**YUKON AIRWAYS**

**PLAYER AID**

**(1) BOARDING:**

* Choose a Boarding Gate
* Perform the Gate action
	+ OPTIONAL: Pay $1 to move a die (passenger) one gate
* Board 1 or more passengers of the same color
* Adjust your fuel gauge
	+ One step for each remaining fuel barrel on seaplane card
	+ And any fuel from bonus fuel dial

\*\*\* Once all players have boarded their passengers, player markers are returned to the Turn Track in order of closest to Gate #1

**(2) FLIGHT:**

* Determine destination by using a ticket card (or 3 face down as a WILD)
* Add cards under destination ticket for $, fuel, or dial/switch bonus
	+ Card icons must match destination ticket icon
* Place passenger on destination ticket
* Move seaplane and deduct fuel used
* Get cubes for delivering passengers
	+ If passenger color matches cube color gain dial/switch bonus and place cube on player board
	+ If passenger color does NOT match cube color or no cube is present then NO bonus and place GREY cube on player board

\*\*\* Players take turns completing destinations. Once all destinations are complete, move to INCOME phase.

**(3) INCOME:**

 **PER PLAYER**

* Gain $ equal to the highest value destination visited
* Gain $1 for each passenger that has a ticket
* Gain rewards for fulfilled Objective cards

**(4) MAINTENANCE:**

* Roll all dice on Destination tickets and Seaplane cards and distribute onto Gates accordingly
* Discard all used cards
* Draw Ticket cards equal to your Card Draw Dial
* Discard down to cards equal to your Hand Size Dial
* Move all Seaplanes back to Whitehorse
* **ADVANCE ROUND MARKER TO NEXT DAY**

**END OF GAME**

**At end of SUNDAY round**