

# Play Summary

If the **Captain is alone** in the Aircraft, he or she may leave.



The **Bandit** card may be played.

The Captain **rolls the dice**.

**Passengers announce**, "I will stay," or leave the Aircraft, gaining a treasure.



The **Ejection** card may be played.

The **Captain declares** whether he is able to meet the challenges or not.  
(But plays no cards yet!)



Passengers may play **Helping Hand** cards, **face-down**.



The **Wind Gust**, **Alternate Route**, and **Magic Spyglass** may also be played.

**Continue!** or **Crash!**

The Captain **plays the necessary cards**, and *the ship moves on*, with a new Captain.

The **Grappling Hook** or **Mooring Line** cards may be played.



The **Jet Pack** card may be played.

All players **draw one equipment card**; a *new journey begins* with a new Captain.

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2-3 players  
8 cards  
4+ players  
6 cards

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6 cards

# Power Card Reference



## Bandit

**Who:** Any Player

**When:** Before the Captain throws the dice

**Effect:** Captain must throw one additional die



## Ejection

**Who:** Captain or Passengers

**When:** After Passengers have announced intentions

**Effect:** Force another Passenger to disembark



## Wind Gust

**Who:** Any Player

**When:** After the Captain declares he can meet challenges

**Effect:** Captain must re-roll blank dice

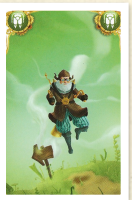


## Alternate Route

**Who:** Captain & Passengers

**When:** Aircraft is about to crash

**Effect:** Captain may re-roll as many dice as he wishes

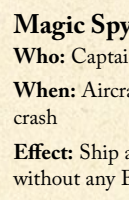


## Jet Pack

**Who:** Captain & Passengers

**When:** Aircraft is about to crash

**Effect:** Player disembarks and takes treasure card from the current city.



## Magic Spyglass

**Who:** Captain & Passengers

**When:** Aircraft is about to crash

**Effect:** Ship automatically advances to next city without any Equipment cards being used



## Mooring Line

**Who:** Any Player

**When:** Aircraft is about to move on

**Effect:** Aircraft does not travel to next city



## Grappling Hook

**Who:** Passenger who has just disembarked

**When:** Aircraft is about to move on

**Effect:** Passenger discards treasure and boards the ship again



# Power Card Reference



## Bandit

**Who:** All Players

**When:** Before the captain throws the dice

**Effect:** Captain must throw one additional die



## Ejection

**Who:** Captain, or passengers still aboard

**When:** After players announced intentions

**Effect:** Force another player to disembark



## Mooring Line

**Who:** All Players

**When:** When the captain plays his cards

**Effect:** Aircraft does not travel to next city



## Wind Gust

**Who:** All Players

**When:** When the captain plays his cards

**Effect:** Captain must re-roll blank dice

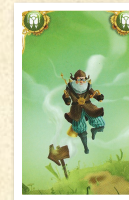


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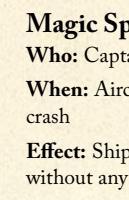


## Grappling Hook

**Who:** Passenger who has just disembarked

**When:** Aircraft is about to move on

**Effect:** Passenger discards treasure and boards the ship again



## Magic Spyglass

**Who:** Captain & Passengers

**When:** Aircraft is about to crash

**Effect:** Ship automatically advances to next city without any Equipment cards being used

