page 11.

CONTENTS CHECK-UP

I invite you to use this short check-up list to make sure everything is in the box as it should before you take off.

Once again, we decided to call on **LUDOFACT** (European leader in game manufacturing) for the quality of their products, but should the need arise, contact us at support@asyncron.fr

- [ ] One game board
- [ ] 30 pilot tokens
  - [ ] 15 white rookie pilots
  - [ ] 10 grey seasoned pilots
  - [ ] 5 legendary pilots
- [ ] 1 six-sided die
- [ ] 1 special "record" die
- [ ] 1 white turn game piece
- [ ] 1 black phase game piece
- [ ] 1 first player card
- [ ] 60 stop strips
- [ ] 74 wing markers
- [ ] 8 meeting bonus markers
- [ ] 55 weather cards
- [ ] 5 legendary pilot cards
- [ ] 3 record tiles
- [ ] 11 maximum value tokens for stops
- [ ] 1 rule booklet

FOR EACH OF THE 5 COMPANIES

- [ ] 33 wood cubes
- [ ] 2 monopoly tiles
- [ ] 2 meeting cards
- [ ] 1 legendary pilot strip
- [ ] 12 airplane design tokens
- [ ] 5 airplane figures
- [ ] 5 transparent bases
- [ ] 1 black logistics cylinder
- [ ] 1 company instrument panel
- [ ] 3 record game pieces

1. CONTENT

1.1. AIRPLANES

Corner stone of this odyssey, airplane designs are represented by tokens. Each company has 12 designs: 3 starting designs and 9 additional and increasingly efficient designs that will become available during play.

An airplane token represents an actual fleet of airplanes of that design.

Each airplane design has 3 scores: capacity, fuel consumption and range. Each airplane token used by the player is associated with a figure. The token remains on the instrument panel while the figure is moved on the game board.

CAPACITY
The number indicates quantity, while icons indicate the type of elements the plane can transport during an action.

✉ *Mail*
▣ *Freight*
🎩 *Passengers*

RECORD TYPE
○ *None*
■ *Speed*
▶ *Distance*
✳ *Altitude (ceiling)*

DESIGN

FUEL CONSUMPTION
The number of logistics points required to use the plane.

RANGE
The maximum number of geographical lines the plane can cross during an action. The only planes capable of crossing the Andes are those with a red range score.

Example: the Latécoère 28-3 has a capacity of 1 for mail (only), its fuel consumption is 2. It can cross a maximum of 3 geographical lines per action and becomes available when the distance record is raised to level 3 or more (see record table on the board).

1.2. COMPANY INSTRUMENT PANEL

You use an instrument panel to manage your company.

SUMMARY OF GAME PHASES

SUMMARY OF ACTIONS

COMPANY

LOGISTICS

MEETING BONUS

GAUGE
Indicates the logistics capacity of the company.

PILOT MANAGEMENT

Available

Assigned

Recovering (unavailable)

PLANE MANAGEMENT
A company starts with its 3 starting designs (○) set in the middle (❶).
The 3 figures are placed above (❷) in the "available" condition.
The (❸) area beneath is for the "under maintenance" condition (the planes are unavailable).

Example: let's look at the instrument panel of the Latécoère company during setup. Latécoère has 4 logistics points and 3 available rookie pilots. Its three starting designs are there, all available: the associated figures are on green circles.

1.3. STRIPS

This is the name we give to the tiles used at stops. There are 20 strips for each continent. The illustration on the back of the tile and in the background of the front of the tile is specific to each continent.

CREATING A STOP
Half used when creating a stop.

RUN
Half used when making a run.

CONTRACT
Indicates the number and type of elements to be delivered at this stop.

TRADE VALUE OF THE CREATED STOP

WINNINGS
Expressed in wings.

SPECIAL EFFECT

Example 1: this Europe strip has a created stop trade value of 2, it offers a contract for 1 mail for one bronze wing.

Example 2: this South America strip has a created trade value of 3, it has a special effect (loss of a pilot). The contract requires 3 elements of any type for no winning.

Note: strips were small paper "progress strips" on which air controllers had all the useful information about flights they were in charge of.

1.4. WEATHER CARDS

Each geographical line has its own weather card draw pile. These cards are progressively turned up as companies cross these lines.

They may or may not trigger specific effects for the whole turn.

RUN
The effect applies to runs.

CREATING A STOP
The effect applies during the creation of a stop.

STRIPED LINING
Green for a favorable effect.
Red for a negative effect.

When this symbol is present (✧), the effect of the card does not cumulate with the effect of an identical card for crossing another line.

EFFECT
Applied when the geographical line is crossed.

CARD NUMBER
Used in scenarios.

The back of the cards for the 5 geographical lines:

PYRENEES SAHARA ATLANTIC AMAZONIA ANDES

2. SETTING UP THE 1919-1939 SCENARIO FOR 4 PLAYERS

The following setup is for the 1919-1939 scenario for 4 players. Other scenarios differ only in a few aspects. See page 11.

Set the game board on the table.

The board features:

① a record track,
② a wings table,
③ a pilot reserve area,
④ a meeting area,
⑤ a track of turns and actions,
⑥ a map of Europe, Africa and South America.
⑦ 5 locations for the weather card draw piles.

WEATHER CARDS ⑦

Shuffle 5 draw piles and put them face down on the locations for the geographical lines:

Pyrenees ⑦ **PY**, *Sahara* ⑦ **SA**, *Atlantic* ⑦ **AT**, *Amazonia* ⑦ **AM** and *Andes* ⑦ **AN**.

STRIPS ⑤

Sort the strips by continent (the back illustrations represent a plain for Europe, a desert for Africa and a forest for South America).

Put as many strips as there are players face down on each of the 4 stops in South America and each of the 4 stops in Africa.

Put one strip less than there are players on each of the player starting stops in Europe and as many as there are players in Barcelona.

Excess strips are returned to the box without looking at them.

5-PLAYER GAME: put one less strip than there are players on each of the player starting stops in Europe, including Barcelona. Put 1 yellow cube instead of 3 for the CAT company in Barcelona. **[OPTION]** You can decrease competition in Europe, Africa and South America (**SEE 9** page 11).

2-OR-3-PLAYER GAME: put monopoly tiles of the appropriate color face down for each unplayed company on the respective starting stops. These cities cannot be used. **[OPTION]** Increase competition in Africa and in South America (**SEE 9** page 11).

① RECORD TRACK
Put 6 bronze wings, 2 gold wings and the 3 colored game pieces for each player (one on each record type as well as the 3 record tiles).

② WINGS

Note: the last geographical line, the one on the Pacific, has no weather to it. Weather is considered to be neutral there.

The Andes geographical line is drawn in red as a reminder that it can only be crossed by planes that have a red range number (or have the altitude record bonus).

WINGS

Put wings of the appropriate color on every dotted location on the game board (see illustration).

If there is a number, place that many wings.

COMPANY INSTRUMENT PANEL

Each player chooses a company, takes the corresponding instrument panel, and puts on it:
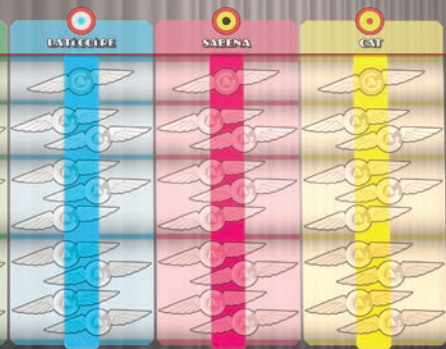
- a logistics game piece (black cylinder) on 4,
- 3 rookie pilots (white tokens) in the available area (green),
- its 3 starting plane tokens (◯) and 3 figures in the available area.

Players also take the cubes, the 2 meeting cards, the legendary pilot strip and the 2 monopoly tiles of their color.

D The player then puts 3 of his cubes on his starting stop (the starting city of the player's company in Europe).
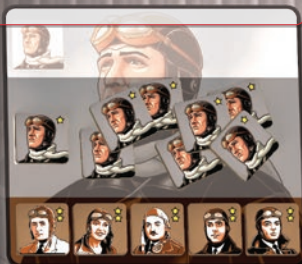
3 PILOTS RESERVE

Put 2 seasoned pilots per player as well as the 5 legendary pilots here.

4 MEETING

Put the meeting bonus markers:
- 4 x +3
- 4 x +2

5 TURNS AND ACTIONS

Put the white pawn on circle 1 and the black pawn on the weather circle.

TABLE

LATÉCOÈRE   SABENA   CAT

POSTALE
L'AMÉRIQUE DU SUD

TANGER

CASABLANCA
NOUAKCHOTT

DAKAR

AMSTERDAM
TOULOUSE
BRUXELLES
BARCELONE   BERLIN

SA

PY

3. GAME TURN

3.1. PHASES

The game turn is split into 6 phases:

Phase 1 ‹‹› Weather,

Phase 2 ‹‹› Registering for the meeting,

Phase 3 ‹‹› Actions 1 to 4,

Phase 4 ‹‹› Resolving the meeting,

Phase 5 ‹‹› Maintenance and recovery

Phase 6 ‹‹› Marking continental supremacy.

3.2. FIRST PLAYER

On the first turn, the 1st player is the manager of Latécoère. After that, whoever won the meeting on the previous turn becomes the first player (exception: **INTRODUCTION SCENARIO**, see page 11).

3.3. PHASE 1 ‹‹› WEATHER

For each geographical line where a weather card is face up, the 1st player turns up a new card and places it on top of the previous one, effectively replacing it. The new weather is active until the end of the turn.

3.4. PHASE 2 ‹‹› REGISTERING FOR THE MEETING

Every player decides whether he/she registers to participate in the meeting. You have 2 meeting cards, one "yes" (with icons) and one "no" (grey).

Once everyone has chosen a card and put it face down in front of them, reveal the cards simultaneously. Then put your chosen card next to your instrument panel. The meeting is resolved in phase 4.

3.5. PHASE 3 ‹‹› ACTIONS

This phase is split into 4 sub-phases.

During each sub-phase, players take turns carrying out 1 action. Begin with the first player.

If you do not want to do an action, you pass.

The detailed list of possible actions is in chapter 4.

3.6. PHASE 4 ‹‹› RESOLVING THE MEETING

Every player who registered for the meeting (**SEE 3.4**) and has sent a pilot (**SEE 4.4**) rolls a 6-sided die. A seasoned pilot adds 1 to the result and a legendary pilot 2.

The company with the highest score wins, the next highest is second, and so on. Reroll to break ties (pilot modifiers still apply).

The meeting rewards the winner with a +3 logistics bonus token and the second ranked participant with a +2. These tokens may be used later during an **INCREASE LOGISTICS** action (**SEE 4.6**).

In addition, the player who won the meeting becomes first player.

Note : meetings was a way for the campagnies to grow up their development (fame, advertising, money).

3.7. PHASE 5 ‹‹› MAINTENANCE AND RECOVERY

Execute the following actions in the indicated order:

A. Recovering pilots and airplanes in maintenance (red areas) become available once more.

Put them back in green areas.

B. Airplanes on the board and pilots in the orange area (or on a meeting card) respectively go to maintenance and recovery for the next turn. Move them to the red area.

3.8. PHASE 6 ‹‹› MARKING CONTINENTAL SUPREMACY

Wings associated with continental supremacy of Europe, Africa and South America are assigned (**SEE 5.6**).

4. ACTIONS

You can do the same action several times during the same turn. Here's the list of actions you can undertake during phase 3 (**SEE 3.5**):

4.1.1. CITIES

Each city on the board has several characteristics:

• a maximum trade value for the maximum number of cubes it can hold,

• a half-circle area to put cubes in,

• 5 slots for strips,

• a runway to put airplane figures in.

4.1.2. CREATING A STOP

You can create a stop in a city where you have none. Choose a city in which you have a stop from which to take off, choose which city you want to land in in order to create a stop, and what design of airplane you use. The design must be capable of completing the flight:

• fuel consumption must not be higher than the available logistics points.

• range must be at least equal to the number of geographical lines crossed, and written in red if one of them is the Andes.

Note: creating a stop represents one or more exploration and reconnaissance flights followed by the construction of an airfield.

4.1.2.1. WEATHER EFFECT

Weather cards of every geographical line you cross are taken into account (**SEE 7**). If your plane crosses one or more geographical lines for which the weather card is not turned up yet, turn up the top card of the pile.

Example: Sabena wants to create a stop in DAKAR from BRUSSELS where it already has a stop.

The Pyrenees weather card is already turned up (bad weather, +1 logistics cost) but not the Sahara one.
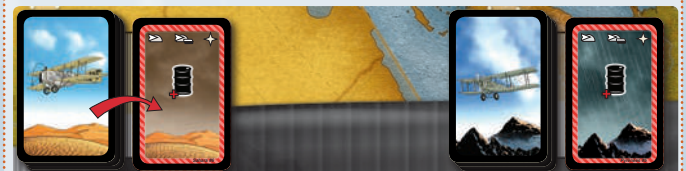
Sabena reveals the Sahara weather card and applies the effects of both cards. Only one card is taken into account as identical effects do not add up (◇).

Weather effects may prevent you from creating the stop, or bring you to change your mind.

Continued example: Sabena had only 2 logistics points left to create a stop with an airplane design that already consumes 2. As the effect of the weather card is to increase the cost of logistics by 1 for a total of 3, the action is impossible.

If you still want to create the stop, you must:

1. use an available pilot (green area) and move it down (orange area) on the instrument panel,

2. spend the required number of logistics points (as indicated in the lower left corner of the plane you used),

3. put the plane's figure on the runway of the chosen city to create the stop,

4. reveal the first face down strip of the city.

Continued example: it is now Latécoère's turn to play. It knows the weather information revealed by Sabena. It has 3 logistics points. It decides to make a TOULOUSE - DAKAR flight to create a stop with a Laté 28-1, uses one pilot, spends its 3 logistics points (cost of the Laté 28-1 + 1 for weather) and places its figure on the DAKAR runway.

You then place as many cubes of your color as indicated on the strip. The total number of cubes for all players cannot exceed the maximum capacity of the city.

The number of cubes of your color is the trade value of the stop for you. That number may change during the game (SEE 4.2.6).

If the strip has a special effect in its "creating a stop" half, apply it (if possible).

Continued example: Latécoère turns the first unrevealed strip up. Its "creating a stop" value is 4.

The maximum trade value of DAKAR is 8. KLM is already implanted with a stop trade value of 3 and Luft Hansa with a stop trade value of 2.

There are only 3 trade points left (8-3-2). Latécoère creates a stop with a trade value of 3 and puts only 3 cubes.

The strip remains in place. It is not specific to the player who revealed it. Its "run" half can be used by any company that has a stop in the city.

4.2. MAKING A RUN

4.2.1. LINE

A line runs between 2 cities your company is implanted in (i.e. you have at least one cube there). You declare which line you wish to run.

Example: KLM has a stop in DAKAR worth 3, and a stop in NATAL worth 1. KLM decides to run the DAKAR - NATAL line.

4.2.1.1. WEATHER EFFECT

Apply the effects of weather cards for all geographical lines crossed (SEE 7).

4.2.2. CONTRACT

In order to run a line, take off from one of the two cities and land in the other while executing at least one of its contracts, i.e. use the plane to transport the various elements of cargo (mail, freight and/or passengers) in the quantity requested by the contract(s).
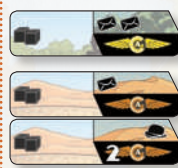
Continued example: KLM can use the Fokker VIII and its capacity of any 3 elements to execute the contract in NATAL which requests 2 mails, or the 2 contracts in DAKAR which request 1 mail / 1 passenger.

4.2.3. MAKING THE RUN

Use one of the available pilots (green area) and move it down (orange area) on your instrument panel, spend the required number of logistics points, put the plane's figure on the runway of the chosen city, and execute at least one of its contracts.

4.2.4. WINNINGS

Winnings for running a line depend on the contracts executed. Decide which contracts you wish to execute within the capacity of the plane you used for the run. You earn the associated wings which you take from the reserve, and you put them on your wing column (at the top of the game board: see page 4 area ❷).

Continued example: thanks to its Fokker VIII, KLM can choose between running from DAKAR and executing the present contract in NATAL for 1 gold wing, or running from NATAL and executing the two contracts in DAKAR for 3 bronze wings.

Contracts you executed remain and can be used again, on any turn and by any player.

4.2.5. BONUS FOR PIONEERS

Making a run provides extra rewards when your company is the first to deliver a product to a continent or by crossing one or more geographical lines during the same run (SEE 5.2).

4.2.6. INCREASING THE TRADE VALUE OF A STOP

Running a line also increases the trade value of the stop where the contracts are executed.

Increase the trade value by 1 for **each** contract you execute there. Just add a cube of your color to the city.

If the city is already at maximum capacity, your increase means an equal decrease for other companies in the city: for every cube you add, remove one cube belonging to another company so the maximum trade capacity of the city is never exceeded. You can thus drive a company out of a city!

Some weather cards apply bonuses or penalties when you increase the trade value of a stop (SEE 7).

Continued example: KLM chooses to execute the 2 contracts in DAKAR despite the meager 3 bronze wings they bring (compared to the gold wing for the contract in NATAL), because it can improve the trade value of this stop by 2 cubes (1 per contract).

KLM's trade value in DAKAR is 3. Latécoère's and Sabena's are both 2.

KLM adds 2 cubes and ends up with 5. It must remove 2 cubes from Latécoère and/or Luft Hansa so as not to exceed DAKAR's capacity of 7. KLM decides to drive Luft Hansa out of DAKAR and removes its 2 cubes.

4.2.7. MONOPOLY

If you increase the trade value of a stop and end up removing the last opposing cube and being the only company in the city with as many cubes as the city's maximum capacity, you have a monopoly.

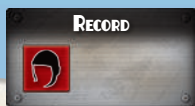*Example: a KLM monopoly tile.*

If you have a monopoly, put one of your monopoly tiles on the city.

All strips and cubes are discarded. The only contract available in this city is the one indicated on the monopoly tile.

Other companies cannot create stops in this city.

4.3. BREAKING A RECORD

RECORD

The "Breaking a record" action requires a pilot. Move the pilot from the "available" area (green) to the "used" area (orange) of the instrument panel.

4.3.1. YOU CAN BREAK 3 DIFFERENT RECORDS:

- the Speed record,
- the Distance record,
- the Altitude record.

4.3.2. RECORD TRACK

The record track on the board has a line for each record type, with squares numbered 1 through 5 for the level of the record.

Place a game piece of your color to indicate your personal level in each of the record types.

At the start of the game, no record has been set and the game pieces are put in the leftmost square of each line. Each type of record is held by the player whose game piece is on the square of highest level (the rightmost).

4.3.3. BREAKING A RECORD ACTION

Declare which record you intend to break (speed, distance, altitude) and whether it is a world or personal record. You can only break a world record by one level.

For example, if a world record is at level 3, you break it if you raise it to level 4.

You break a personal record by raising it to any level up to the world record (you do not break the world record).

In any case, you must have a number of logistics points at least equal to the target record level.

The record is automatically broken, put your game piece on the appropriate square of the record track.

Determine the actual number of logistics points you spend by : rolling a record die (special die), adding +1 for a seasoned pilot or +2 for a legendary pilot, and subtracting the modified roll from the record level.

Note: the record die simulates how well you are prepared, as well as weather conditions and luck.

Example: Latécoère decides to use a seasoned pilot to break KLM's world speed record of level 2.
Latécoère succeeds by raising the record to level 3.
Latécoère has 3 logistics points, the bare minimum. Its player rolls the record die, gets 1 and adds 1 for a seasoned pilot. So it needs to spend 1 logistics point (level = 3 - the die roll modified for pilot = 2).

4.3.3.1. If your game piece is the only one at the highest occupied level on that record line, you break the world record and collect the associated tile which you immediately place under one of your airplane tokens.

- *Speed record: +1 capacity,*
- *Distance record: cross an additional +1 geographical line for +1 logistics point,*
- *Altitude record: ability to cross the Andes.*

In addition, if you used a rookie pilot, immediately replace it with a seasoned pilot, provided there are any left in stock. Return

the rookie pilot token to the rookie pilot recruitment reserve (see page 5 area ❸).

4.3.3.2. Otherwise, you just break your personal record.

Whether you break a personal or world record, collect all the airplane designs you didn't have yet, as well as the wings, that are on the line of the record and in squares up to the record level.

Continued example: Latécoère breaks the world speed record at level 3 and collects 2 new airplane designs (a Blériot-Spad 33 and a Farman 121) as well as 2 bronze wings.

Immediately put these tokens on your instrument panel, provided you have space for them, as well as a figure for each token which you place on the green circle above the token.

You may also reorganize your fleet for free (**SEE 4.7**). Excess airplanes are kept in reserve.

Warning! when the world record is at 5, you can still break it with 6 logistics points.

4.3.4. SUMMARY

Breaking your personal record by raising it to a level that is no higher than the world record enables you to:

- access new airplane designs,
- reorganize your fleet.

Breaking the world record enables you to:

- upgrade a pilot from rookie to seasoned,
- access new airplane designs,
- reorganize your fleet.
- get the associated record bonus tile.
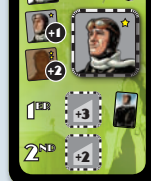
4.4. PARTICIPATING IN A MEETING
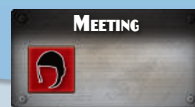
MEETING

You can only do this action if you registered for the meeting in phase 2 (**SEE 3.4**).

The "Participating in a meeting" action requires a pilot.

You use an available pilot by putting him on your meeting card.

Example: KLM uses a seasoned pilot for a +1 to the die roll.

Even though you registed, you may choose not to participate by sending no pilot to the meeting.

In that case, you are considered "*persona non grata*" for next turn's meeting and forbidden to participate.

This is represented by immediately placing your "no" card face up during the next Registering for the meeting phase (**SEE 3.4**).

4.5. RECRUITING A PILOT

RECRUIT PILOT

4.5.1. ROOKIE PILOT

Recruit a rookie pilot by taking a token from the pilot area (see page 5 area ❸) and putting it on your instrument panel in the "available" area. You may not undertake this action if there are no more rookie pilots in stock on the board.

4.5.2. PILOT FROM ANOTHER COMPANY

You can recruit a rookie pilot (but neither a seasoned nor a legendary one) from another company provided you have more logistics points than the target company and the coveted rookie pilot is available (green area).

You align your logistics level with the target company's.

Example: KLM is up with 3 logistics points, while Sabena has 3, Luft Hansa 2 and Latécoère 0. KLM can recruit a rookie pilot from Luft Hansa or Latécoère. It needs to adjust its logistics level to 2 if it recruits from Luft Hansa or to 0 if it recruits from Latécoère.

Note: a company could invest heavily to recruit a pilot on a competitor's roster.

4.5.3. SEASONED PILOT

You cannot recruit a seasoned pilot, you need to break a record to get one (**SEE 4.3**).

A seasoned pilot gets a +1 when rolling for meetings and records. In addition, it can fly in South America.
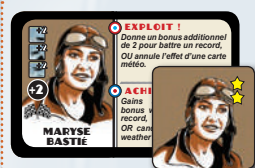
4.5.4. LEGENDARY PILOT

Every player has a "Legendary pilot" strip.

When creating a stop **in Africa**, you can decide to use this strip instead of the one you are supposed to reveal. Announce you are doing so before revealing the strip. Reveal the strip you replaced then remove it from the game.
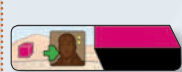
Example: Sabena creates a stop in CASABLANCA using a rookie pilot. Rather than revealing the first face down strip, it chooses to discard it and replace it with its Legendary pilot strip. It puts one of its (magenta) cubes in CASABLANCA.

The trade value of a "Legendary pilot" strip is 1 and its special effect consists in turning the pilot used to create the stop into a legendary pilot. Return the former pilot to the pilot reserve area.

Choose a legendary pilot token among those still available in the pilot reserve area, take the associated card and put it next to your instrument panel with the "feat" side up.

Continued example: Sabena chooses Maryse Bastié, takes her card and her token which replace the rookie pilot. The rookie pilot is returned to the area for available rookie pilots (see page 5 area ❸).

A legendary pilot gets a +2 when rolling for meetings and records. It can fly in South America.

Once per game, a legendary pilot can execute a feat. The pilot's card is then turned over to indicate the feat has been executed and is no longer available.

4.5.4.1. FEAT

It enables you to ignore the effect of a weather card or to use the legendary pilot's specific ability described on its card.

Example: Guillaumet's specific ability is to ignore a strip's "death of a pilot" effect.

You can decide to use your legendary pilot's feat during any action it is involved in.

Example: Latécoère decides to create a stop in SANTIAGO from BUENOS AIRES with a Potez 25 (an airplane that can cross the red Andes line) piloted by Guillaumet. The weather is known and good. Latécoère reveals the strip "death of a pilot". Guillaumet's feat cancels the effect. The stop is created and the legendary pilot card is turned over.

4.6. INCREASING YOUR LOGISTICS CAPACITY

Note: logistics represents the material and financial means of the company.

Increase your logistics capacity by the number in white where your logistics black cylinder is, moving that piece up by that number of spaces. You can also spend a bonus token, won during a previous meeting.

Example: Sabena has 2 logistics points and a +2 bonus token. It uses its 2nd action to increase its logistics capacity using its bonus token.

Its capacity goes up by 4 points (+2 as indicated on the space and +2 from the bonus) and the logistics game piece goes up to 6.

4.7. REORGANIZING YOUR FLEET

You can reorganize your fleet by trading one or more of your airplane designs on your instrument panel with those in your reserve. You can also reassign the record bonus tiles.

Put the new airplane tokens where the former ones are. The figures remain where they are.

Example: you replace a design whose figure is in maintenance. The new design is also in maintenance.

4.8. QUICK MAINTENANCE

An airplane under maintenance immediately becomes available. It costs one logistics point.

The figure is moved up to the corresponding green circle.

4.9. QUICK RECOVERY

A recovering seasoned or legendary pilot immediately becomes available.

The pilot's token is moved up to the "available" area (green).

5. WINGS

You can earn wings in the following ways:

5.1. RUNNING A LINE

Depending on contracts (**SEE 4.2.4**).

5.2. BONUS FOR PIONEERS

When you are the first to transport mail, freight and/or passengers to a continent and/or by crossing a geographical line.

When you are the first to cross x geographical lines while executing at least one contract.

2 lines	1 bronze wing
3 lines	2 bronze wings
4 lines	3 bronze wings
5 lines	1 gold wing

When a company receives one of these rewards, it discards all the wings for shorter distances.

Example: Latécoère makes a run from TOULOUSE to DAKAR with its Laté 28-1 and honors the contract that requests mail. It wins the bronze wing for the Pyrenees, two bronze wings for the Sahara, the one for Africa and finally the one for crossing two lines, for a total of 5 bronze wings. Latécoère discards the bronze wing for crossing a distance of one line.

5.3. BREAKING A RECORD

Depending on breaking records (see page 4 area ❶).

5.4. CREATING A STOP IN LA PAZ

You win a diamond wing when you **create** a stop in LA PAZ.

5.5. PLACING THE WINGS

All these wing rewards are placed on the game board at the start of the game.

Excess wings are put in reserve next to the game board.

5.6. CONTINENTAL SUPREMACY

At the end of each turn, whoever has supremacy over a continent gets a gold wing, drawn from the reserve.

Supremacy is determined by counting the number of cubes per player on the continent, plus the maximum trade value of every city where a player has monopoly.

In case of a tie, the player who has the most stops on the continent wins (**1 point per stop, a monopoly counts for 3 points**).

If the tie remains, no one gets the wing.

Example: during the first turn in a 4-player game, Sabena created a stop in BARCELONA worth 3 and another in BERLIN worth 2. KLM created a stop in TOULOUSE worth 5. These 2 companies are tied for supremacy over Europe (8 cubes each) but Sabena has 3 stop points (BARCELONA, BERLIN and BRUSSELS) versus 2 for KLM (TOULOUSE and AMSTERDAM). Sabena wins the gold wing, drawn from the reserve and placed in her wing column.

5.7. CONVERTING WINGS

You may convert wings at any time:

- 4 bronze wings into 1 gold wing,
- 3 gold wings into 1 platinum wing,
- 2 platinum wings into 1 diamond wing.

The reverse operation is never possible.

Note: we advise you always wait until the last minute before converting wings. You might even want to refrain sometimes...
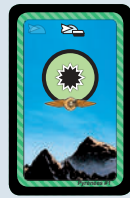
Every company has 10 slots for its wings:

- 4 bronze slots,
- 3 gold slots,
- 2 platinum slots,
- 1 diamond slot.

6. END OF THE GAME

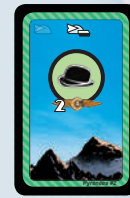Victory conditions depend on the scenario (**SEE 8**).

7. DETAIL OF WEATHER CARDS
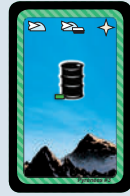
CLEAR WEATHER
Ex. Pyrénées #1
One bronze wing for any one element transported during a run.

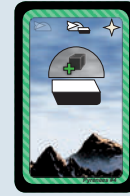**CLEAR WEATHER**
Ex. Pyrénées #2
Two bronze wings for passengers transported during a run.

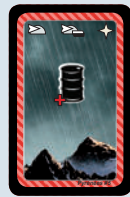**FAVORABLE WINDS**
Ex. Pyrénées #3
Crossing this line costs one less logistics. Fuel consumption cannot be lower than 1.
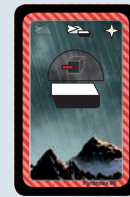
ASCENDING AIR
Ex. Pyrénées #4
Add an extra cube when increasing the value of a stop after a run.
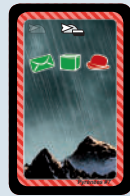
CONTRARY WINDS
Ex. Pyrénées #5
Spend an extra logistics point to cross this line.

BAD WEATHER
Ex. Pyrénées #6
Add one less cube when increasing the value of a stop after a run (minimum of 0).
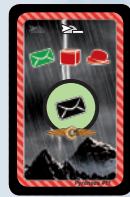
STORM FORECAST
Pyrénées #7
Passengers refuse to board. You cannot make a run with passengers.

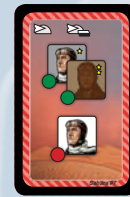**THUNDERSTORMS**
Ex. Pyrénées #8
The Pyrenees geographical line counts as 2 lines. An airplane needs to have at least range 2 to cross it.

VIOLENT THUNDERSTORMS
Ex. Pyrénées #11
Mail only. One bronze wing for making a run with mail.

SANDSTORMS
Ex. Sahara #7
Only seasoned and legendary pilots can cross the geographical line.

CLEAR SKIES
Ex. Sahara #9
Add one more cube than indicated on the strip when creating a stop.
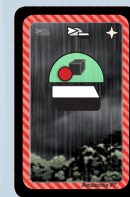
DOWNPOURS
Ex. Amazonie #7
Stops cannot have their values increased.

VIOLENT THUNDERSTORMS
Ex. Atlantique #7
The Atlantic geographical line counts as 3. An airplane needs to have at least range 3 to cross it.

ICE STORMS
Ex. Cordillère des Andes #8
Only legendary pilots can cross.
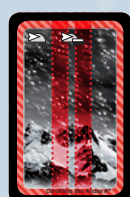
SNOWSTORMS
Ex. Cordillère des Andes #7
The Andes geographical line counts as 2 lines. An airplane needs to have at least range 2 to cross it.

CREATING A STOP
The effect applies during the creation of a stop.

RUN
The effect applies to runs.

When this symbol is present, the effect of the card does not cumulate with the effect of an identical card for crossing another line.

INTRODUCTION SCENARIO (3 TURNS MAX.)

VICTORY CONDITIONS: the game ends whenever a company has 4 bronze wings and 3 gold wings, and wins; or after 3 game turns in which case the company with the most stop points wins (1 point per stop, a monopoly counts as 3 points). Break ties by number of records then number of monopolies then number of cubes.

WEATHER CARDS: weather cards are not used.

SPECIAL: do not play phases 1 (weather), 2 (meeting) and 4 (meeting). Do not play with legendary pilots.

FIRST PLAYER: on the first turn, the first player is Latécoère; on each following turn the first player is the one with the least wings.

SHORT SCENARIO 1919-1929 (4 TURNS MAX.)

VICTORY CONDITIONS: the game ends whenever a company has 4 bronze wings, 3 gold and 1 platinum, and wins; or after 4 game turns in which case the company that has the most stop points wins (1 point per stop, a monopoly counts as 3 points). Break ties by number of records then number of monopolies then number of cubes.

WEATHER CARDS: for each geographical line, shuffle weather cards numbered 1 through 8 into a draw pile. Place the pile on the line.

CAMPAIGN 1919-1939 (6 TURNS MAX.)

VICTORY CONDITIONS: the game ends whenever a company has filled its wing column (4 bronze, 3 gold, 2 platinum and 1 diamond) and wins; or after 6 game turns. in which case the company that has the most stop points wins (1 point per stop, a monopoly counts as 3 points). Break ties by number of records then number of monopolies then number of cubes.

WEATHER CARDS: for each geographical line, shuffle weather cards numbered 1 through 8 into a draw pile. Place the pile on the line.

SCENARIO "LA PAZ - THE RACE " (5 TURNS MAX.)

VICTORY CONDITIONS: the first player who creates a stop in La Paz with its pilot alive after the creation wins. If no players has done so after 5 game turns, nobody wins.

WEATHER CARDS: shuffle the following weather cards into 5 the draw piles. Place the 5 piles on the 5 lines.

PYRENEES	7 cards numbered	3, 5, 7, 8, 9, 10 and 12.
SAHARA	7 cards numbered	4, 5, 6, 7, 8, 10 and 11.
ATLANTIC	6 cards numbered	2, 4, 7, 8, 9 and 11.
AMAZONIA	6 cards numbered	3, 5, 6, 9, 10 and 11.
ANDES	6 cards numbered	1, 4, 7, 8, 9 and 10.

SPECIAL: do not play with wings.

SCENARIO "SUPREMACY" (6 TURNS MAX.)

VICTORY CONDITIONS: the game ends whenever a player creates a stop in La Paz or after 6 game turns, in which case the company that has the most stop points wins (1 point per stop, a monopoly counts as 3 points). Break ties by number of records then number of monopolies then number of cubes.

WEATHER CARDS: shuffle the following weather cards into 5 the draw piles. Place the 5 piles on the 5 lines.

PYRENEES	7 cards numbered	3, 4, 5, 7, 9, 10 and 12.
SAHARA	7 cards numbered	3, 4, 5, 7, 9, 10 and 11.
ATLANTIC	6 cards numbered	2, 3, 4, 7, 9 and 10.
AMAZONIA	6 cards numbered	3, 4, 6, 9, 10 and 11.
ANDES	6 cards numbered	1, 2, 3, 4, 7 and 9.

SPECIAL: do not play with wings.

9. [OPTION] TOKENS FOR THE MAXIMUM VALUE OF A STOP

You can use these tokens to adjust the competition level depending on the feeling you want to get from the game or the number of players. If you want to decrease the competition in Europe, put the token with a trade value of 9 in Barcelona and the 4 with a trade value of 10 on the starting stops of the companies.

If you want to increase the competition in Africa, decrease the maximum trade value of the stops by 1: Dakar (7), Nouakchott (6), Casablanca (5) and Tangier (5). If you want to decrease it, increase these same values by 1: Dakar (9), Nouakchott (8), Casablanca (7) and Tangier (7).

If you want to increase the competition in South America, decrease the maximum trade value of the stops by 1: Natal (5) and Buenos Aires (6). If you want to decrease it, increase these same values by 1: Natal (7) and Buenos Aires (8).

EFFECTS OF STRIPS

EUROPE

Navigation error (2)
Lose the pilot if it is a rookie.

Mechanical failure (3)
Lose 1 logistics point, unless your gauge is at 0.

AFRICA

Mechanical failure (2)
Lose 1 logistics point, unless your gauge is at 0.

Hostage (3)
Choose between losing the pilot (rookie, seasoned or legendary) or 2 logistics points (if you have at least 2 logistics points).

Army supplies (4)
Gain 2 logistics points.

SOUTH AMERICA
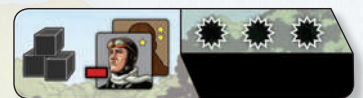
Repeated crashes (4)
Lose the pilot, seasoned or legendary.

Insufficient logistics (1)
Lose 1 logistics point, unless your gauge is at 0.

Favorable encounter (2)
Gain 1 logistics points.

Trade agreement (2)
Gain 2 logistics points.

In 1918, the war is not yet over when industrial businessman Pierre Georges Latécoère comes up with the mad dream of an airline that would fly from France to South America.

"I did all the math, it supports what the experts say: our project can't be done. We have only one option left : we have to do it ourselves."

On December 25, he takes off from Toulouse Montaudran aboard a Salmson, with René Cornemont as pilot. Questioned by the frightened gaze of a few pilot officers, he answers that letters are written daily; so for a postal air service to have meaning, a plane has to take off every day. 2 hours and 20 minutes later, the airplane lands in Barcelona on the Can Tunis horserace track. It is welcomed as befits the event.

The project is completed in three stages: Toulouse-Casablanca, Casablanca-Dakar, Dakar-South America. The first France-Morocco trip takes place on March 9, 1919. On the 1st of September of the same year, the line is opened to regular traffic.

The second stage of the France-South America line, the Casablanca-Dakar line, is inaugurated on June 1, 1925. In December 1926, Pierre Georges Latécoère goes to Rio de Janeiro to develop the line on the South-American continent. He meets Marcel Bouilloux-Lafont, a French investor and industrialist with widespread activity in South America.

On April 11, 1927, Pierre Georges Latécoère yields 93 % of his shares to Marcel Bouilloux-Lafont who vows to purchase the necessary flight equipment from the S.I.D.A.L. (Industrial Company of Latécoère Aircraft).

On September 20, 1927, the Compagnie Générale Aéropostale (C.G.A.) is born.

Well-established in South America through his companies, Marcel Bouilloux-Lafont seeks to pursue the work of the Line's creator. As founder of the Trade and Industrial Fund, he has been investing in Brazil since 1907, including in the port cities of Bahia, Vitoria and Rio de Janeiro.

On March 1, 1928, the Compagnie Générale Aéropostale inaugurates the Toulouse-Buenos Aires airline, as well as the Dakar-Natal sea line in the South Atlantic with an "Aviso" ship. From that day on, the service will never stop, ensuring South America is never more than a week or so away from Europe.

In July 1929, the run is extended to the Pacific, over the Andes, with the inauguration of the Buenos Aires-Santiago(Chili) sector.

Backed by the South-American Public Works Company (S.U.D.A.M.), the Compagnie Générale Aéropostale quickly takes off. With a fleet of 144 aircrafts in 1927, it is already one of the largest airline companies in the world. Its infrastructure will give it international stature.

By 1927, the Aéropostale has woven quite a web over the South-American lands. Reconnaissance flights are followed with concessions for mail transportation signed by States, with the construction of airfields, with the delivery of new airplanes and the opening of regular lines. Rio de Janeiro-Buenos Aires (November 22-27, 1927) opens the way for new postal airlines like Buenos Aires-Asunción in Paraguay (January 1, 1929), Santiago du Chili-Buenos Aires and back (July 15-18 1929) or even yet the "Patagonia line" between Comodoro Rivadavia and Buenos Aires (October 31-November 1, 1929). In the headiness of the times, the Aéropostale is everywhere, its pilots give it their all, "the Line" reaches Patagonia. The competition has stopped smiling...

In 1930, despite political and financial uncertainty and the world crisis that is about to bring it down, the Aéropostale is at the height of its glory. Its fleet is nearly 220-aircraft strong, including 17 hydroplanes and several Avisos in the Atlantic, and its staff is nearly 1 500 people strong (among which there are about fifty pilots) and Didier Daurat is at its head.

The main and secondary service grids are over 15 000 km long and have equipped stops. "The Line " is made up of 27 stops that have short and medium and long wave radio sets used for radio communication and as radio compass.

The economic crisis of the 30s -which does not spare the field of aeronautics- as well as the political determination of Air Minister Pierre Cot bring about the first widespread restructuration of French commercial air transportation.

Air Orient, Air Union, the S.G.T.A. (former Farman lines) and the C.I.D.N.A. (former Franco-Rumanian) are brought together in a single company that will take the name Air France in August 1933, after buying the liquidated Aéropostale's assets. Air France is officially inaugurated at the Bourget Airport on October 7, 1933. It carries on Air Orient's emblem, the winged hippocampus.

The Paris-Buenos Aires-Santiago line, the longest in the world, flew over 9 countries and connected 3 continents, from the Mediterranean to the Pacific.

Latécoère's wild dream had been made real...

How wonderful a symbol this line was, the achievement of exceptional men, lifted high by their sense of duty and abnegation. The tale of their feats make one of the most colorful pages in the history of aviation.