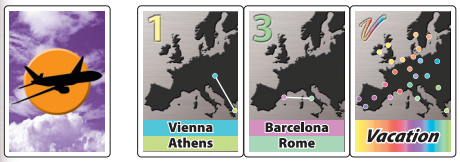
Jet Set

for 2-6 players, ages 10 and up

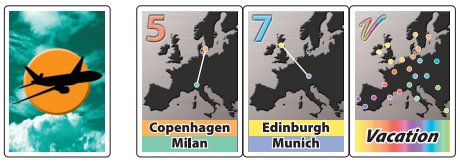
Soar into wealth and fame by running your own multi-national airline!

Europe is overflowing with travel opportunities, and it's up to you to make it happen! Claim the rights to strategic routes, and assign your airplanes to flight paths between the most famous cities of Europe. It takes money to run an airline, so you will need to pick up some of those lucrative short hops before you can claim the more valuable long flights. When Vacation time comes around, announce your Final Flight to satisfy the holiday needs of world travellers and join the Jet Set!

Contents

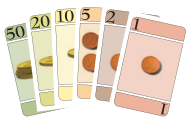


52 Short Flight cards
(30 1-point, 20 3-point, 2 Vacation)



42 Long Flight cards
(20 5-point, 20 7-point, 2 Vacation)

18 Final Flight cards



1 deck of money cards
(1, 2, 5, 10, 20, and 50)

Jet Set — Player Reference Card

PLAYER TURN

FLIGHT CARD PHASE

Add Flight cards if needed
Buy extra Flight cards

ACTION PHASE

Perform ONE action:
+ Place planes on an unowned link
+ Place planes on links you already own
+ Place planes on another player's link
+ Claim a Flight card
+ Take income

COSTS

EXTRA FLIGHT CARDS

€1 per row

UNOWNED LINK

€5 per plane + cost of link (€4, 5, 6, or 7)

YOUR OWN LINKS

€5 per plane + Service Charge:
€2 for one link
€5 for two links
€10 for three links
€15 for four links
€20 for five links
€25 for six links ... etc.

ANOTHER PLAYER'S LINK

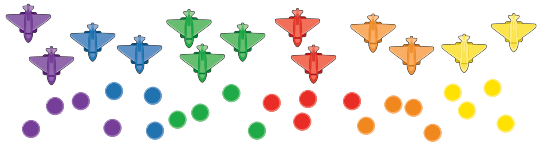
€5 per plane to bank + €5 per plane to player

INCOME

€2 for each Flight card with no Markers; €5 for each Flight card with Markers
Remove one Marker from each Flight card after taking Income

6 Player Reference cards

144 Planes in six colors



180 Markers in six colors

1 Rule book:
(You're reading it.)

1 board
(see next page)

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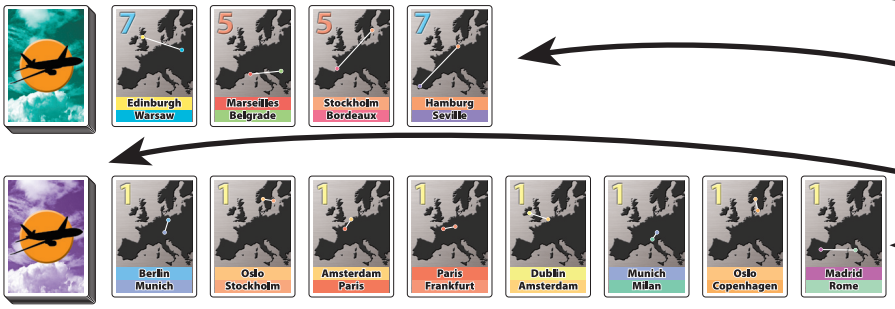
Gameboard

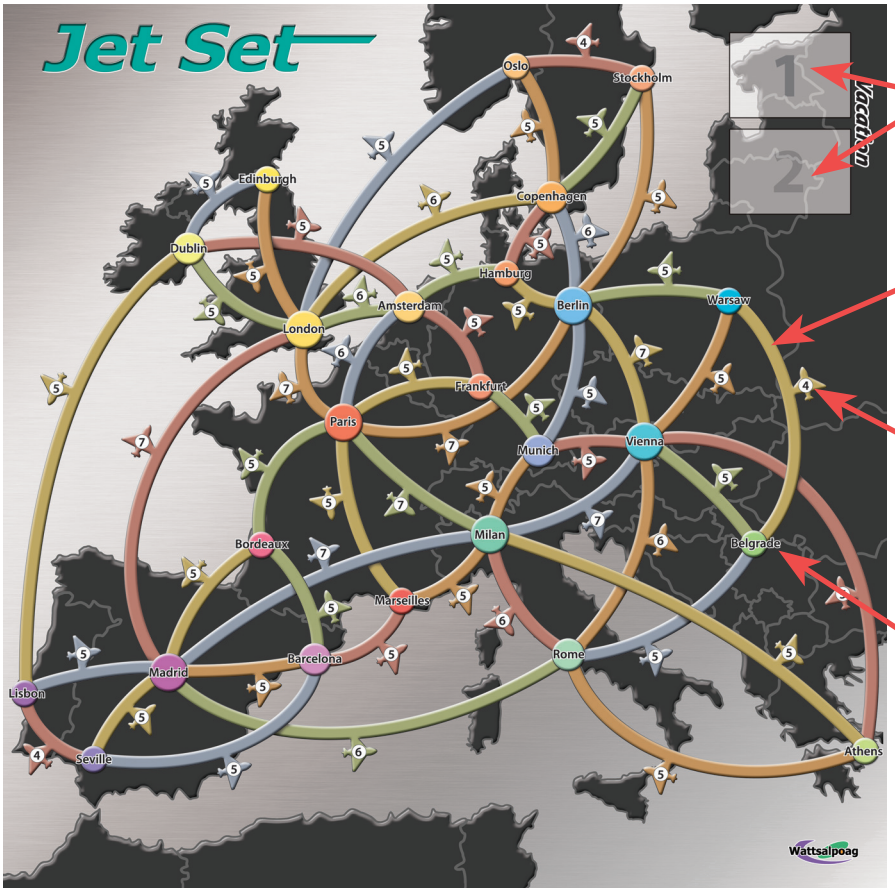


Long Flight deck.

Available Long Flight cards.

Short Flight deck.

Available Short Flight cards.



When Vacation cards are turned up, place them here.

Airlink - A line directly connecting two cities. Place planes on the line.

Link Owner space - Place owner's Marker here.

City name.

NOTE: The airlinks are colored in order to easily distinguish them when they cross each other. The different colors have no other function in the game.

Jet Set board, with Flight cards set up for a four-player game.

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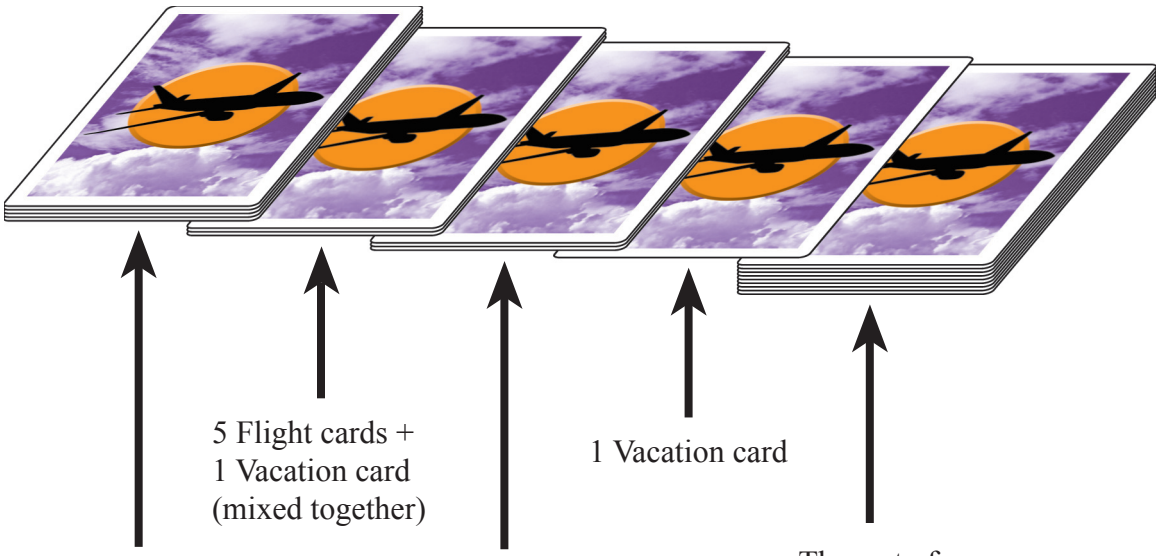
Game Setup

Set up the Flight Cards

Remove the two Vacation cards from the Short Flight deck (purple), and shuffle the remaining purple cards. Lay out a face-up row of 1-point cards beside the board. Set aside any 3-point cards and shuffle them back in when you are finished. The number of cards in the row should be twice the number of players. (Exception: In a two-player game, lay out six cards.) Then set up the Short Flight deck as detailed below.

Remove the two Vacation cards from the Long Flight deck (teal), and shuffle the remaining teal cards. Lay out a face-up row of Long Flight cards beside the board. The number of cards in the row should be equal to the number of players. (Exception: In a two-player game, lay out three cards.) Then set up the Long Flight deck as detailed below.

Deck Setup for Flight Cards: For each deck (Long Flight, Short Flight): After laying out a row of face-up cards, arrange the rest of the deck (face-down) as shown:



Square the deck and place it next to its matching row.

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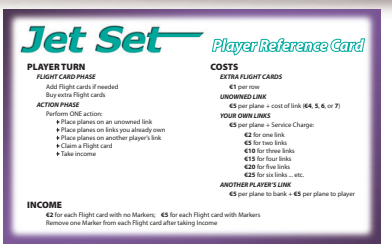
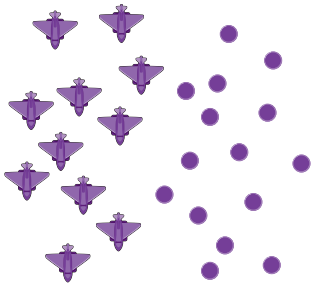
Each player chooses a color, and takes the Player Reference Card, Markers, and Planes of that color. Shuffle the Final Flight cards and deal two to each player. Remove the rest from the game without looking at them. Look at your Final Flight cards, keeping them secret from the other players.

Set up the bank near the board, and give one player the job of Banker. The Banker gives each player €30 starting cash.

The player who has visited the most cities on the board will start the game.





Playing the Game

On your turn, you will refill the rows of Flight cards (if necessary), and then do one action: Place planes on the board, claim a Flight card, or take income. Victory points come from the Flight cards you claim. The player with the most Victory points wins the game.

Player Turns:
A turn consists of two phases: Flight Card Phase and Action Phase. After completing both phases, the turn passes to the left.

Flight Card Phase:
There are two rows of face-up Flight cards. Each row has a minimum number of cards, equal to the number of players in the game. (Exception: In a two-player game the minimum is three cards.) If one of the rows of Flight cards has fewer than the minimum, then you must turn cards from the appropriate deck face-up and add them to the row until the minimum is reached.

During your Flight Card Phase, if you don't like the choice of Flight cards available, you may pay €1 to the bank and add cards to one of the rows (Short Flight cards or Long Flight cards) up to its maximum, or you may pay €2 to fill up both rows. (Note: The price is €1 per row, not €1 per card.) The maximum number of cards for each row is twice the number of players (i.e. eight cards for a four player game). (Exception: In a two player game, the maximum is six cards in each row.) You may stop before reaching the maximum if you wish.

Note that when you pay to lay out Flight Cards, you do so during your Flight Card Phase, before your Action Phase. This does not count as your one action per turn.

After two Vacation cards have come up, the Flight Card Phase will be skipped by all players for the rest of the game.

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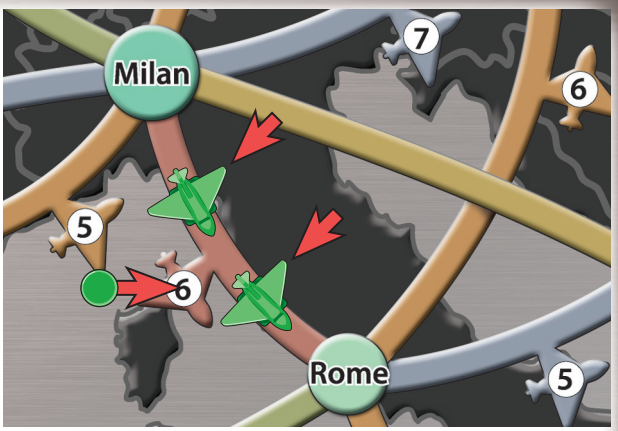
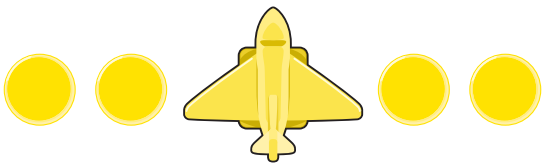
Action Phase:
During your Action Phase, you may do one of the following five actions. Three of the actions allow you to place planes on the board, one lets you claim a Flight card, and one lets you collect income.

1 - Place planes on an unowned airlink.
If there is no marker on the Link Owner space (the circle in the airplane shape), then you may claim that link and place planes on it. Pay the bank the cost of the airlink (printed in the circle: €4, €5, €6, or €7), plus an additional €5 for each plane. You must place at least one plane on the link, and you may place more. Place a Marker of your color on the Link Owner space, and place the planes anywhere along the link. Note that once you claim an airlink, you own it for the rest of the game. [See EXAMPLE 1.]



EXAMPLE 1: Green wants to place two planes on the unowned link from Milan to Rome. He pays €10 for the two planes (€5 for each plane) and €6 to claim the link, for a total of €16. Then he places a green marker on the Link Owner space and two planes on the link.



2 - Place planes on airlinks you already own.
If you already own one or more airlinks, then you may place planes on any or all of them. Note that this is the only action that allows you to place planes on more than one link on the same turn.

For this action, you must already own all the airlinks you place planes on. More than one plane may go on the same link. Place all the planes on the links, counting the number of planes you place, and the number of different airlinks you place them on.

Player Action

Choose one:

1 - Place planes on an unowned link.

2 - Place planes on links you already own.

3 - Place planes on another player's link.

4 - Claim a Flight card.

5 - Take income.

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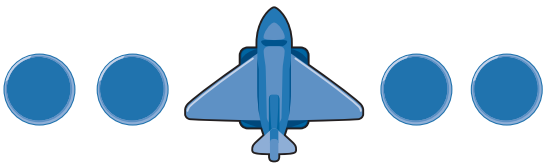
Pay the bank €5 for each plane you place. You must also pay a service charge, depending on how many different links you place on:

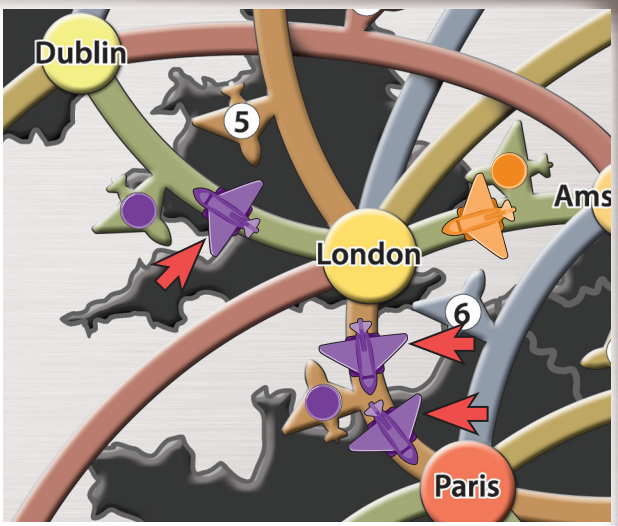
Links	Service Charge
1	€2
2	€5
3	€10
4	€15
5	€20
6	€25
...etc	(add €5 for each link)

[See EXAMPLE 2.] For convenience, the Service Charge table is repeated on each player's Reference Card.

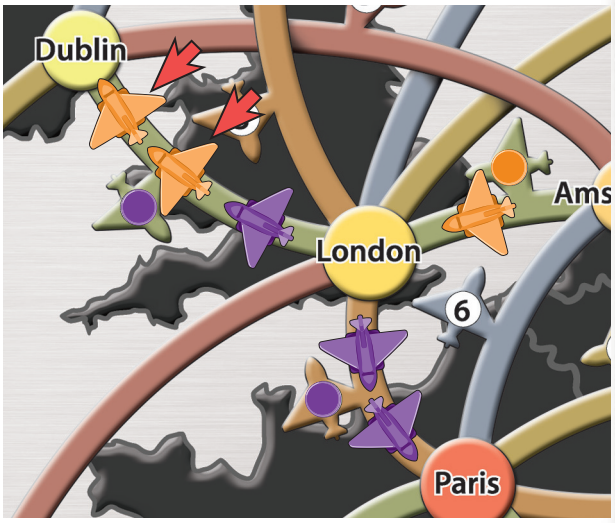


3 - Place planes on another player's airlink. You may place planes on someone else's link. They can not prevent you from doing so. You may place more than one plane using this action, but they must all go on the same airlink.

For each plane you place, pay €5 to the bank, and €5 to the player who owns the link. (Each plane will cost you €10, split between the player and the bank.) Note that only one player may own an airlink, but more than one player may have planes on the same link at the same time.[See EXAMPLE 3.]



EXAMPLE 2: Purple already owns the links from Paris to London, and from London to Dublin. He places two planes on the link from Paris to London, and one plane on London to Dublin. He pays €15 for three planes (€5 for each plane) and a service charge of €5 for placing planes on two links. (See table of Service Charges.) He must pay a total of €20.



EXAMPLE 3: Purple owns the link from London to Dublin. Orange places two planes on this link. He pays €10 to the bank (€5 for each plane) and €10 to Purple.

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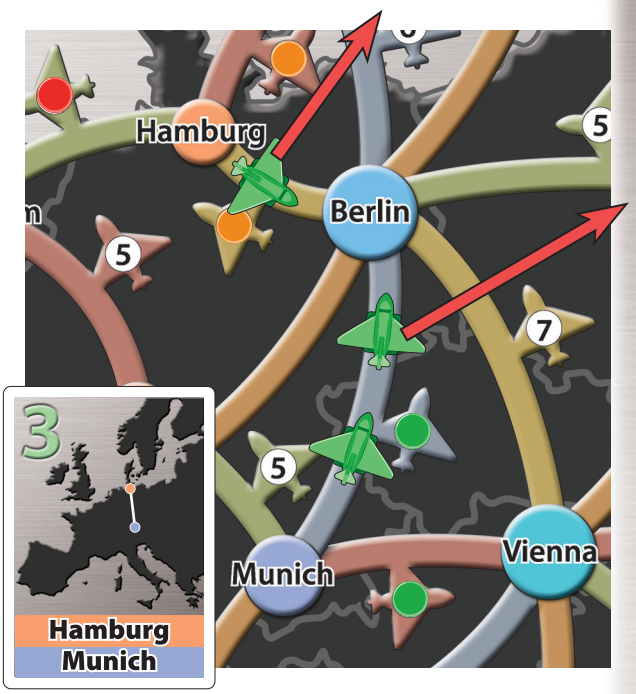
4 - Claim a Flight card.
You may claim one face-up Long Flight or Short Flight card. You must have at least one plane on each airlink in a continuous path that leads from the start city to the end city.

Remove one airplane of your color from each link in the path. Place them back in your stock of planes. Then take the Flight card and place it on the table in front of you.

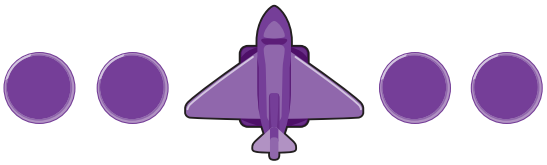
If this is one of the first five Flight cards you have claimed, place three Markers onto the card. If this is the sixth card or more, put two Markers on the card. Use the same Markers that you use to mark ownership of airlinks on the board. The Markers you place on Flight cards will be used when you collect income.

The number in the corner of the Flight card is the number of Victory Points this Flight is worth. [See EXAMPLE 4.]

You may claim a Final Flight card in the same way as a Short Flight or Long Flight card, with some additional conditions and effects. See Vacation Time on page 9.



EXAMPLE 4: Green wants to claim the 3-point Flight card from Hamburg to Munich. His flight path is: Hamburg to Berlin to Munich. He removes one green plane from Hamburg - Berlin and one from Berlin - Munich. He claims the Flight card, places it in front of him, and puts three Markers on the card.



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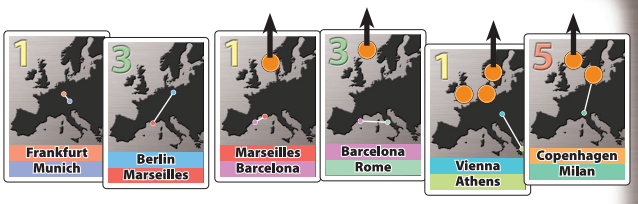
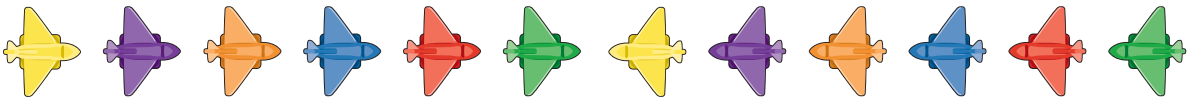
5 - Take income.
As your action you may take income from the bank. Each Flight card you have claimed generates income. The more recent cards (with Markers) give more income than older ones (with no Markers).



The bank pays you €5 for each Flight card with one or more Markers on it, and €2 for each Flight card with no Markers on it. Then you must <u>remove one Marker</u> from each Flight card. Note that the income a Flight card generates does not depend on the number of Victory Points it is worth. [See EXAMPLE 5.]

EXAMPLE 5: Orange takes income. He has six Flight cards. He gets €5 for each of the four cards with Markers and €2 for each of the remaining cards. He receives €20 + €4 = €24 from the bank. He then removes one Marker from each card that still has Markers.

It is important to remember that you may do <u>only one</u> action per turn. You may not place planes on the board and claim a Flight card on the same turn.



STRATEGY NOTE:
Money is very scarce in Jet Set, and the only way to get it is from Flight cards you have claimed. Therefore it is important to claim at least one of the 1-point Short Flight cards on offering at the beginning of the game, and it is strongly recommended that you claim two of them.

Your first turn should be spent buying one of the unowned links that matches a face-up 1-point Flight card. On your second turn you should either claim that Flight card or buy another unowned airlink that matches a 1-point Flight card.

You can use your Final Flight cards and the face-up Long Flight cards to help you decide which 1-point Flight card to choose. But don't skip the 1-point cards, or you may find yourself with no source of income and out of the game after the first three turns.

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End of the Game

Vacation Time:
There are two Vacation cards in each Flight card deck. When one of these is turned up, set it on the first space on the board, and continue playing. When a second one is turned up, (it does not have to come from the same deck) set it beside the first, on the second Vacation card space. It is now Vacation Time, and the end of the game is near.

As soon as the second Vacation card is turned up, fill up each of the two rows of Flight cards to their maximum, and set the rest of the Flight cards aside. If you turn up a third Vacation card at this time, set it aside and ignore it. No more Flight Cards will be added for the remainder of the game. Skip the Flight Card Phase from now on.

All actions in the Action Phase are still available each turn, but now for the Claim a Flight Card action, players may claim either a face-up card from one of the rows, or one of the two Final Flight cards they are holding. Final Flight cards are claimed the same way as the other Flight cards, using one plane from each link on the flight path. (See Claim a Flight Card on page 7.) Additionally, you must observe the following conditions when claiming your Final Flight card:

- You may not claim a Final Flight card until there are two Vacation cards turned up.

- Your Final Flight card comes from your hand, so it can not be claimed by any other player.

- The Final Flight card has three cities on it. These cities must be visited in the order on the card. [See EXAMPLE 6a.]

- During your flight, you may not use the same airlink more than once. [See EXAMPLE 6b.]

- Don't place Markers on your Final Flight card.

- You will only play one of your two Final Flight cards. Discard the other when you play the first one.

Once you have played your Final Flight card, you will have no more actions for the rest of the game. Instead, on your turn you will place one plane onto your Final Flight card. Each plane on the card gives you a bonus of 2 Victory Points.

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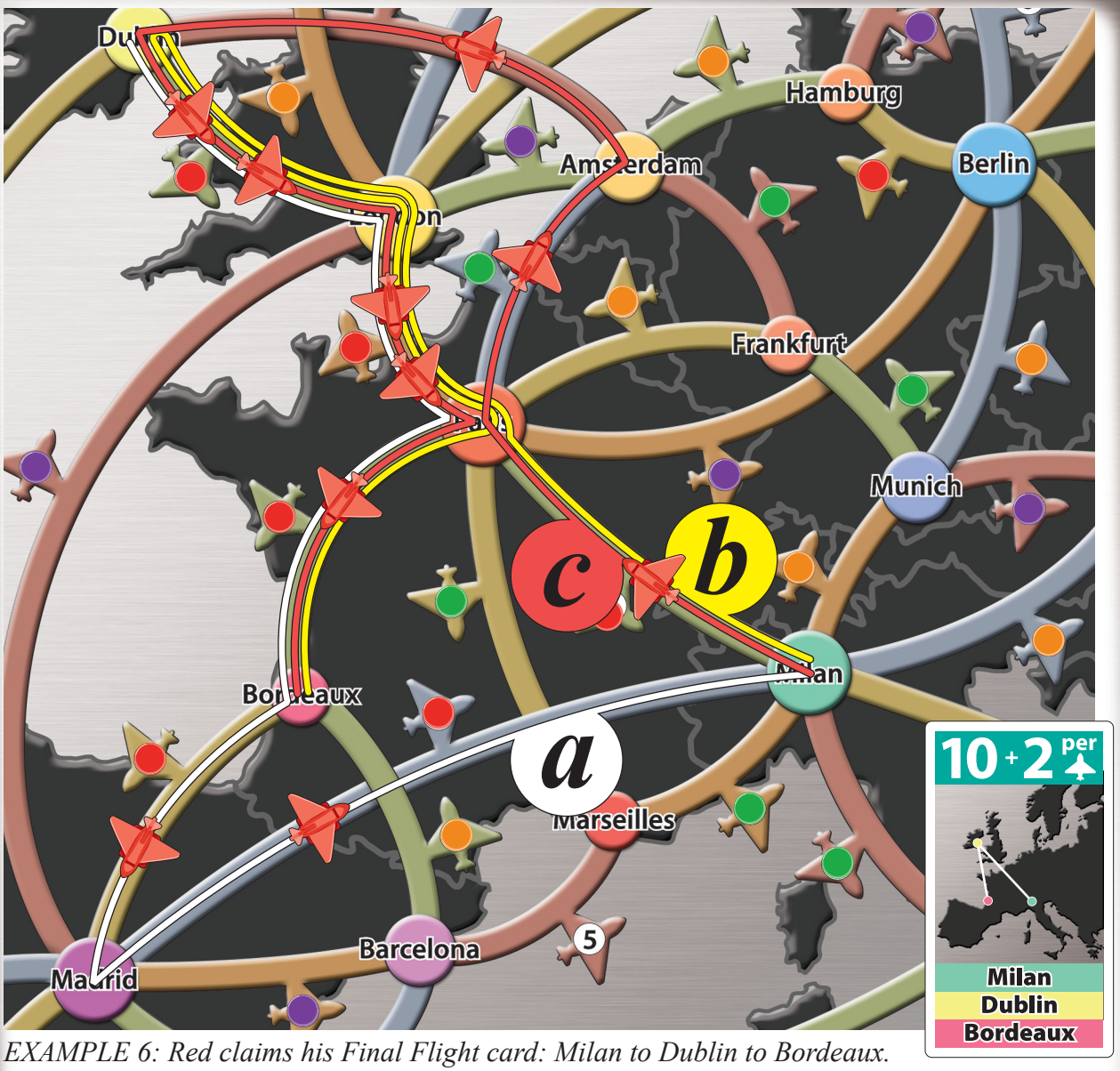

EXAMPLE 6: Red claims his Final Flight card: Milan to Dublin to Bordeaux.

Path a: *Dublin - London - Paris - Bordeaux - Madrid - Milan.*

ILLEGAL: This path does not visit the cities in the order shown on the card: Milan to Dublin to Bordeaux.

Path b: *Milan - Paris - London - Dublin - London - Paris - Bordeaux.*

ILLEGAL: This path uses two of the links twice: London - Dublin and Paris - London.

Path c: *Milan - Paris - Amsterdam - Dublin - London - Paris - Bordeaux.*

CORRECT! This path starts in Milan, goes through Dublin, and ends in Bordeaux.

Notice that you can fly through the same city (Paris) twice, as long as you use different airlinks.

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Ending the Game:
The game will end immediately as soon as one of these two conditions occurs:

- When all players have played their Final Flight cards.

- When one player places a fifth plane on his Final Flight card.

Scoring and Winning:
Your score is the total of all the points for the Flight cards you have claimed. Short and Long Flight cards have the points printed on them. A Final Flight card is worth 10 points plus 2 points for each plane on it. [See EXAMPLE 7.]

The player with the highest score is the winner. Ties are broken by the most cash.

EXAMPLE 7: Red has two planes on his Final Flight card, so it is worth 14 points (10 points plus two per plane). He also has four 1-point Flight cards, two 5-point cards, and three 7-point cards. His total is 14 + 4 + 10 + 21 = 49 points.

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Credits

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Editor: Kristina Raabe
Web Design: Keith van Kirk
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Christopher Rao
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Cecily Burke
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Grant Romney

... and too many attendees of The Gathering of Friends for me to enumerate here.

But I will add a special thanks to Alan Moon for providing such a wonderful playtesting opportunity!

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