"Power" cards

JETPACK

Who > Cpt. / Passengers

When > When the aircraft is about to crash.

Effect > Allows the player to take one "Treasure" card.

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.

HARD BLOW

Who > All players
When > When the captain plays his cards.
Effect > Forces the captain to re-roll all the uneventful (blank) dice.

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.

BANDIT

Who > All players
When > Before the captain throws the die
Effect> Force the captain to throw one more die.

MOORING LINE

Who > All players
When > When the captain plays his cards.
Effect >The aircraft doesn't travel to the next city and stays on the same tile.

GRAPNEL

Who > Passenger who has just gotten off the aircraft.

When > When the captain has overcome all the challenges and the aircraft continues its journey.

Effect > The passenger can get back into the aircraft after discarding the « treasure card » he just acquired.

MAGIC SPYGLASS

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.