



GRAND CENTRAL SKYPORT

RULEBOOK



OVERVIEW

As the owner of a major international Skyport, you must manage the arrival of new Airships, increase capacity with extra Stations, and attract the support of wealthy Tycoons.

Direct the air traffic around your Skyport into Lanes with the same color of Airship, and move those Lanes beside a matching Station to boost your score.

Each Station can also host a Tycoon, adding abilities and scoring bonuses if your Skyport has the resources they seek.

Outscore your rivals to win the coveted title of *Grand Central Skyport!*

COMPONENTS



15 Tycoons (5 types)



60 Airships (7 types)



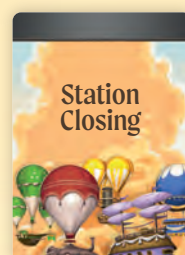
4 Player standees (4 cities)



8 Complete Set tokens



First Player marker



Station Closing card



8 Starting Airships (4 cities)



Scorepad



12 Stations



8 Starting Stations (4 cities)

Central Skyport board



SETUP

- 1 Place the **Central Skyport board** in the center of the table.
- 2 Separate the **Tycoons** into their five types. Shuffle the Explorer Tycoons & Merchant Tycoons separately. Place each type of Tycoon face-up below the label "Promenade" at the bottom of the board.
- 3 Shuffle the **Stations** (not the Starting Stations), then divide the pile into two halves. Place one half of the pile face-up on each side of the Central Skyport to form the Station decks.
- 4 Separate the two types of Complete Set tokens and sort them from highest to lowest value with the highest points on top.
 - ✦ Place the blue tokens on the board as shown, beside the space marked **"Complete Set of Colors."**
 - ✦ Place the red tokens on the board as shown, beside the space marked **"Complete Set of Icons."**
- 5 Prepare the Airship cards (not the Starting Airships) based on the number of players:
 - ✦ **4 players:** Include all the Airship cards.
 - ✦ **2 or 3 players:** Separate the Airship cards into two piles according to the numbers at the bottom of each card.

Include only cards that match the number of players. Return the excluded Airship cards to the box.

Example: For 3 players, include all Airship cards that show a 3, no matter which other numbers they have.





- 6 Shuffle the Airship cards and place them face-down in the center of the board to form the **Airship deck**.

✦ Insert the 'Station Closing' card near the bottom of the deck so there are seven cards below it.

✦ Draw eight cards from the Airship deck and place a card in each marked space around the Central Skyport.

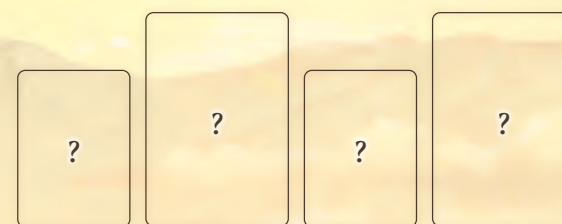
- 7 Each player chooses a starting city and takes the Player standee, the two Starting Stations, and the two Starting Airships for that city. Each player places the cards in front of them in an alternating layout of Airship and Station cards to form their own **Skyport**.



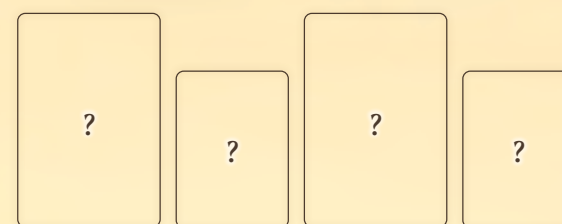
- 7 Example of a starting layout for the London Skyport.



- 9 Starting hand of two Airship cards.



OR



- 8 Each player places their Player standee on the space marked "**Promenade**" at the bottom of the Central Skyport board.
- 9 Each player draws two cards from the top of the **Airship deck** to form their hand. If a player draws a **WILD** card during this process, randomly place the card back into the deck and draw again.
- 10 Give the First Player marker to the player who most recently flew in an airship, and begin!



HOW TO PLAY

Players take turns to manage and expand their Skyport, starting with the First Player and proceeding clockwise. Each turn consists of four phases.

Play continues this way until the **Station Closing** card is revealed in the Airship deck. Discard the Station Closing card and continue playing until it is the First Player's turn again, to ensure all players have taken an equal number of turns.

Then, each player takes one final turn before the game ends, and players score their Skyports.



PLAYER'S TURN

Your turn consists of four phases, in this order:

- 1 **Arrival:** Place a card in your Skyport.
- 2 **Skyport:** Rearrange your Airship Lanes.
- 3 **Tycoon:** Use your Tycoon abilities.
- 4 **Acquisition:** Move around the Central Skyport to gain a new card.



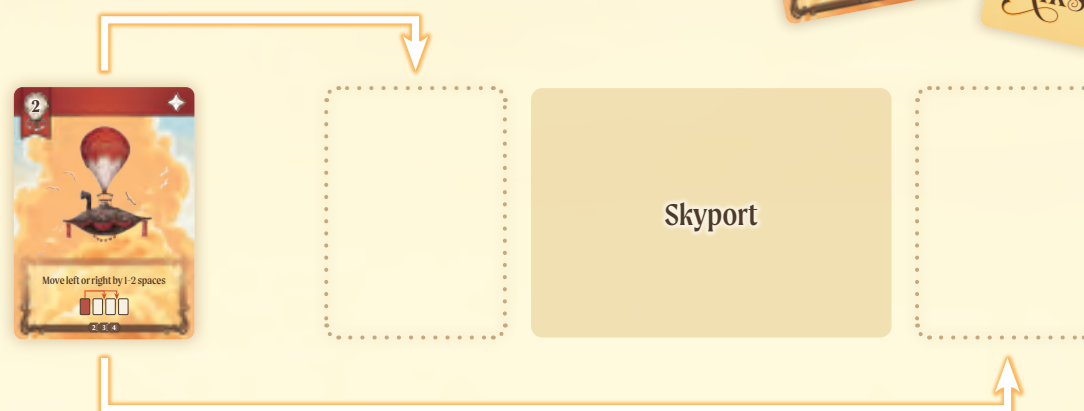
1 Arrival phase

In this phase, you must choose one card from your hand to play into your Skyport. Where you place the card depends on its type.

STANDARD AIRSHIPS

(6 different colors)

Place Airships at the leftmost or rightmost end of your Skyport.



WILD AIRSHIPS

(Any color)

WILD

Place Wild Airships directly into an existing Lane with other Airships. A Wild Airship takes on the color of that Lane. Placing a Wild Airship also gives your rivals a chance to move a Lane in their own Skyport.



STATIONS

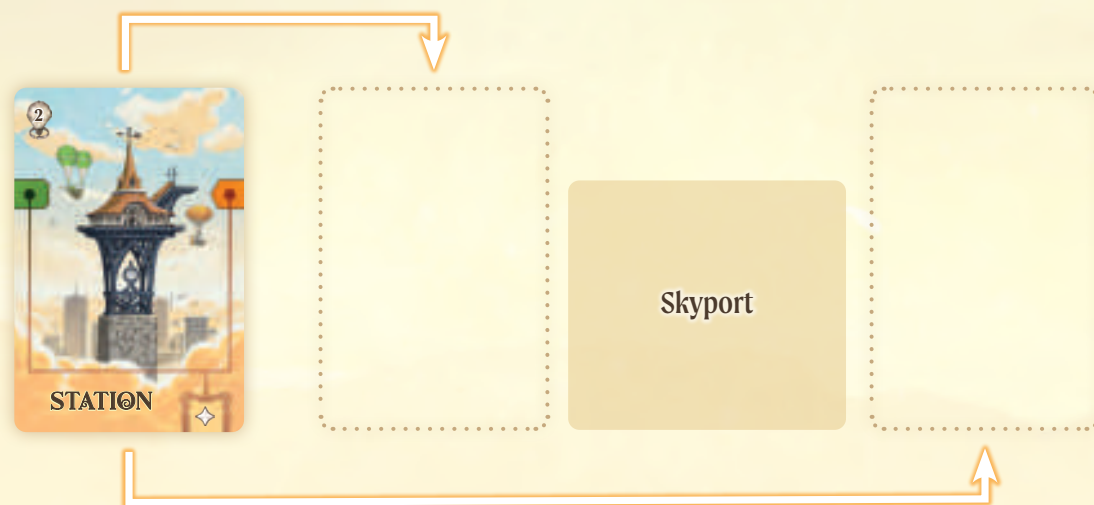
(Dual color)

Place Stations at the leftmost or rightmost end of your Skyport.

Each Station has a colored ribbon on its left and right sides. If the Lane of Airships on that side of the Station matches the ribbon color, the Station boosts the scoring for those Airships.

Each Station also provides accommodation for one Tycoon.

There is no limit on the number of Stations in your Skyport.



TYCOONS

(5 types)

Place Tycoons directly below a Station.

Each type of Tycoon provides a game-end scoring opportunity, and offers a different ability to allow you to manipulate your Skyport.

You cannot have more than one Tycoon of the same type in your Skyport.

You cannot place a Tycoon without an empty Station to receive them.

You cannot remove a Tycoon, transfer them to another Station, or replace them with a different Tycoon.

Tycoons are permanent guests once placed in your Skyport.



Characteristics of an Airship card



- A** **PLAYER MOVEMENT.** Maximum number of spaces you may move your Player standee clockwise on the Central Skyport during the Acquisition phase.
- B** **SKYPORT ICONS.** Used for Airship scoring and Tycoon card abilities.
- C** **AIRSHIP ABILITY.** Activated one time in the Skyport phase immediately after you first add the Airship to your Skyport.
- D** **PLAYER COUNT.** Indicates which cards to include during setup.

What is a Lane?

A column of **one or more** Airships of the same color in your Skyport is called a **Lane**. When you add a new Airship to your Skyport, you automatically create a new Lane to hold it.

CHANGING LANES

Various abilities allow you to move or swap Lanes (only within your own Skyport).

When you move or swap a Lane, all cards in that Lane change position together. You cannot separate individual Airships from their Lane.

MERGING LANES

After moving or swapping, if two Lanes of the same color are beside each other, they merge to form a single Lane. Merging is not optional.



WILD AIRSHIPS

When placed in a Lane, a Wild Airship takes on the color of the other cards in that Lane.



2 Skyport phase

In this phase, you use the ability of the Airship card just added to your Skyport, allowing you to move the newly-created Lane to a different position. Station and Tycoon cards do not have an ability in this phase.



Before changing any Lanes, be sure to note the Player Movement value on the card you just played. You will need it later during the Acquisition phase.

There are two main types of movement abilities for standard Airships:



Moving Lanes:

These abilities **require** the newly-created Lane to move a number of spaces in a single direction, left or right.

Each space between a card counts as one movement space. Lanes can move from one side of a Station to the other.



You must move the Lane by at least the minimum number of spaces specified, if possible. You cannot move it more than the maximum number of spaces specified.

If you have a choice of which direction to move the Lane, you must choose a direction that allows you to move at least the minimum number of spaces specified.

If your Skyport is not wide enough to move the full number of spaces, move as far as you can.



Swapping Lanes:

These abilities **require** the newly-created Lane to swap positions with another Lane in your Skyport.

If the ability offers a choice of colors, you must swap with a color you have in your Skyport, if possible.

If you do not have any Lanes of the required color, the ability has no effect and the newly-created Lane does not change position.

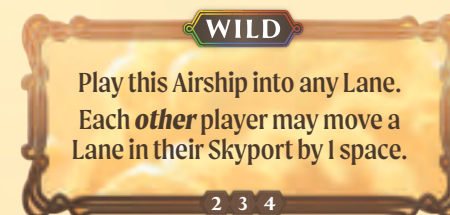


Wild Airships also have a movement ability — for your rivals:



Moving Lanes:

After you place a Wild Airship, other players may move a Lane in their own Skyport by 1 space. Each space between a card counts as one movement space. Lanes can move from one side of a Station to the other.



After moving or swapping Lanes in your Skyport, if two Lanes of the same color are now beside each other, they merge to become a single Lane.

Note: Do not merge Lanes during the Arrival phase, when the Airship is first placed in your Skyport. Merging only occurs **after** you move or swap a Lane during the later phases.

③ Tycoon phase

In this phase, you may use the abilities of each Tycoon in your Skyport.

If your Tycoon abilities allow you to move or swap Lanes, remember that whenever two Lanes of the same color are beside each other after the ability is completed, those Lanes merge to form a single Lane.

Tycoon abilities are always optional.

✦ **Merchant:** After you play an Airship of the specified color or an Airship with a  icon, you may immediately move any other Lane in your Skyport by the number of spaces specified by the ability. You must have  icons in your Skyport to use the ability.

✦ **Explorer:** After you play an Airship of the specified color or an Airship with a  icon, you may immediately move any other Lane in your Skyport, or swap two other Lanes, as specified by the ability. You must have  icons in your Skyport to use the ability.

Note: Although Wild Airships take on a color *after* they are played into a Lane, Wild Airships do not have a color at the time they are played, so they do not activate Tycoon abilities requiring a specific color.

These Tycoon abilities apply during other phases:

✦ **Diplomat:** You may increase your Player Movement value during the Acquisition phase. If your Skyport has one  icon, you may move your Player standee one extra space. If your Skyport has at least two  icons, you may move up to two extra spaces.

✦ **Supplier:** After you add the Supplier to your Skyport, immediately draw one extra card from the Airship deck. This is a one-time ability that means you will have a hand of three cards for the remainder of the game.

✦ **Inventor:** When playing a new Airship in the Arrival phase, you may insert it as a new Lane directly to the left or right of the Station hosting the Inventor. You must follow the rules for the movement ability of the Airship card as usual after placing it. You can still add Airships to the leftmost or rightmost end of your Skyport as usual.



Characteristics of a Tycoon card



- A **PLAYER MOVEMENT.** Maximum number of spaces you may move your Player standee clockwise on the Central Skyport during the Acquisition phase.
- B **SKYPORT ICON.** Used for Airship scoring.
- C **TYCOON TYPE.** You can have only one of each type.
- D **TYCOON ABILITY.** Some have a condition you must meet to use the ability.
- E **SCORING BONUS.** Based on the number of icons indicated.



The  icon is a reminder that you always gain one card in the Acquisition phase, no matter what else happens.

Gain this Airship card or choose a Tycoon card from the *Promenade*.

You may immediately move a Lane that matches the color of this card by 1-2 spaces.

Gain this Airship card or this Station card.

Complete Set of Colors



Complete Set of Icons



4 Acquisition phase

In this phase, move your Player standee clockwise on the Central Skyport to gain a new card and use the action of the new space.



The number of spaces you can move depends on the Player Movement value of the card you played during the Arrival phase. You can choose to move fewer spaces than the value shown, but you must move at least 1 space. There is no limit to the number of players on each space.

There are four types of action spaces on the board:

✦ Tycoon space:

You may choose a card to put into your hand. Either:

- ✦ The Airship card beside this space **OR**;
- ✦ Your choice of a Tycoon card from the Promenade. If there are no Tycoons remaining, you must take the Airship card instead.

Note: You cannot take another Tycoon card while you have a Tycoon in your hand.

✦ Movement space:

Take the Airship card beside this space. You may also complete the action for this space if you have a Lane that meets the requirement. For example, if the Airship card you take is Yellow, you may move a Yellow Lane in your Skyport by 1-2 spaces in either direction. If you do not have a matching Lane, nothing happens.

✦ Station space:

You may choose a card to put into your hand. Either:

- ✦ The Airship card beside this space **OR**;
- ✦ The top card of the Station deck beside this space. If the Station deck is empty, you must take the Airship card instead.

✦ Complete Set space:

Take the Airship card beside this space. Check your Skyport to see if you have completed the required set.

✦ Complete Set of Icons:

Your Skyport must have at least one of each of the three icons shown (  ).

✦ Complete Set of Colors:

Your Skyport must have at least one Airship of each of the six colors shown.

If your Skyport has the required set of items, take the top token from the corresponding stack.

Note: You can take a token from each Complete Set space **only once**, even if you have more than one set of colors or icons.

If you gain an Airship card during this phase, refill the empty space on the board by drawing a card from the Airship deck.

ENDING THE GAME

Play continues with players taking turns until the **Station Closing** card is revealed in the Airship deck. Discard the Station Closing card and continue playing until it is the First Player's turn again, to ensure all players have taken an equal number of turns.

Then, each player takes one final turn before the game ends, and players score their Skyports.

Scoring

Scoring Airships: Consider each Lane in your Skyport one at a time.

- ✦ Count the number of ✨ icons in the Lane.
- ✦ If the Lane is beside a Station and the Lane matches the color of the Station's ribbon on that side, add the ✨ icon from the Station.
- ✦ If the matching Station has a Tycoon, add the ✨ icon from the Tycoon.

Score points equal to the number of Airships in the Lane multiplied by the Lane's ✨ total.

Scoring Tycoons: Each type of Tycoon has a different scoring rule.

- ✦ **Merchant:** If you have three or more 📦 icons in your Skyport, score 2 points for each 📦 icon.
- ✦ **Explorer:** If you have three or more 🗺️ icons in your Skyport, score 2 points for each 🗺️ icon.
- ✦ **Diplomat:** If you have three or more 📄 icons in your Skyport, score 2 points for each 📄 icon.
- ✦ **Supplier:** Reveal your hand of three cards. Score 3 points for each 📦, 🗺️, or 📄 icon on the cards.
- ✦ **Inventor:** Consider each Lane adjacent to the Inventor's Station. Score 2 points for each 📦, 🗺️, or 📄 icon in those Lanes.

Scoring Complete Sets: Score the points shown on any tokens you collected for completing sets of Airship colors and 📦, 🗺️, & 📄 icons. Even if you have a complete set in your Skyport, you score only if you have collected the token.

The player with the most points wins, and their Skyport is declared the **Grand Central Skyport!**

In the event of a tie, the tied player with the most Lanes in their Skyport (not counting Stations) is the winner. If still tied, the tied player with the highest total of Player Movement values on all cards in their Skyport is the winner. If still tied, you must play again — there can be only one Grand Central Skyport!

End-Game Scoring Example

— LANE —	— TYCOON —	— LANE —	— LANE —	— TYCOON —	— LANE —	— LANE —	— LANE —	— TYCOON —	— LANE —
4	6	9	6	0	2	1	4	6	0
POINTS	POINTS	POINTS	POINTS	POINTS	POINTS	POINT	POINTS	POINTS	POINTS
2 Cards × 2 Stars Does not match adjacent Station.	3 Cargo × 2 points Player has 3 Cargo in their Skyport.	3 Cards × 3 Stars Matches adjacent Station.	2 Cards × 3 Stars Matches adjacent Station.	No bonus Player has only 2 Tickets	1 Card × 2 Stars Matches adjacent Station.	1 Card × 1 Star Not adjacent to a Station.	2 Cards × 2 Stars Matches adjacent Station.	3 Icons × 2 points Player has 2 Navigation and 1 Cargo adjacent to this Station.	1 Card × 0 Stars Does not match adjacent Station.
Player has all three types of icons and has collected the token to score 7 points for the Complete Set.									
Airship score 26 points Tycoon score 12 points Complete set score 7 points					Total score 45 points				

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ICON REFERENCE



PURPLE AIRSHIP



BLUE AIRSHIP



GREEN AIRSHIP



WILD



YELLOW AIRSHIP



ORANGE AIRSHIP



RED AIRSHIP

6 Airship colors

Any color

X Spaces



Lane Movement



Player Movement



Gain a card



Passenger



Navigation



Cargo



Star

PLAYER TURN SUMMARY

A player's turn consists of the following phases:

- 1 **Arrival:** Place a card in your Skyport.
- 2 **Skyport:** Rearrange your Airship Lanes.
- 3 **Tycoon:** Use your Tycoon abilities.
- 4 **Acquisition:** Move around the Central Skyport to gain a new card.

GAME END

Players take turns until the **Station Closing** card is revealed. Discard the Station Closing card and continue playing until it is the First Player's turn again, so that all players get an equal number of turns. Each player then takes one final turn before the game ends and players score their Skyports.

