Tin Goose is a game for 3-5 players about building an airline business in the dawn of commercial aviation. Players buy planes, build networks, and manage disruptive events. The game takes 30 minutes per player.

I. COMPONENTS

The Board. Featuring 48 cities, broken into 4 sets of 12 by color. Ten major cities have a square border, others have a circle.

Era Decks. 32 cards each in gold, blue and red. These cards hold the events that will shape play. The decks represent different eras: gold is the mid 30's, blue is pre-WWII, and red is post-WWII. The three decks play in order: first gold, then blue, then red.
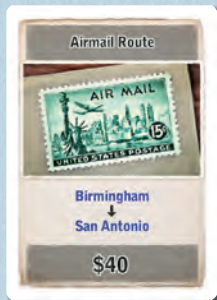
Airmail Routes. 9 green ‚Airmail' cards determine the start position for the players and an initial objective.

Ford Trimotor Cards. 5 green ‚Start' cards with a Ford Trimotor on the face, representing each player's first fleet.

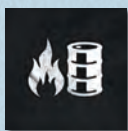**Money**. Bills with numerical values printed on them.

Status Markers. 2 cubes in each of the 5 player colors are used for tracking Income and Hazard.

Labor Chips. 30 chips with a wrench symbol.

Bonds. 30 red rectangles. They mark the borrowing done by each player.

**Extension Tokens**. 30 squares displaying an oil symbol and a hazard flame side by side.

Round Marker. One large black pawn for indicating the current round.

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Fleet Cards. 23 cards in each era deck are fleets. Every fleet card has a name, a size (small, medium or large), and a number of oil barrels and flames representing fuel consumption and hazardousness, respectively. A small number in the corner indicates how many cards of this fleet are in the era deck.

Events. 9 cards in each era deck are events: 3 strike, 3 crash, and 3 oil. Shuffle these in with the other cards of the same color.
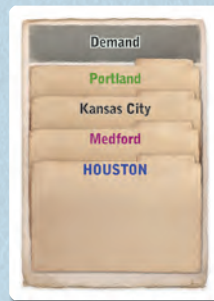
Demand Cards. 12 tan ‚Demand' cards with city names. Use them to distribute demand randomly before the game begins.

Condition Cards. 25 green ‚Start' cards without a Ford Trimotor on the face list conditions that affect an immature airline business. Each player begins with one of each of the 5 types in his play area, and removes them as the game progresses.

Planes. 20 plane-shaped pieces in each of 5 player colors.

Screen. 5 screens, one for each player, in matching player colors. Behind the screen go money, bonds, and labor chips. Fleets, planes, conditions, and extension tokens cannot be hidden.

Demand Tokens. 42 tokens show cities for which passenger demand exists. 6 are gold, 36 are silver.

Pieces not in play go beside the board in the supply.

The following quantities are not meant to be limited: planes, bonds, labor chips, extension tokens, and money. Use substitute tokens as necessary.

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II. SETUP

Place one gold demand token in Chicago and another in New York.

Shuffle the 12 demand cards. Deal 4 of them in a row, face up. Read only the green cities. In the first green city, place a gold demand token. In the next three cities, place a number of silver demand tokens, according to the number of players in the game (see chart).

Shuffle the deck back together and repeat this process for the black, magenta, and blue cities.

If Chicago or New York gains a new demand token(s), remove the previous gold demand token before placing it.

Shuffle the 32 cards in the gold, blue and red era decks separately. Deal each player 3 gold cards, 4 blue cards, and 3 red cards. Each player now holds 10 cards in his hand. Remove all other cards in the era decks from play, without revealing them.

Shuffle the 9 airmail cards and deal face up one more card than there are players. (For a 4-player game, deal 5 airmail cards.) It is good to place these cards on the board near their start cities (the city listed first).

Give each player $40: 3 $10s, one $5, and five $1s.

Give each player two labor chips.

Deal each player a Ford Trimotor card face up on the table in front of him in his play area. Place 2 plane pieces of the player's color on the card.

Give each player, face up in his play area, 5 condition cards, one of each type. These conditions affect the player until removed.

Place each player's income status marker on the shaded box on the income track (the lowest box with a 3).

Place each player's status cube on the shaded box on the hazard track (7). (7 is the sum of the hazard flames on the Ford Trimotor card and the "Irregular Safety Procedures" condition card.)

Keep track of the 7 rounds of the game using the round marker on the numbers 1-7 above the international track.

DEMAND PLACEMENT CHART

	2nd city	3rd city	4th city
5 players	▯▯▯	▯▯▯	▯▯▯
4 players	▯▯▯	▯▯	▯▯
3 players	▯▯▯	▯▯	▯

III. TRACKS AND DISPLAYS

The three tracks maintain a public record of important information regarding each player.

The *international track* shows six possible international destinations. A player may extend service to any or all of them.

The *hazard track* counts the number of hazard flames in a player's combined fleet. The more there are, the more that player will have to pay in the event of a crash.

The *income track* indicates the income potential of each player. Income is received at the end of each player's turn and when demand is satisfied in a new city.

On the income track, a player can never move up from the "15" box or down from the "2" box.

The *income display*, shown in the interior of the player screens, lists the ways in which a player's income can change.

IV. BEGINNING THE GAME

Players bid for the right to choose their airmail route first. Each player bids a secret amount, face down on the table. ($0 is a legal bid.) All players reveal their bids simultaneously.

Players choose airmail routes in order of bid from highest to lowest. If any bids are equal, choose at random which of them will take the earlier choice. All players pay their bids to the supply.

The high bidder selects one of the airmail routes and places it in front of him. He places one of his planes from the Ford Trimotor fleet card onto the city indicated first on the airmail card.

Other players make their selections, in order of bid. After all players have chosen, discard the remaining airmail route.

Players do not interact with the demand tokens in their start cities: they do not receive new income from them, nor do they remove any tokens from the board.

At this point, every player has one airmail card and one plane on the board. This first plane is the start of the player's network, and the point from which future expansion will begin.

V. TURNS

The game lasts 7 rounds. In each round, every player has a turn. The player who won first choice of airmail routes takes the first turn. A player's turn includes the following three steps, in order. Play then passes to the next player on the left.

(1) PLAY CARD

The active player chooses one card from his hand to play. Players will play Gold cards on rounds 1-2, Blue cards on rounds 3-5, and Red cards on rounds 6-7. At the end of each color era, players will have one extra card of that color, which they will discard face down.

Every card has a city written in color along the lower sides. If the active player has a plane in that city at the moment the card is played, he immediately moves up the income track 2 spaces. No other player benefits by matching the city. The bonus can be gained only at the moment the card is played.

Next, the player reads the title of the card, which will be either an event or a fleet. Events occur immediately (see section (a) below). If it is a fleet, conduct an auction (see section (b) below).

(a) Events
There are three kinds of events in the game: Strike, Crash, and Oil. Players pay for events in clockwise order, finishing with the player who played the event.

If as a result of an event, a player is unable to pay the amount he owes, he may issue bonds at that moment – *for just $20 each*. (Bonds usually pay $40.)

I. Strike
When a strike occurs all players make a hidden bid in labor chips. They may choose to bid all, some, or none of the labor chips they have behind their screens. All players reveal their bids simultaneously and resolve the effects of the strike.

The player who bid the highest number of labor chips has won the strike, and gains an amount of money equal to the positive number on the strike card. In the case of a tie, all tied players win.

All other players have lost the strike and must pay the negative amount listed on the strike card.

A bid of zero always loses, even if all players bid zero.

II. Crash

When a crash event occurs, all players pay for the hazard flames in their fleet. (Hazard flames appear at the bottom of the plane cards and on extension tokens. Players record their hazard level on the hazard track.) Each player pays $1 or $2 per flame, as written on the crash card.

The player with the most hazard flames loses 2 boxes on the income track.

The player with the least hazard flames gains 2 boxes on the income track.

If there is a tie for most (or least) hazard, the effect applies to all tied players. But if *all* players in the game have the same amount of hazard, none of them move on the income track.

III. Oil

When an oil event occurs, all players pay for the barrels of oil in their fleet. (Oil barrels are displayed at the bottom of plane cards and on extension tokens.)

The cost per barrel ($1-$3) is listed at the bottom of the oil card.

(b) Auctions

The fleet indicated on the card is put up for auction.

Bidding begins to the left of the active player, and proceeds clockwise once around the table.

Bids must be at least $1, and higher than any previous bid. Players who do not wish to bid may pass. If no players make a bid, discard the plane.

Players get only one chance to bid. The final bid belongs to the active player, who bids last in clockwise order. After each player has made his bid (or passed) the highest bid wins.

The high bidder pays his winning bid and takes the plane card.

If the winning player already owns one (or more) fleets of the same kind of planes, he gains 2 boxes on the income track.

The player may do one of two things with the new plane card:

I. Deploy

The winner places the new fleet in his play area in front of him. He places two plane pieces of his own color on the plane card. Though all plane pieces are the same size, the planes are considered small, medium, or large, depending upon the letter in the lower left (S, M, or L).

The player may now remove one condition card of his choice from his play area, if any remain.

II. Upgrade

The winning player replaces an existing fleet he has previously deployed with the new fleet. In order to upgrade:

a) The new planes must be *at least as large* as the old planes. (A medium fleet can replace a medium fleet or a small fleet, but it can not replace a large fleet.)

b) The new fleet must be *from a newer era* than the old fleet. (Red fleets can replace blue or gold fleets, blue fleets can replace gold fleets.) Any fleet can replace a Ford Trimotor.

The winning player receives *no new plane pieces*. Instead, he moves all plane pieces from the replaced fleet to the new fleet. He discards the replaced fleet.

Because the number of fleets remained the same, the player *does not get to remove a condition card*.

After the acquisition of a new fleet, always remember to adjust the player's position on the hazard track to equal the new number of hazard flames in his combined fleet.

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(2) ACTIONS

The active player now takes three actions from the following options, in any order. No action can be taken more than twice in the same turn.

Available actions:

(a) Advance Income
Move the player's income marker forward by one box on the income track.

(b) Place a Plane
The active player places a plane from one of his fleets onto a city (but not the international track). Once on the board, the plane can never be reallocated. A player may never place more than one plane in the same location.

The placement must connect to the active player's network. The new placement must connect to an existing placement in one of these three ways, depending on the size of the new plane:

- Small planes must connect to the network with a thick black line.
- Medium planes can fly into adjacent hexes (or the same hex) from the network.
- Large planes can fly to any city on the map.

From San Francisco, a small plane could reach Medford, Reno, or Los Angeles. A medium plane could reach any of those cities and also Portland, Boise, Salt Lake City, Las Vegas, Phoenix, or San Diego. A large plane could reach any city on the board.
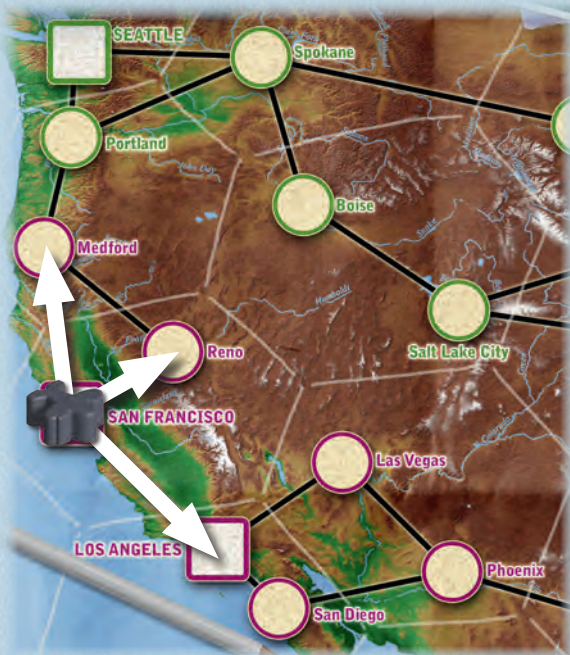
small plane   medium plane

When a player enters a new city, slide his marker on the income track up or down as follows: If no other player has a plane in that city, *or if a demand token exists in the city*, move upwards one box. Otherwise, move downwards one box for each player already present in the city.

When the city contains a demand token, the player collects his income *once for each demand token present*. (If two tokens are present, collect income twice.)

If the city contained one or more silver demand tokens, remove one of them. Gold tokens are never removed.

Exception: in a 3-player game, remove *two* silver tokens each time a city is served.

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(c) International Service
This selection costs two actions.

On every round, only one international destination is available to the players, as indicated by the round number listed above the international track. No other international destination can be served. (For example, on rounds 1-2 only Havana is available, while on round 3 only Kingston is available.)

To serve an international destination, place a plane in the corresponding destination box.

The plane used must be at least as large as the destination demands, as marked in the boxes. Havana and Kingston require only a small plane; Mexico City, Panama City, and Lima require a medium plane; and Rio requires a large plane.

The player must pay the amount listed on the destination box. (To fly to Havana a player must pay $10.)

There is no penalty for serving an international destination after others have done so, nor any bonus for being first.

A player can never serve the same international destination more than once, even if it is the only open destination for multiple turns.

(d) Take a Labor Chip
The active player takes one labor chip for free.

The active player may buy a second labor chip for a price equal to his own income.

Robin selects the Take a Labor Chip action. Her income is 7. She takes one labor chip for free, and spends $7 for another. She could have chosen to take just one chip and pay nothing. She could not have chosen to buy more than one.

(e) Issue a Bond
The player collects $40 and one bond token.

At the end of the game, bonds reduce a player's final score by $40 each.

(3) INCOME

The active player takes an amount of money equal to his income from the supply.

Play now passes to the player on the left, who begins his turn by playing a card. After each player has taken a turn, move the round marker forward and begin the next round. When the 7th round is complete, the game is over.

VI. EXTENSIONS

When a player takes a Place Plane action, he may choose to use an extension instead of one of his own planes. Using an extension means serving more cities with the planes he has already deployed instead of engaging new ones. Extensions help an airline reach more cities, at the cost of being less organized and efficient.

To play an extension, the active player deploys a plane piece from the supply instead of from his plane cards. No extra action is required to use an extension. A player may choose to use an extension even if he has planes available to be deployed.

For each extension placed, the player must take an extension token, to be displayed next to his fleets for the rest of the game. The token shows one oil barrel and one hazard flame. These are added to the fleet henceforth, increasing the player's exposure to oil and crash events. Extensions never remove condition cards from a player's display, no matter how many extensions are used.

Extensions, like small planes, must connect to the player's existing network by a thick black line. Extensions can be used for Place Plane actions only, never International Service.

On his turn, Stephen chooses a Place Plane action in order to fly from Chicago to St. Louis. He has two plane tokens on a new Boeing Stratoliner card, but instead of using them he decides to extend the planes he has already deployed. He takes a plane token of his color from the supply and places it in St. Louis. He also takes an extension token and places it next to his fleet, and adjusts his hazard count upwards by one on the hazard track. He could not have elected to fly to Kansas City with an extension, because extensions act as small planes only.

Regular placement   ### Extension

Supply

VII. AIRMAIL ROUTES

Each player begins his network at the city listed first on his airmail card. Whenever his network grows to include the other city listed on the card, he discards the airmail card and takes $40. Each player has exactly one airmail route in the game. Airmail routes incomplete at the end of the game have no value.

VIII. CONDITIONS

Each player begins with 5 conditions, one of each type, next to his fleet in the play area. These conditions affect the player until he removes them.

Whenever the player adds a fleet, he may remove a condition. Each player's total number of fleets and conditions is always 6 (until all conditions are discarded).

A player who has removed every condition may still add more fleets.

The conditions:

Irregular Safety Procedures: adds 4 hazard flames to a player's combined fleet.

Generous Dividends: forces the player to skip his income phase at the end of each turn.
(He can still collect income when serving cities with demand tokens.)

Unproductive Investments: pays the player $30, $20, or $10 upon its removal, depending on whether that removal occurs in the gold, blue, or red eras. (This money cannot be used to buy the fleet that allowed the condition to be removed.)

Rural Stops Along Routes: in the case of an oil event, adds one dollar to the price of each oil barrel in the player's fleet. (If the event specified that every barrel should cost $2, they instead cost $3 each.)

Regional Management: forces a player to take, as his first action of every turn, an Advance Income action.

IX. INCOME

Record income on the income track. A player's income is the number written in the box where his income marker resides.

There are five ways to move on the income track:

- Adjust Income action (+1)
- Serve new city (+1 if it was empty or had a demand token, or -1 per player who had already served that city, otherwise).
- Buy a fleet of the same type as a fleet (or fleets) already owned (+2).
- Play a card that lists a city the active player has already served (+2).
- In a crash event, be the most hazardous (-2) or the least hazardous (+2).

There are two ways to collect income:

- In the income phase at the end of every turn (skipped if the player holds the Stockholder Dividends condition card)
- Serve a city with a demand token (collect income once per demand token in the city)

X. FINAL TURN AND SCORING

On the 7th and final turn, no plane auctions may occur. (Plane cards may be played but the auction does not take place.) Otherwise, the turn proceeds normally.

When the final turn is complete, each player collects:

- $40 per international destination served, plus $10 for every player who reached fewer international destinations.
- $20 for each major city served.
- 10 times his income

Each player pays $40 for each bond he holds.

There is no value for other items, including airmail routes, labor chips, conditions, etc.

The player with the most money wins.

Example: Sophia has served 3 international destinations and 8 major cities. She has an income of $11 and has issued 2 bonds. She receives for the international destinations $120 (3 x $40) plus $20 for the fact that two players served fewer international destinations than she did. She gets $160 for the major cities (8 x $20). She gets $110 for income (10 x $11). Finally, she pays $80 for bonds (2 x $40). Since she held $29 at the conclusion of the game, her final score is $359.

VARIANT

This variant is offered for those who prefer events to be evenly distributed.

Prior to the start of the game, separate each of the three era decks into plane cards and event cards. Shuffle both parts separately. Deal each player 2 gold planes, 1 gold event, 3 blue planes, 1 blue event, 2 red planes and 1 red event.

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