"Power" cards



JETPACK

Who: Cpt. / Passengers

When: When the aircraft is about to crash.

Effect: Allows the player to take on "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.



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.

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FREQUENTLY ASKED QUESTIONS

Can we know how many cards the captain holds?
Yes.

Does the "Turbo" card allow the captain to counter all the dice of the same color or only one die?
Each "Turbo" card allows the captain to counter only one die. If several dice are the same color, you need to play several "Turbo" cards.

How many dice can be re-rolled with the "Alternative Route" and "Hard Blow" cards?
The "Alternative Route" card allows re-rolling as many dice as the captain wishes. The "Hard Blow" card forces the captain to re-roll ALL the uneventful (blank) dice.

Does the "Magic Spyglass" card transform only two dice?
No, when played, the journey continues without playing any other card.
Note: The "Hard Blow" card has no effect after a "Magic Spyglass" card has been played.

BLAM!