SKY TEAM

# FLIGHT LOG

Now that you've mastered landing in Montreal, it's time to head off into the wide blue yonder, discover the iconic airports of the world, and take on challenges worthy of real pilots!

**– WARNING –**

**DO NOT OPEN BEFORE HAVING SUCCESSFULLY LANDED IN MONTREAL.**



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# NEW SETUP



**Before setting up the game, select a scenario from the 21 available on pages 6, 7, and 8.**

**COLOUR**
The colour indicates the scenario's difficulty.

- **Routine Landing**
- **Exceptional Conditions**
- **Elite Pilots Only**
- **Heroic Landing: Success will put you in the history books.**




## VICTORIES

When you succeed at a scenario, check off the circle in the top left corner so you know you've successfully accomplished it.




**The setup is the same as indicated in the Landing Procedure booklet, with the following differences:**

**1 INTERNATIONAL CODE AND AIRPORT NAME**
Instead of the Montreal Approach Track, use the Approach Track corresponding to the name and colour of the scenario. Watch out! Some Approach Tracks are longer or shorter than others.




**2 SPECIAL MODULES**
Select the module(s) indicated by the chosen scenario; leave the others in the box. Each game module is explained in this booklet (p. 3 to 5). When a scenario uses a game module, go to the corresponding paragraph to find out what components are used and how to set them up for the game.

**3 SPECIAL ABILITIES**
Some scenarios offer you the chance to use Special Ability cards. See below for how to set them up. Select the number of Special Ability cards indicated by the chosen scenario.




# SPECIAL ABILITIES

*Your hours of flight time have paid off; you've mastered all the tricks of the piloting trade!*

Select the number of Special Ability cards indicated by the chosen scenario. Each card gives you a different special ability that will help you land your airplane in even the most difficult situations. Experiment with various special abilities, or different combinations, and choose the ones that will best help you with your situation.



# APPROACH TRACK EFFECTS

## TRAFFIC DIE




*The skies are particularly busy today... airplanes seem to be appearing out of nowhere!*

If there is a Traffic icon in the Current Position screen at the beginning of the round, roll the Traffic die as many times as there are icons on the space. Each time you roll, add an Airplane token to the space indicated by the value of the die, starting with the Current Position screen. **Don't roll the die or add Airplane tokens if there is no Traffic icon in the Current Position screen, even if you have passed through one when advancing 2 spaces.**

**Also:**
If you stay on a space with one or more Traffic icons for more than one round, roll the Traffic die as many times as indicated at the beginning of each round you remain there. If you pass through a space with a Traffic die while advancing 2 spaces... you do not need to roll it. If you need to place an Airplane token and there are none left in the supply, do not place any. If the number on the die is greater than the number of remaining spaces on the Approach Track, put the Airplane token on the last space of the track (the Airport).

***Example***

At the beginning of the second round in Atlanta, Isabelle and Oliver find themselves still on the first space of the Approach Track. Isabelle rolls the Traffic die and gets a 3. She places an Airplane token on the third space (the first being the Current Position screen). Because there is a second icon, she will need to roll a second time and add a second Airplane token.

## TURNS




*Ominous clouds and mountains require a steady hand at the controls. You'd better buckle up!*

When you perform the Advance the Approach Track step, if the airplane's Axis is not in one of the permitted positions ( or ) in the Current Position screen, you lose the game. This also applies to both spaces you fly through if you advance 2 spaces during this round. If you do not advance the Approach Track (you move 0 spaces), you do not need to follow these constraints.

# MODULES

## KEROSENE

Manage your fuel and land your plane before going dry!




### ADDITIONAL SETUP

- Place the Kerosene Track to the left of the Control Panel.
- Place the Kerosene marker at **20**.

### RULES: KEROSENE ACTION

The Pilot **OR** Co-Pilot can place a die of any value here, and immediately move the Kerosene marker down the track the same number of spaces as the value of the die placed.

### END OF ROUND

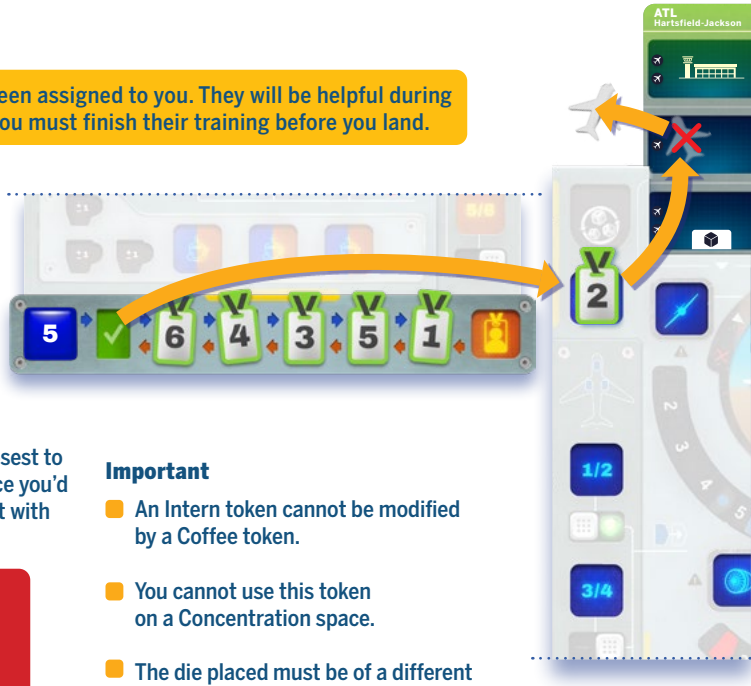
Add this step at the very end of the End of Round phase:

If you haven't placed a die here, **lose 6 Kerosene.**

At any time during the game, even in the final round, if you hit the space, you have run out of kerosene and you've lost the game!

# INTERN

An intern has been assigned to you. They will be helpful during the flight, but you must finish their training before you land.




## ADDITIONAL SETUP

Place the Intern Board below the Control Panel. Place a random face-up Intern token on each space.

## RULES

**Intern Training**

On your turn, you can train your Intern by placing a die of any value on the space of your colour on the Intern Board, and taking the first available token closest to your side. You can then place that token on any space you'd normally be able to place a die, and resolve its effect with the token's number.

**Untrained Intern**

You must fully train your Intern by the time you land. If there are still Intern tokens on the Intern board at the end of the game, you did not finish your Intern's training and you lose the game.

**Important**

- An Intern token cannot be modified by a Coffee token.
- You cannot use this token on a Concentration space.
- The die placed must be of a different value than the next available token.

# WIND

The tail wind has picked up and you are advancing too fast. Turn your plane to control your speed.



## ADDITIONAL SETUP

Place the blue Airplane token inside the Wind Ring so that the nose of the airplane is pointing at the white central space. Place this at the right of the Control Board.

## RULE: AXIS PHASE

Immediately after the Axis phase, turn the blue Airplane token as many spaces as the current Axis position is off centre, **even if the Axis did not move**.




***Example***

At the end of the Axis phase, the Axis only moved one space, but it is now 2 marks toward the Pilot. They must therefore turn the blue Airplane token 2 spaces to the left.

## RULE: ENGINE PHASE

**During the Engine phase, add the wind speed (the number of the space the blue Airplane token is pointing to)** to the sum of your Engine dice. This modifier applies to all rounds, even the last one.




***Example***

The blue Airplane token is pointing at the **+2** space when the Engine phase is being resolved. The team must add 2 wind speed to the total of their Engines. In this case, it produces a result of **10**. They will now advance 2 spaces instead of just 1.



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# REAL-TIME

Show your nerves of steel by playing in real time.




At the beginning of each round, start a **60-second** timer (use your phone) **IMMEDIATELY** after rolling your dice.

You cannot place any dice after the timer has run out; the round ends immediately. Any dice that haven't been placed are simply ignored. If the Axis and Engine spaces ⚠ haven't been filled, you've lost the game.

# KEROSENE LEAK

Uh-oh... there's a kerosene leak to take care of! Adjust your speed to avoid catastrophe.




### ADDITIONAL SETUP

Set up the Kerosene Track as normal. Place a face-down Intern token on the die space to remind you that you cannot place a die there.

### RULES

You can no longer perform the Kerosene Action, and you do not lose kerosene in the same way. Instead, **your kerosene loss is the same as the difference between your two Engine dice, +1.**

For example, if you played a **6** and a **3** in the Engines, you lose **4** units of kerosene:







# ICE BRAKES

You are landing on an icy runway. Deploy your special brakes to avoid losing control!

### ADDITIONAL SETUP

Place the Ice Brakes board on the Control Panel so that it covers the original brakes.



### RULES

You **must** move the Brake marker to **the end of the track (past the 5) before the end of the game**, while following the new placement rules. Otherwise you lose the game.

At the end of the last round, your Speed must be lower than the Brake marker.



The Ice Brakes track works like the normal Brakes track, **but 2 dice of the same value must be placed in the space above and below the track in the same round.**



If you place a die in a space on the Ice Brake track and you are not able to place a die in the opposite space in the same round, it is lost. Take back that die at the end of the round without moving the Brake marker.

Note that this track does not have Switches. However, as with the normal brakes:

- You must deploy them in order, from left to right.
- You cannot play a die in a space to the left of the Brake marker (in a space where dice have already been placed in a previous round).
- You can advance the Brake marker more than once per round if the conditions have been met.

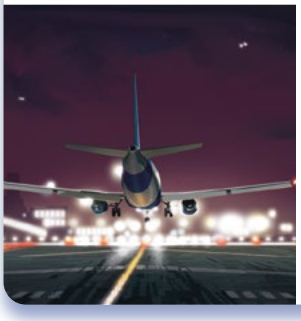
# SCENARIOS

## YUL Montréal-Trudeau



Your first flight is going well. The sun is rising over the horizon, and the snow-covered landscape is magnificent as you glide over the St. Lawrence River. Perfect conditions for a smooth landing.

## LHR Heathrow



You see the river Thames cutting a black channel through the lights of London as you near the airport. There is traffic at the end of your approach.

Stay calm and land your plane.

## HND Haneda



With iconic Mount Fuji in the background, you must execute a wide left turn to bring your plane over Tokyo Bay and in line with the runway, which juts out into the water.

## OSL Gardermoen



You begin your descent into Oslo, the city to your left, with the sun shimmering off the long narrow Øyeren Lake to your right. Keep your eyes on your kerosene. Happy landing!

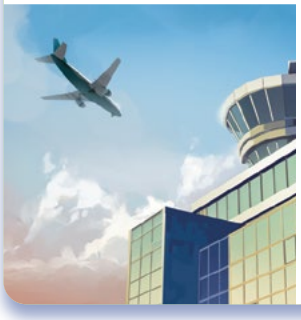
## ATL Hartsfield-Jackson



As you break through the clouds, you pass over the Appalachian foothills to see Atlanta... and a sky packed with traffic.
On top of that, you have a nervous Intern to train.

Good luck.

## PRG Václav Havel



Your skill set is improving.
Use these abilities to land safely in Prague, one of Europe's cultural centres, in the heart of Old Bohemia.

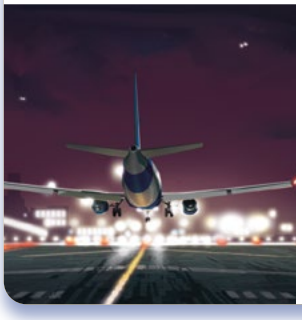
2

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## LHR Heathrow



Heavy fog, common in London, has caused the sky to fill with planes in holding patterns over the British capital.
You will need to stay alert right from the start of your approach!

## TGU Toncontín



This airport is nestled at the base of a bowl of mountains; you will need to descend rapidly and make a very tight final turn.
Welcome to Honduras!

2

## GIG Galeão



The Rio de Janeiro control tower is not responding. The strong tail wind is bringing you in much too fast as you pass over Copacabana beach. Make a wide turn and control your approach speed.

1

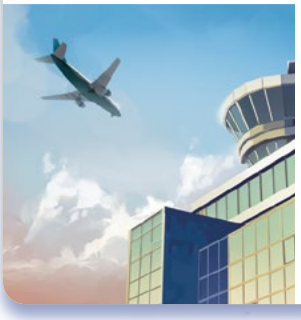
## KEF Keflavík



As you break through the low clouds, you see the peninsula with the Icelandic airport. It is all white, covered in new-fallen snow. You're going to need a light touch to arrive safely in the "Land of Fire and Ice".

1

## PRG Václav Havel



The sky is clear, giving a gorgeous view of the Carpathian mountains in the distance... An alarm sounds.
You are losing fuel. Will you have enough to make it? Manage your speed, and may luck be on your side.

2

## KUL Kuala Lumpur



You are right to be concerned about Malaysia's electrical storms... Keep your plane in line between the storm masses. It will be a bumpy landing in Kuala Lumpur.

1

## ATL Hartsfield-Jackson



You are approaching one of the busiest airports in the world... on American Thanksgiving. You've never seen traffic like this in your entire career, but a fuel leak means you'll need to push through to make it in time. Happy holidays to everyone but you!

1

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## PBH Paro



They call them foothills, but anywhere else they'd be called mountains. You are landing in Bhutan, on the edge of the Himalayas, at an altitude of over 7,000 feet. It's a narrow valley. The mountains are so high and jagged...

2

## HND Haneda



Your air corridor has been reduced. It is *hanami*, the cherry blossom festival, and the skies are packed with planes. It will take all your focus to navigate your approach.

1

## GIG Galeão



Arriving at the tail end of a rare South Atlantic tropical cyclone means seriously high winds and a narrow air corridor. You have what it takes to make this landing... But why are your palms so sweaty?

2

## OSL Gardermoen



The runway is frozen solid and your kerosene gauge has been running low for 30 minutes already. 150 passengers and crew are depending on you. Don't let them down.

2

## TGU Toncontín



When are they going to build a new airport at Tegucigalpa? Landing here haunts your dreams. When you learned what your destination was, your stomach flipped. Drop down to the left between the mountains and do what it takes.

2

## KEF Keflavík



As you pierce the clouds, you find yourself in the midst of an incredible blizzard. The runway lights can be dimly seen through the snow. Your passengers are depending on you. Concentrate. Focus. Land.

2

## KUL Kuala Lumpur



Lightning flashes all around as you approach. This must be what it's like to fly into hell. Getting to the airport is going to take every last ounce of your concentration. Time is against you. *Semoga berjaya*, as the locals would say.

2

## PBH Paro



Welcome back to the most dangerous airport in the world. The weather is clear at least, but one thought keeps returning: Only 8 pilots in the world are certified to land here. It's time to add your name to the list... Or not.

2

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