

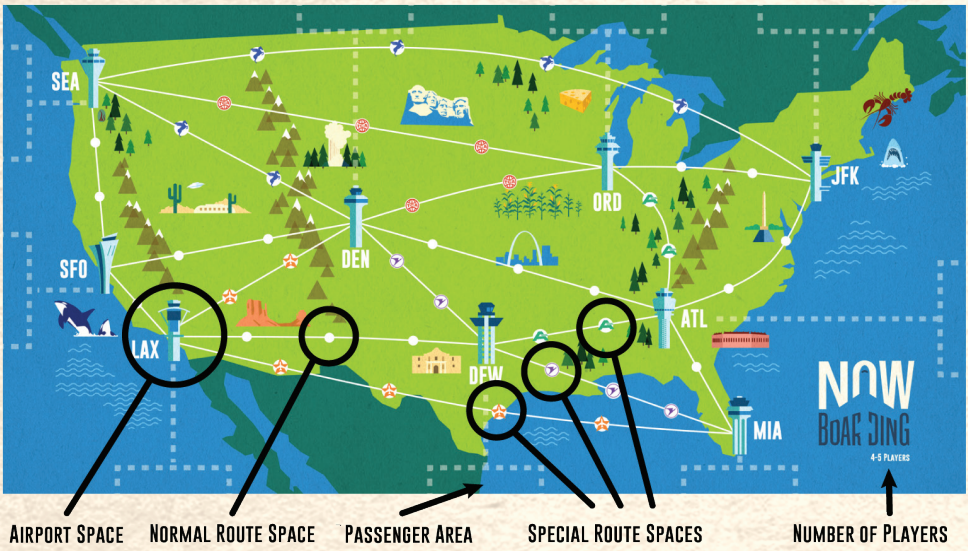
Now Boarding is a cooperative, real-time game for 2-5 players. You and your fellow pilots must coordinate your efforts to pick up and deliver passengers, improve your airplanes, and access new flight paths. But make sure your passengers are satisfied! If you can deliver all of your passengers before you receive 3 complaints, all players win. If you get too many complaints, you'll be out of business.

Preflight Check

Air travel has always been an exciting endeavor, traveling across the continent in style at 30,000 feet. To do that, you'll have to understand the pieces of your growing aviation empire:

Game Components

1 Upgrade / Preflight chart
5 Miniature planes (1 per player color)
1 Timer
30 Anger cubes
1 Rulebook
6 Weather tokens (3 Storm, 3 Tailwind)
81 Passenger cards (72 Regular, 9 VIP)
5 Cockpit tiles (1 per player color)
5 Plane tail tiles (1 per player color)
18 Seat upgrade tiles
15 Speed upgrade tiles
10 Route upgrade tiles
2 Temporary upgrade tokens
1 Game board, double-sided



Game Board

The game board shows major city airports, labeled with their airport codes, along with the routes between airports. All players can travel along the route spaces marked with white dots, but only players with the associated player route or route upgrade can travel along the special route spaces.

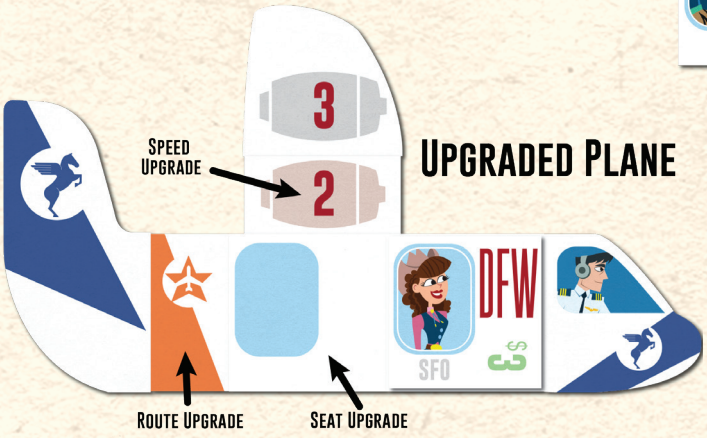
Starting Plane

A starting plane consists of 4 tiles: a cockpit, tail, wing, and seat. Together, these tiles show your plane and how it can move around the board.

Planes have the following traits:

- **Seats:** the maximum number of passengers a plane can hold at once.
- **Routes:** the colors of special route spaces a plane can travel on.
- **Speed:** the number of spaces a plane can move in a single round.
- **Starting Airport:** (shown on the back of the cockpit tile).

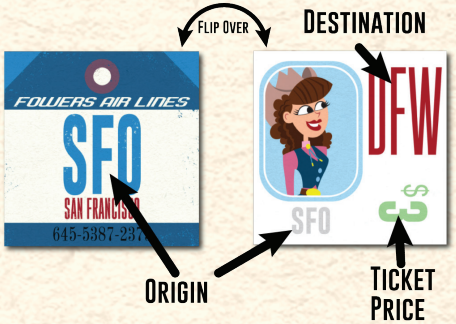




Passenger Cards

Everyone has somewhere to be. Each passenger card shows:

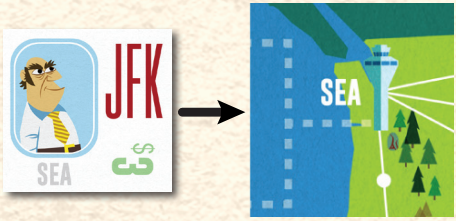
- **Origin:** the starting airport for this passenger, which also appears on the back of the card.
- **Destination:** the destination airport for this passenger.
- **Ticket Price:** the reward received when dropping off this passenger at their destination.



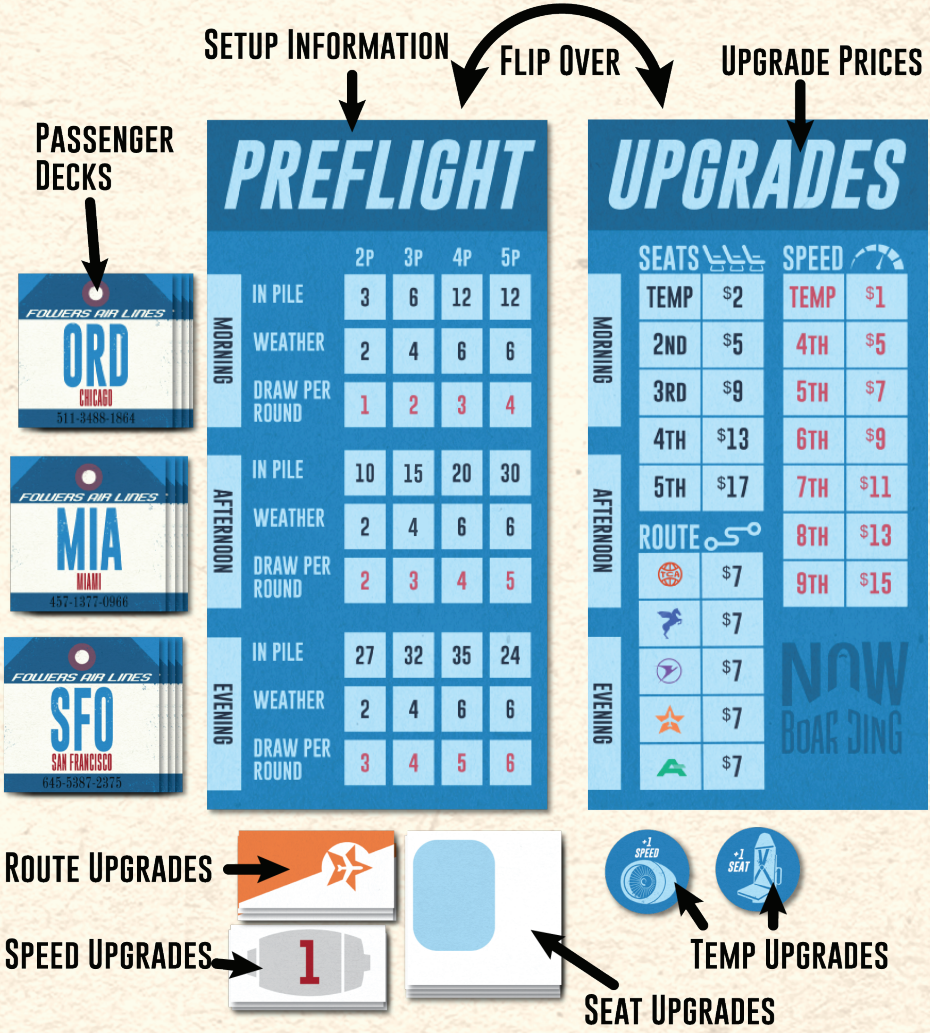
Game Setup



1. Place the **game board** in the middle of the play area, showing the correct side for the number of players (2-3 or 4-5).
2. Place the **timer** by the game board.
3. Place the **Upgrades/Preflight chart** near the board, with the Preflight side up. When using the Preflight chart throughout the game, refer only to the column that matches the number of players in the game.
4. Place the **temporary upgrade tokens** below the chart.
5. Place the **permanent upgrade tiles** in a face-up pile next to the board.
6. Each player chooses 1 **starting plane**. They take the miniature plane of the same color, and place the corresponding plane tiles in front of them (see "Starting Plane" on pages 2-3). *This gives you access to the routes with your logo on them. Discuss strategy when choosing planes to ensure your team can cover the entire country.*
7. Place each player's miniature plane on its **starting airport** indicated on the back of their cockpit tile.
8. Each player chooses either 1 permanent seat upgrade or 1 permanent speed upgrade tile for their plane. In a 2-player game, each player also chooses any 1 route upgrade. Add the **upgrades to your plane** (see "Upgraded Plane" diagram on page 3).
9. Prepare the **passenger decks**, depending on the number of players:
   a) 4-5 players: use all passenger cards.
   b) 3 players: remove all passenger cards going to or from SEA.
   c) 2 players: remove all passenger cards going to or from JFK or SEA.
10. Give each player **1 random passenger card** (face-down) whose origin matches their starting airport.
11. Each player reveals their card and places it face-up in the passenger area on the edge of the board that connects to their starting airport.

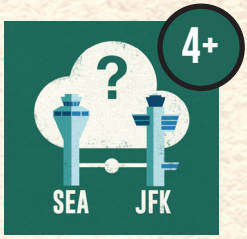


12. Create your **passenger decks** by shuffling the remaining passenger cards and dealing a number of them face-down to the 3 spaces to the left of the Preflight chart: Morning, Afternoon, and Evening. To determine the number of cards for each deck, deal a number of cards equal to the number listed in the "In pile" row on the Preflight chart. *For example, in a 3-player game, 6 cards would be dealt to the Morning space, 15 to the Afternoon space, and 32 to the Evening space.*



13. Place all **anger cubes** next to the board as a general supply.

14. Reserve a space for the **complaint pile**.



15. Prepare the **weather decks** by removing all weather cards that do not match the number of players. For example, when playing with 2 players, remove all cards marked for 3+ and 4+ players in the top-right corner of each weather card.

16. Create the **weather decks** by shuffling all remaining weather cards and dealing a number of them face-down to the left of each of the 3 Passenger decks. Deal each deck a number of cards equal to the number listed in the "Weather" row on the Preflight chart.

Setting up the First Round

1. Draw a number of **passenger cards** from the Morning passenger deck and place them face-down in the passenger area connected to the origin airport indicated on the back of the card. Draw cards equal to the the number listed in the "Draw per round" row on the Preflight chart. *For example, in a 3-player game, draw 2 cards per round during the Morning stage.*

2. Add **weather tokens** to the board:


Storm Token

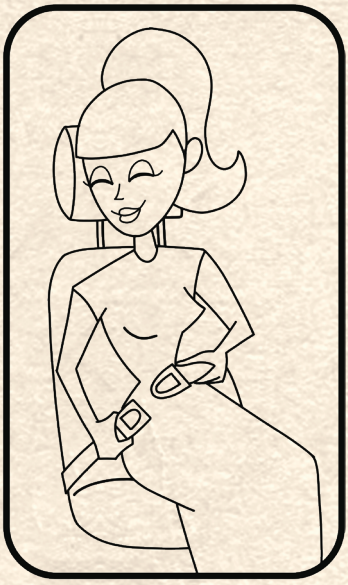

Tailwind Token

   - Draw 1 weather card from the Morning weather deck. Place 1 **storm token** on top of any non-airport space along the route shown on the card.
   - Draw another weather card from the Morning deck. Place 1 **tailwind token** on top of any non-airport space along the route shown on the card.
   - Continue drawing weather cards and placing tokens, **alternating storm and tailwind tokens**, until all of the weather cards have been drawn from the Morning weather deck.

3. Flip the Preflight chart to the "**Upgrades**" side.

Takeoff and Landing

Now Boarding is played over three stages: Morning, Afternoon, and Evening. Each stage consists of multiple rounds, repeated until the players can no longer draw cards from that stage's deck. At that point, players advance to the next stage.



Each round is divided into two phases: a flight phase and a maintenance phase.

The flight phase (see below) lasts until the end of the round timer. Once the timer runs out, the maintenance phase (see page 9) begins.

Flight Phase

During the flight phase, players move their planes around the country, picking up and dropping off passengers.

There is no turn order; all players take actions simultaneously during this phase!

When everyone is ready, one player flips the timer to start the flight phase.

All players quickly flip over all face-down passenger cards in passenger areas. Anytime there are multiple passengers in an airport, splay them on top of each other, showing their destination.

Here are the actions available to you during the flight phase (read more about each action in the sections below):

- Move your plane
- Pick up passengers from an airport
- Drop off passengers to an airport

When the timer runs out, everyone finishes their current action and the flight phase ends. Continue to the maintenance phase (see page 9).

Move Your Plane

Over the course of the flight phase, your plane can only move a total number of spaces up to its speed. Your plane's speed is the sum of the numbers listed on the turnbines of your plane's wing.

This is important! Let's say your speed is 3. You can only move 3 spaces total during the flight phase. You can't move 3 spaces multiple times during that phase.

You can pick up and drop off passengers during your movement and continue moving afterward (see page 8). You do not have to move your full speed each round.

You can only move your plane onto spaces that your plane has access to. All planes can move onto airport spaces and normal route spaces (indicated by a white dot). However, a plane must have a matching route color icon on its cockpit and tail tiles (or upgrade tile) in order to move onto special route spaces.

You can end your plane's movement on any space, even if it's not at an airport. A plane can change movement direction mid-flight, and can be in the same space with other planes.



When you travel on a route with a weather token (storms or tailwinds), your movement is affected.

A storm token replaces 1 space with 2 spaces, so it takes longer to travel on that route (note the white dots on the token to represent two spaces). You can end your movement on either space of a storm token.

A tailwind token covers 1 space that you now skip over, so it's faster to travel on that route. Both storm and tailwind tokens affect movement in either direction.

If you have a temporary speed upgrade token, you can discard it back to the supply in order to move 1 extra space this round.

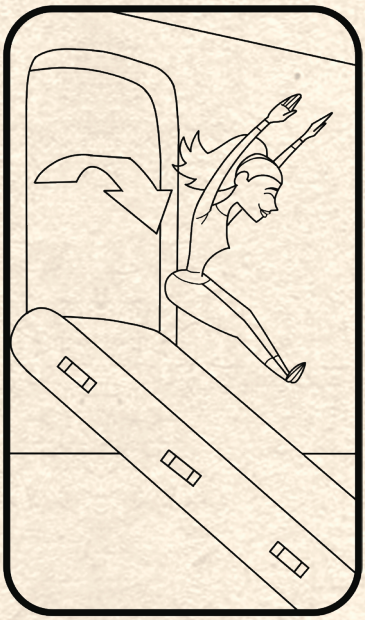
Pick Up Passengers From an Airport

When your plane is on an airport space, you can pick up 1 or more passengers from that airport. You can pick up any passenger from the airport, regardless of which passenger has been there the longest.

Your plane can only hold as many passengers as you have seat tiles on your plane. If all your seats are full, you can't pick up any new passengers until you drop off passengers or purchase more seat upgrades.

When you pick up a passenger, take the passenger card from the airport's passenger area and place it on one of your unoccupied seat tiles. If that passenger card has any red anger cubes on it, **remove them** back to the supply; the passenger is just happy to finally be on their way.

Here's a tip! Even if you can't deliver the passenger to their destination, you can still delay their complaint by picking them up and dropping them off elsewhere.



You cannot pick up passengers from another player's plane mid-flight. They must first drop them off at an airport where another player can then pick them up.

If you have the temporary seat upgrade token, you can discard it back to the supply to pick up 1 extra passenger above your plane's limit. Place that passenger below the cockpit tile on your plane.

If any of your seats opens up while you have a passenger below your plane's cockpit tile (thanks to a temporary seat upgrade), immediately move that passenger to the open seat.

Drop Off Passengers to an Airport

When your plane is on an airport space, you can drop off 1 or more passengers from your plane to that airport. You can drop off passengers at any airport, even if that airport isn't the passenger's destination.

When dropping off a passenger to an airport other than their destination, add the passenger card face-up to the passenger area of the airport your plane is currently in.

When you drop off a passenger at their destination airport, put the passenger card aside in your personal money pile—you have earned the value of the ticket price. Only the player whose plane delivered the passenger to their destination adds the passenger card to their money pile, even if they traveled on other planes previously.

You **cannot** drop off a passenger to an airport you just picked them up from.

Maintenance Phase

Once the time has run out, everyone finishes their current action and the flight phase ends. Proceed with the maintenance phase, following the steps below.

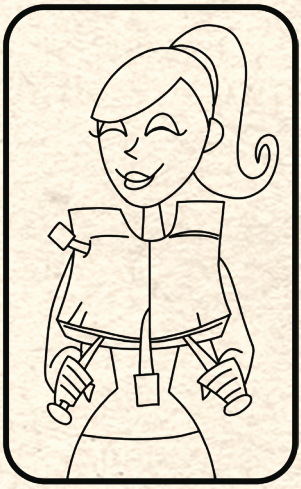
1. Place Anger & File Complaints

Place 1 anger cube on each passenger card in all airport passenger areas. If a passenger card ever receives their fourth anger cube, they leave to file a complaint. Return



their anger cubes to the supply and place their passenger card on the complaint pile beside the board. If you ever have 3 or more cards in the complaint pile, all players lose (see Out of Business, page 11).

2a. Prepare the Next Round of Passengers



Draw a number of passenger cards from the current stage's passenger deck and place them face-down in the passenger areas of their origin airports. Draw cards equal to the the number listed in the "Draw per round" row on the Preflight chart, according to the number of players in the game. For example, in a 3-player game, 2 cards would be drawn during the Morning stage.

2b (If needed). Moving to the Next Stage

When you go to draw passenger cards and find the passenger deck of the current stage is empty, it's time to change to the next stage. For example, if the Morning passenger deck is empty, change to the Afternoon stage.

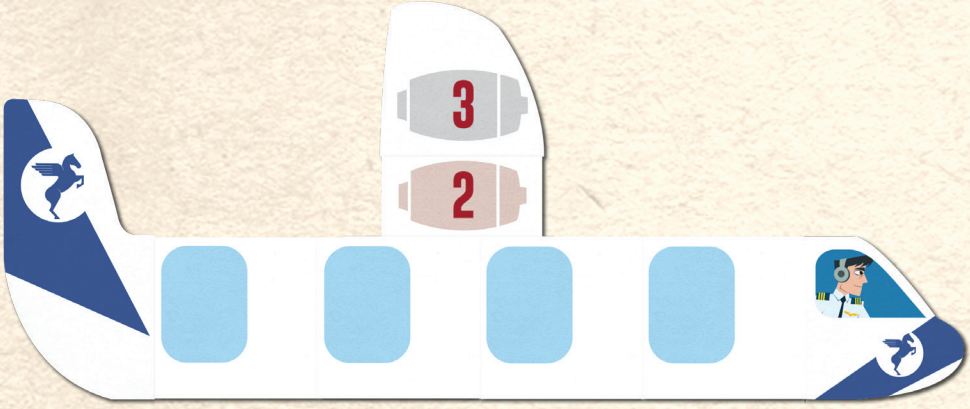
Each time the stage changes, it's time to reset the weather. Remove all existing storm and tailwind tokens from the board. Place new weather tokens using all the weather cards from the next weather deck (Afternoon or Evening) and following the same steps as the first round setup (see page 6).

3. Buy Upgrades

You can buy permanent or temporary upgrades for your plane using the money from passengers delivered to their destination.

Discard any number of passenger cards from your personal money pile to a passenger discard pile and use their printed ticket price ($) to purchase any upgrade tiles. You can look through the available upgrade tiles and freely choose one.

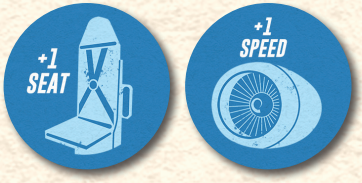
Arrange your plane with the new upgrade tiles in the correct part of your plane: seats in the middle, speed on the wing, and routes by the tail.



The price of each upgrade is listed on the upgrade chart and changes depending on how many of a particular upgrade you personally have already purchased. *For example, when purchasing your third seat, the price is $9, but when purchasing your fourth seat, the price goes up to $13.*

You can buy any number of upgrades as long as you can afford them. You can spend more money than your upgrades cost, but you don't receive any change when overspending.

There are 2 temporary upgrade tokens, 1 for speed and 1 for seats. Once purchased, they are unavailable for other players until they are used and returned to the supply. Temporary upgrades are a great way to use extra money when overspending on a permanent upgrade.



4. Starting a New Round

Once each player has had an opportunity to purchase their upgrades, it's time to start the next round. Discuss your flight plans and prepare to handle the new batch of passengers. Flip over the timer and proceed to the next flight phase.

Exit the Aircraft

If the Evening passenger deck is empty at the start of the maintenance phase, players will have 1 final round to deliver their last passengers. No new passengers are added to the board and no weather change occurs.

At the end of the final round (including the maintenance phase), take all the remaining passenger cards from passenger areas and on all player planes. Add 1 passenger card to the complaint pile for every 2 passengers not yet delivered to their destination.



Out of Business

If you ever have 3 or more passenger cards in the complaint pile, either during play or at the end of the final round (including cards added during the "Exit the Aircraft" step above), all players lose. Good customer service is hard...

Rough flight? Teamwork is key. One player can wait to move until another player drops off a passenger, then pick it up immediately and move. Clever sequencing can help you deliver passengers across the map in a single round.

Flying High

If you reach the end of the final round with fewer than 3 passenger cards in the complaint pile (including cards from the "Exit the Aircraft" stage), all players win. Your airline is a soaring success!

Variant: Money Hand-off

In the base game you can't spend money for another player. With this variant, you may give any number of delivered passenger cards from your money pile to another player if you're both in the same airport. This can happen during the flight phase or the maintenance phase.

Variant: VIP Passengers

Once you master the basic game, you can add more of a challenge with VIP passengers. These cards add extra conditions to passengers, like "Must fly alone" or "Takes 2 seats."

During setup, form the VIP decks by shuffling the VIP passenger cards and dealing a number of them face-down next to the 3 passenger decks—Morning, Afternoon, and Evening—as **indicated on the back of the card**. The table below shows how many cards are dealt in total, depending on the number of players.

	2 Players	3 Players	4 Players	5 Players
VIP Cards	4	5	6	7

During the maintenance phase, players decide whether to attempt serving a VIP passenger or not.

VIPs are finicky fliers, so you'll want to do this when things are going well. But don't take too long—if a VIP goes unserved during their assigned stage, they immediately file a complaint.

To attempt to serve a VIP passenger, place the top card from the VIP deck for that stage next to the last passenger card when dealing new passengers. That passenger card is now the VIP and is modified by the effect of the VIP card. When the passenger is dropped off at the destination, you may discard the attached VIP card.

VIP cards must be added during their appropriate stage (Morning, Afternoon, or Evening). If a passenger deck is empty and there is still a VIP card left for that stage, move it to the complaint pile. That card counts as a passenger when determining whether you win or lose the game.

Credits

Now Boarding was designed by Tim Fowers. Illustrations by Ryan Goldsberry. Logo by Andrew Colin Beck.

Special thanks to all of our playtesters, backers, families, and wives.

For more great games, visit www.fowers.games

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