

Change the Boarding Phase to the following-

- 1) Turn over the top ticket card.
- 2) Look for the highest gate number with a die that matches a color of a cube at the destination. Remove the die and cube. Exceptions are below-
 - a) If there are no cubes at the destination, turn over another card until a match is found.
 - b) If both dice at the gate match the cubes at the destination, remove both dice and cubes. Example-Watson Lake location has a pink and yellow cube and there are pink and yellow dice at gate 3, but no pink or yellow dice on any higher gate, remove both dice and both cubes.
- 3) Play your Boarding Phase as normal.

Re-roll all of the dice removed from gates in the Maintenance Phase.

I was able to achieve a Sourdough ranking on my first try with this (Usually get Sky King, never made Legend). I may have had some bad luck with card pulls, but it certainly increased the tension with a very minimal increase in complexity.

I was also thinking three levels of difficulty as follows for stage one of the modified Boarding Phase.

- 1) Easy-Draw one ticket each day.
- 2) Medium-Draw one ticket for Tues-Thurs and two tickets Fri-Sun.
- 3) Hard-Draw two tickets each day.