

Air-Kwire

Player Turn

- 1) Buy/Sell up to 3 stock shares
 - shares bought/sold individually
 - stock price adjusted after each transaction (+/-1)
 - \$50 brokerage fee per share traded
- 2) Create Route or Discard
 - must own stock in airline
 - city limits and AC type limits apply
 - CEO must approve
 - adjust city points marker
 - move dividend track marker +1
- 3) Replenish Hand
 - Create Route - Discard Pool OR Draw Pile
 - Discard - Draw Pile Only

Mergers

- 1) Replace defunct Home City w/ AC of acq airline
- 2) Pay bonuses to defunct top 2 stock holders
 - top stock holder: 20 X current dividend rate
 - 2nd stock holder: 10 X current dividend rate
- 3) dispose of defunct stock;
 - 2-for-1, or sell @ current price
- 4) Remove defunct airline markers
- 5) Remove defunct airline AC from shared cities
- 6) Place acquired markers on defunct airline's cities
- 7) Transfer all defunct city cards to acq airline

Dividends

- 1) Qualified airlines only
 - AC Types in play \leq AC Type Limit
 - Number of cities \leq City Limit
 - Number of outstanding shares \leq City Points
- 2) Formula: 1% stock price X City Points
- 3) Dividends not paid for 2 turns;
 - stock price drops 1 level

PRIVATE (behind shield): cash, city cards
PUBLIC (in front of shield): stocks, CEO marker(s)

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