

# Air-Kwire

## Terms

Acquiring Airline - the higher valued airline in a merger.

Aircraft - there are 3 different aircraft (AC) types based on their ranges; Ford Tri-Motor (range = 1 hex), Boeing 247 (Range = 2), and Douglas DC-3 (Range = 3). AC markers are placed on cities when an airline creates a route to that city.

Airline - one of the 7 airline companies represented in the game.

Airline Card - card that holds an airline's unsold stock certificates, unused aircraft and any cities cards to which the airline has created routes.

Airline Value - current stock price (city points used as a tie breaker).

Cities - cities represent destinations to which airlines may fly; i.e. create routes. Each city is portrayed on the gameboard within a hex. Cities have values of 0 to 3 points; used for scoring. Each city also has 1 or 2 cards which are used to create routes to it; 0 & 1 point cities have one card, 2 & 3 point cities have 2 cards.

City Points Track - a track on the gameboard for keeping track of an airlines' city points accumulated from its routes.

CEO - Chief Executive Officer; the majority stock holder of an airline. If tied, the CEO remains the player currently holding the CEO marker for that airline. The CEO of an airline must approve all routes created by that airline.

Defunct Airline - the airline taken over by the higher valued airline in a merger.

Discard Pool - all cards discarded by players during their turn are placed face up off to the side of the board; this is the discard pool.

Dividend Track - a track on the gameboard for keeping track of number of routes created to determine when dividends are paid out.

Draw Pile - the deck of city cards formed at the start of the game. The draw pile is face down and only the top card may be selected when a player draws a card from the deck.

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Gameboard - portrays the destination cities used in the game. One city per hex, with the exception of 4 hexes that contain no cities; no routes may be created to these hexes. Hexes are used to determine the flying range between cities. The gameboard also has the Stock Market Track, the Dividends Track and the City Points Track.

Home City - the base of operations for a particular airline; all routes for that airline emanate from their home city. Home cities are worth 3 city points. A home city is identified by the hex marker of that airline placed on the gameboard for that city when an airline is started.

Merger - the process of combining two airlines when they each have a route to the same city.

Merger City - the city shared by 2 airlines initiating a merger between those 2 airlines.

Route - a route is a city hex with an airline's AC marker on it. That airline is said to have a route to that city.

Stock - Each airline has 20 shares of stock available for purchase during the course of the game

Stock Market Track- the track at the top of the gameboard; indicates the current price of each airline's stock. Also shows the City Limit and AC type limit based on the current stock value for that airline. Note that there is no limit for using Ford Tri-Motor AC.

## Objective

Air-Kwire is a 3 to 6 player game where the objective is to be the wealthiest player at the end of the game. Wealth is accumulated by building up airlines' route network to increase the amount of dividends they pay out and by stock holdings of the those airlines.

## Setup

- 1) Randomly determine the first player.
- 2) Evenly distribute \$12,000 to each player but with \$200 less going to the first player and \$200 more going to the last player.
- 3) Remove all 3 point city cards from the card deck (total = 14).
- 4) Shuffle remaining cards and split into two roughly equal sized decks; a top deck and a bottom deck.
- 5) Deal 5 cards to each player from the top deck. A player may never hold more than 5 cards.
- 6) Shuffle the 3 point city cards into the bottom deck and place it beneath the top deck to form a draw pile (deck).
- 7) Place the 7 Airline Cards by the gameboard edges close to their home city locations. Place all stocks shares and aircraft markers for that airline on its card. Place all stock markers on the left most \$100 spot on the stock market (for each airline).

## Play

Air-Kwire is played in a sequence of Player Turns until the end game conditions are met and a winner determined. Play proceeds clockwise starting with the first player with each player in order performing the following actions in the sequence specified:

### 1) Buy/Sell Stock

- Player may buy or sell up to 3 stock shares in his turn.
- When buying the 1st stock of an airline, the player must create a route for that airline in the same turn.
- An airline cannot be opened if another airline already has a route to that airline's home city.
- When an airline is opened, place its home city hex marker in its home city on the gameboard; set the city value of that airline to the starting location on the city points track (3 pts), and adjust its stock marker on the stock track corresponding to the number of shares initially purchased (1, 2 or 3).

### 2) Create a Route

- Player must either create a route for an airline or discard a card from his hand (he may not do both).
- Player may only play or discard 1 card per turn.
- Discarded cards are placed in the discard pool; face up.

### 3) Replenish Hand

- Player may draw one new card for his hand from the draw pile (random) or any city card in the discard pool. He may only draw from the discard pool if he played a city card (created a route), not if he discarded.
- Once the draw pile is exhausted, the discard pool is reshuffled and formed into a new draw pile. Once all the cards are exhausted, players may obviously not re-fill their hands up to the 5 card limit, but the game continues without the restriction of playing or discarding a card during a player's turn; players may "pass" at this point in the game.

## Buying/Selling Stock

- Players may buy or sell up to 3 stock shares per turn.
- Each stock is bought or sold individually; the stock price for the airline whose stock is bought/sold is adjusted after each individual stock transaction (up one level for each stock bought, down one level for each stock sold).
- There is a \$50 brokerage fee for each stock share bought or sold.
- The first stock sold when opening an airline is 2-for-1; 2 shares awarded for the single \$100 price (& single brokerage fee).
- Private sales of stocks between players is prohibited.
- A player's stock holdings are always public (a player's cash holdings are private).
- The player with the most stocks in an airline is the CEO of that airline (if tied, player that was originally CEO maintains that status). Place the airline's CEO marker in front of the CEO player.

## Creating Routes

To create a route:

- The player must be a stock holder of the airline for which he is creating a route.
- Play a city card; place the card on the airline's "cities" space on its airline card. Players may not create a route to a city for which that airline already has a route, including the airline's home city.
- Place a qualified aircraft counter of that airline on the city on the gameboard matching the card played. A qualified AC is one within range of another city occupied by that airline (including the airline's home city) AND is a type allowed based on that airline's current stock value.
- The CEO of that airline may disapprove of the new route in which case the card must be withdrawn, however it may be played for another qualified airline in that same turn.
- Adjust the airline's city point marker on the city point track based on the point value of the city card played.
- Move the dividend track marker one space in the clockwise direction; it will move 1 space each time a route is created.

An airline may not create more routes than its current city limit based on the current stock price of that airline. Note that this limit is the actual number of cities and not the city value. The limit does NOT include an airline's home city. City limits are shown on the stock market track.

## Mergers

The instant 2 airlines occupy the same city, a merger between those two airlines will occur unless any of the following conditions apply:

- the lower valued airline is immune from takeover
- both airlines are of equal value (stock price and city points)

NOTES:

- If a merger does not occur because of 1 of the above conditions, another merger between those 2 airlines may occur later in the game if triggered in a different city and the conditions change.
- An airline is immune from takeover if it has at least 15 city points (including its home city).
- An airline that creates a route to a city triggering a merger receives the points for that city when determining airline value.
- Multiple mergers are not permitted from a single trigger; i.e. if airline X acquires airline Y and Y shares a city with airline Z, there is no accompanying merger of X & Z due to the merger of X & Y.
- If an airline initiates a merger by establishing a route into a 3 point city that already has 2 other airlines in that city (the home city airline and 1 other), it will merge (if eligible) with the lower valued airline only. If the 2 other airlines are of equal value (stock price & city points) the merger will occur with the non-home city airline.

If a merger does occur, perform the following steps in order:

- Remove the home city marker of the defunct airline and replace it with an AC marker of the acquiring airline; the AC type used must be within range of one of the defunct or acquiring airline's cities and be within the acquiring airline's AC type limit (based on its stock value). If this is not possible for any reason, the merger is canceled. Add the 3 points for the defunct airline's home city to the acquiring airline's city points, but do **not** decrease the defunct airline's city points.
- Pay bonuses to top 2 stock holders of the defunct airline:
  - The top stock holder receives 20 times the current dividend rate of the defunct airline (qualified or unqualified).
  - The player with the second most stock in the defunct airline receives 10 times the current dividend rate.
  - If there are ties, the bonuses are divided equally - round down.  
*For example, if the current dividend rate is \$100 and 3 players are tied for second most, all 3 would split the \$1000 bonus (10 X \$100) or \$330 each.*
- Starting with the CEO of the defunct airline and moving in the direction of play, each player with stock in the defunct airline must dispose of his stock in one of 2 ways:
  - Exchange it 2 for 1 for stock in the acquiring airline (until that stock supply runs out); each 2 for 1 transaction increases the stock price of the acquiring airline one level, or

- Sell the stock for the price at the moment of the acquisition; stock price doesn't change with these sales and there is no brokerage fee.

- Remove the stock price and city point markers of the defunct airline from their respective tracks.
- Remove the defunct airline's AC marker from all shared cities of the acquiring airline (including the shared city that triggered the merger).
- Place an acquired colored marker on each of the defunct airline's AC markers on the gameboard (color of the acquiring airline) and adjust the city point track accordingly for the acquiring airline.
- Transfer all city cards from the defunct airline's card to the acquiring airline's card (including any shared cities).

A defunct airline may not be re-started; it is permanently out of the game. City limits and AC type limits do not apply to an acquiring airline in a merger. But obviously if it acquires more cities than its stock price will support, or inherits an AC type that is not available based on its current stock price, it will not pay dividends until the stock price is increased to meet the limits.

There are a limited number of acquired markers for each airline. If an acquiring airline does not have sufficient markers to cover all of the defunct airline's cities there are 2 options (executed by the CEO of the acquiring airline); replace defunct AC markers with AC markers from the acquiring airline, or forfeit some of the defunct airline cities; forfeited city cards are moved to the discard pool. Forfeited cities must not result in AC range violations for other defunct cities not forfeited.

## Dividends

- Dividends are paid by each qualified airline when the dividend track marker makes a complete cycle back to the top of the track (every 7 routes created); at the end of the current player's turn.
- A qualified airline is one whose number of routes and AC types in play are within their current stock price limits, AND whose number of city points accumulated are at least as great as its number of outstanding (sold) stock shares. If an airline has more cities or aircraft types on the board than its current stock value allows, or if it has more outstanding stock shares than city points, that airline is unqualified and does not pay dividends.
- The formula for calculating dividends paid by an airline (per share) is 1% of its current stock value times its city points; rounded off to nearest \$10 (\$5 => \$10). A dividend chart is provided for ease.
- If an airline does not pay dividend for 2 turns in a row, the stock price drops one level. This effect is cumulative, e.g. it drops again on the 3rd turn of not paying dividends. Use the "Dividends Not Paid" markers on the stock market track as reminders.
- An airline that has all of its stock shares outstanding (held by players), but is below the maximum stock price (\$2000), may increase its stock value every turn it pays dividends; until it reaches the maximum stock value.

## Bankrupt Airlines

Whenever the last stock of an airline is sold (no shareholders), or if the stock price falls below the left most \$100 space on the stock market (due to not paying dividends and/or stock sales) that airline has gone bankrupt. All of its AC markers are removed from the gameboard, and all of its city cards are placed in the discard pool. Any stocks that are outstanding are forfeited with no payouts applied. Remove the home city marker from the gameboard and remove its city points marker from the city points track. A bankrupt airline may be re-started if eligible, (stock marker starts at the first \$100 space when/if re-started; then moved right according to the number of stocks purchased - as normal).

## Ending the Game

The game ends immediately when any airline reaches 40 city points, however dividends are paid if the dividend track marker moves onto the "Pay Dividends" spot. Player's wealth is the current stock price of stocks they hold (times their number of shares), plus their cash. The wealthiest player is the winner. The game may also end if all players agree that it is impossible for any airline to reach the 40 point threshold.

### Special Power Cards (optional)

There are ten special power cards that may be added to the bottom deck when starting the game. These cards may be discarded without being played from a player's hand (to the discard pool), however once played, these cards are out of the game. Special Power Cards are played anytime during the card holder's turn (unless stated otherwise). Note that a player's turn is over the instant he draws a card to replenish his hand, i.e. a Special Power Cards cannot be played after the player has drawn a new card. Player's may only play one Special Power Card per turn. When played, and after any immediate action from that card is performed for that player's turn, the player may draw a replacement card for his hand from the draw pile or discard pool. Note that this would obviously not apply to the "Free Discard" special power card.

The Special Power Cards are summarized as follows:

**Block Trade (1)** - Each player in their next turn may buy or sell stock shares at the current price; share price does not change until after the transaction (up or down accordingly based on the number of shares bought/sold).

**Brokerage Fees Waived (1)** - For each player's next turn, any stocks bought or sold may be done without the usual \$50 brokerage fee.

**Decommission Route (1)** - Each airline CEO (in turn order) may remove one route (city) from that airline and return the AC marker to the available pool on the airline card. A route may not be decommissioned if it would invalidate AC range requirements on other cities belonging to that airline.

**Double Routes (1)** - Each player may, in their next turn, create 2 routes instead of the usual 1. The dividend track only moves once per player turn, even if 2 routes are created. Players that create 2 routes may draw 2 cards to replenish their hands.

**Free Discard (1)** - Played at the beginning of the card holder's turn. For each player's next turn, at the beginning of their turn, they may discard any number of cards from their hand to the discard pool and replenish their hand from the draw pile. If the draw pile runs out, reshuffle the discard pool to form a new draw pile.

**Pay Dividends now (1)** - Dividends are paid at the end of the card holder's turn and the dividend track is reset back to the beginning.

**Reset Dividend Marker (1)** - Move the dividend marker back to the starting location on the dividend track (without paying dividends in the interim).

**ReShuffle (1)** - Played at the beginning of the card holder's turn. Shuffle all the cards in the discard pool back into the draw pile.

**Reverse Direction (2)** - At the conclusion of the turn in which this card is played, play proceeds in the opposite direction (clockwise to counter-clockwise, or vice versa if the order has already been reversed). This applies to merger stock option order as well. Note: the player playing this card does **NOT** get a double turn.

### Frequently Asked Questions

- 1) Can you fly over a non-city hex?  
- *yes*
- 2) Can you fly over a hex (city) occupied by another airline's AC?  
- *yes*
- 3) How does an airline end up in a no dividend situation?  
- *by having its shares sold driving the price down below the city or AC type limits*
- 4) Is the dividend track updated/advanced when a route is created to a zero point city?  
- *yes*
- 5) Can players trade city cards between themselves? Stocks?  
- *no and no; stocks and city cards may never directly be exchanged between players.*
- 6) Can players loan other player's money?  
- *yes, but there are no binding agreements, and debts are not taken into account when determining players' wealth..*
- 7) Can routes be removed?  
- *no (unless using the optional Special Powers Cards)*
- 8) How can one airline acquire another airline and have its new city or AC types be below the acquiring airline's stock price limits?  
- *the usual way this would happen would be if the defunct airline has had its shares sold down putting it into a no dividend situation; the acquiring airline has a higher stock value but not high enough to reach the city limit or AC type limit it inherits from the defunct airline.*
- 9) Is an airline limited to only AC types allowed as indicated on the stock market track? If so, what happens to my Ford Tri-Motors when I reach the Boeing 247 level?  
- *the stock market track shows the minimum stock price required for a specific AC type; higher stock value does not invalidate lower level AC types, therefore your Tri-Motors are always allowed.*
- 10) If an airline is qualified for dividend payments, but their payment is not at least \$10 does it still decrease its stock price for not paying a dividend?  
- *no; only unqualified airlines lose stock value for not paying dividends.*
- 11) If an airline has only a single stock holder and that airline is acquired by another airline, does the sole stock holder get both the 1st and 2nd place bonuses?  
- *yes*
- 12) If an airline has 3 stock holders with the top 2 having equal amounts, and that airline gets acquired, how are the bonuses applied?  
- *the top 2 stock holders split both the 1st and 2nd place bonuses and the third player gets nothing.*
- 13) If a player's cash is private, but all transactions are public, couldn't someone just keep track of all the other players' money?  
- *yes, but only in their head; any other method (paper, electronic) would be considered unsporting.*
- 14) Can a city that is acquired from another airline by a merger be used to determine range of AC for new routes by the acquiring airline?  
- *yes.*
- 15) Does the first stock share sold when opening an airline move the stock marker 1 or 2 spaces?  
- *one, even though 2 shares are awarded.*

