

Flight Checklist

Boarding

- 1 choose a Gate
- 2 draft dice/use Gate's perk
- 3 take Fuel
- 4 determine turn order

Flight

- 5 play one or more Ticket Cards for a destination
- 6 play additional cards under the Destination Tickets
- 7 place dice on the Destination Tickets
- 8 move the plane to the destination
- 9 pay Fuel
- 10 take a cube of the die's colour IF it matches and make an Improvement, or take a grey cube. Put cubes gained onto the location on your player board.
- 11 check Objective cards for any Rewards

Income

if you are done flying this round:

- 12 take money equal to the highest Destination value where you delivered a die
- 13 take money for each die delivered
- 14 check Objective cards for any Rewards

Maintenance

- 15 roll the dice you used
- 16 discard cards used during flights
- 17 draw cards
- 18 discard down to Hand Size
- 19 fly back to Whitehorse
- 20 move the round marker

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