

## SAN FRANCISCO



*Air-Kwire* 2

## Medford



*Air-Kwire* 0

## Victoria



*Air-Kwire* 1

## Portland



*Air-Kwire* 1

## SAN FRANCISCO



*Air-Kwire* 2

## Sacramento



*Air-Kwire* 1

## SEATTLE



Mellow Yellow Airlines

*Air-Kwire* 3

## SEATTLE



Mellow Yellow Airlines

*Air-Kwire* 3

## LOS ANGELES



Orange World Airlines

*Air-Kwire* 3

## LOS ANGELES



Orange World Airlines

*Air-Kwire* 3

## REVERSE DIRECTION

Play proceeds in opposite direction at conclusion of current player's turn.

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## DOUBLE ROUTES

Each player in their next turn may create 2 routes instead of just 1.

Dividend Track only advances 1 space, even if 2 routes created.

Players may draw 2 cards to replenish hand up to 5 card limit.

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## DECOMMISSION ROUTE

Each CEO may remove 1 route for their airline  
Return AC marker to Airline Card.

May not invalidate other routes.

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## BROKERAGE FEES WAIVED

For 1 turn only; No Brokerage Fees for any Stock Transactions.

Applies to all players for their next turn.

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## BLOCK TRADE

For 1 turn only; Stocks may be bought/sold in blocks of up to 3 shares for the same price.  
(Price at the time of the transaction)

Applies to all players for their next turn.

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## FREE DISCARD

Each player, at the beginning of their next turn may discard any number of cards from their hand and replenish their hand from the draw pile.

Reshuffle discard pool if draw pile runs out.

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## PAY DIVIDENDS NOW

Dividends are paid at the end of the current player's turn.

Reset the dividend track back to the start.

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## RESET DIVIDENDS MARKER

Set the dividends track marker back to the start.

No dividends are paid in the interim.

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## RESHUFFLE

Played at the beginning of a player's turn.

Reshuffle the discard pool back into a new draw pile

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