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Thankyou! Peter (Universal Head)

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Game:	PAN AM
Publisher:	FUNKO GAMES (2020)
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**





SETUP

Place the board in the center of the table. Put the 2 **hangars** (blue counter trays) next to the board by the **planes (C)** area.

Each **event card** has a round number. Randomly select 1 card from each round, creating a deck of 7 cards in order from 1 to 7. Place this deck facedown on the board in the event deck space, with the round 1 card on the top. Return the unused event cards to the box.

Shuffle the **destination deck** and place it facedown in the **destinations (B)** area; then put 1 card faceup in each of the 4 destination spaces.

Shuffle the **directive deck** and place it facedown in the **directives (E)** area.

Place the **Pan Am route markers**, **money**, **stocks**, the **Pan Am die**, and the **stock marker** next to the board.

Place the **cruiser** and **jet tiles** in the **planes (C)** area, covering the matching top 2 areas.

Each player takes a **player mat** and these pieces in a matching color:

Planes: Place 2 trimotor planes and 1 clipper plane on the fleet section of your player mat. Place the rest of your planes in the appropriate hangars.

Income tracker: Place this cube on the 0 spot for income on your player mat. When your income changes, move the income tracker to the new value.

Five airports: Place these next to the **airport (A)** area.

Engineers: The number of engineers you take depends on the number of players in the game: 2 players = 5 each, 3 players = 4 each, 4 players = 3 each. Return unused engineers to the box.

Each player draws 2 **destination cards**, 1 **directive card**, and takes \$12. Destination cards are faceup and visible to all, but keep directive cards hidden from opponents.

The first player is the person who most recently flew on an airplane and takes the **first player marker**.

ROUND SEQUENCE

The game is played in 7 **rounds**, each of which has 4 **phases**.

At the end of the round, pass the first player marker to the next player in clockwise order. At the end of round 2 and round 5, remove the cruiser and jet tiles, respectively.

1. EVENT PHASE

STEP 1: REVEAL

Reveal the next event card and put it on the space under the event deck. Unless the card says otherwise, the event text is resolved immediately.

STEP 2: STOCK PRICE

Check the **stock price** on the event card and set the current stock price by placing/moving the stock marker on the stock price track:



Move the stock price up by one.



Move the stock price down by one.



4 Set the stock price to the indicated number.

2. ENGINEER PHASE

You assign **engineers** to the 5 areas on the board to determine the actions you take in the resolution phase.

STEP 1: PRIORITY ACCESS

Skip the priority access step during the first round.

Assign engineers with **priority access**. Engineers placed at the **directives (E)** area in the previous round have priority access.

Starting with the leftmost engineer on the **directives (E)** work site, assign each engineer to any space in areas A-D.

STEP 2: ASSIGNMENT

Starting with the first player, players take turns in clockwise order assigning 1 engineer at a time to these 5 areas:

A Airports: Place an airport in a city of your choice.

B Destinations: Acquire a destination card.

C Planes: Acquire an additional plane.

D Routes: Claim a route with your airports, planes, and destination cards.

E Directives: Draw a directive card (engineers placed here have priority access next round).

You don't resolve the action or pay any money for your bids until the resolution phase.

If you cannot, or choose not to, assign an engineer, set it aside. You take back that engineer at the beginning of the next round.

Engineers overbid on a bidding track are reassigned in turn order. Pass your turn if you have already assigned all your engineers.

After players are done assigning engineers (it's possible that not all engineers are assigned), proceed to the resolution phase.

Bidding tracks (A, B, C)

Each **bidding track** has 4 spaces indicating the cost you must pay in the resolution phase. You may assign your engineer to any space on an unoccupied track.

If the track already has an engineer on it, your engineer must be placed on a higher spot and the first engineer is returned to its player.

Work sites (D, E)

Work sites are filled from left to right. Engineers are placed in the space to the right of the previously placed engineer.

3. RESOLUTION PHASE

Resolve each engineer in order, starting with the **airports (A)** area and ending with the **directives (E)** area.

If you can't afford to pay your bid, you must **sell stock**. For each stock you sell, you earn the current stock price minus \$2.

If you can't afford the bid after selling all your stock, you lose all your money and don't gain the benefit of the action. Any sold stock is returned to the supply.

This is the only time you are allowed to sell stock.

A. AIRPORTS

If your engineer is assigned here:

- Pay the cost of your bid to the supply.
- Take one of your **airports** from the supply and place it on any city that doesn't already have an airport. If you don't have any airports left in the supply, you may move one of your airports instead.
- Take back your engineer.
- **Increase your income on your player mat by 1.** You don't earn income when you move an airport.

B. DESTINATIONS

For each bidding track with an engineer:

- Pay the cost of your bid to the supply.
- Take the **destination card** and place it faceup next to your player mat. You also earn any bonus money on the card.
- Take back your engineer.

After resolving all the engineers on all the destination spaces, put **bonus money** of \$1 on all destination cards that remain. Then refill any empty spots from the top of the destination deck.

C. PLANES

You always need a plane to claim a route. There are 4 bidding tracks at this area, one for each type of plane. Jets and cruisers aren't available to bid on until round 3 and round 6, respectively.

For each bidding track with an engineer:

- Pay the cost of your bid to the supply.
- Take the plane you bid on and place it in your fleet on your player mat. If there are no planes of that range in your color remaining, you gain nothing but still spend the money on your bid.
- Take back your engineer.

D. ROUTES

A route is a line between 2 cities with a diamond showing the distance. You must have an available plane with a range that matches or exceeds the distance of the route, and have **landing rights at both cities**, to claim a route.

If you don't have either, you can't claim a route and your engineer's action is wasted.

There are 4 ways to get landing rights at a city:

1. Having an **airport** of your color on the city.
2. Having the city's **destination card** (the card is not discarded).
3. *Discarding* a destination card from the same region (color) as the city. This gives you landing rights long enough to claim just 1 route.
4. *Discarding* 2 destination cards of the same region (color) that are different from the city's region. This gives you landing rights long enough to claim just 1 route.

Resolve each engineer from left to right:

- Discard any destination cards required to get landing rights.
- Place a plane from your player mat on the route's distance diamond. The plane must have a **range** that meets or exceeds the route's distance (the number of lines on the tips of a plane's wings is its range).
- Increase your income on your player mat by the distance of the route you claimed.
- Take back your engineer.

E. DIRECTIVES

The directives area provides you a **directive card** and gives your engineer **priority access** in the next round.

Resolve each engineer from left to right:

- Draw a **directive card**. Look at the card, but keep it hidden from other players.
- Do not take back your engineer. This engineer has **priority access** and remains in this area until the next engineer phase.

The bottom of each directive card indicates the phase (in black) and step (in red) in which you can play the card. You can play it any time during the indicated step.

Some directive cards must be played when resolving an engineer. Play the card either directly before or after assigning the engineer. You can't play the card if you don't have an engineer assigned to the indicated area.

4. PAN AM PHASE

STEP 1: EXPANSION

Pan Am claims routes by expanding from Miami (you may choose to have Pan Am expand out from Rome instead).



The current event card shows how many times the first player rolls the **Pan Am die**. If multiple rolls are indicated, resolve each one before rolling again.



If **one or more paths are rolled**, follow each indicated path out from Miami (or Rome if starting from Rome) until you find a route that is not claimed by Pan Am.

If the route is unclaimed, claim it for Pan Am by putting a **Pan Am route marker** on it. If the route is claimed by a player, that player must **sell the route** to Pan Am.



If the **Pan Am symbol** is rolled, Pan Am offers to buy routes from anywhere in the world. Starting with the first player, **each player may sell one route they own to Pan Am**. This route does not need to be on one of Pan Am's expansion paths.

Selling routes

Each time Pan Am buys a route from you:

- You earn the **route bonus** in money. Look up the route's distance on the route bonus table on the board.
- Replace your plane on the route with a **Pan Am route marker**. Put the plane back in your fleet on your player mat.
- Reduce your income on your player mat by the distance of the route.

Once a route is claimed by Pan Am, it cannot be claimed for the rest of the game.

STEP 2: INCOME

Players earn **income** from their routes and airports. Each player earns the amount of money indicated by their income tracker.

If you need to recalculate your income, add the number of your airports on the board to the sum of the distances of your routes.

STEP 3: STOCK

Players may **buy stock** in Pan Am. Starting with the first player, each player may buy as much stock as they wish to pay for. The current stock price is indicated by the stock marker on the board.

END OF GAME

The game ends after round 7.

The player with the most stock in Pan Am wins the game. On a tie, the tied player with the most money wins. On a further tie, the tied players share the victory.

OTHER RULES

Claim a free route

Some event and directive cards allow you to claim a **free route**. This means you don't need landing rights at the 2 cities on the route; just place your plane onto the route's distance diamond and increase your income on your player mat by the distance of the route you claimed.

Upgrade

Some event and directive cards allow you to **upgrade a plane**. To upgrade a plane, return it to the hangar and replace it with a plane that has a range exactly one higher. You can only upgrade planes that are currently in your fleet on your player mat. You can't upgrade to a plane that is currently unavailable, either by having none remaining in the hangar or by having the plane's bidding track covered by the cruiser or jet tiles.



At the end of the round, pass the first player marker to the next player in clockwise order. **At the end of round 2 and 5**, remove the cruiser and jet tiles, respectively.

1. EVENT PHASE

STEP 1: REVEAL

Reveal and resolve the next event card.

STEP 2: STOCK PRICE

Set the current stock price as instructed by the event card.

2. ENGINEER PHASE

STEP 1: PRIORITY ACCESS

Skip this step during the first round.

Left to right, assign engineers with **priority access** (those placed in the directives area in the previous round)

STEP 2: ASSIGNMENT

Starting with the first player, take turns in clockwise order assigning 1 engineer. **Don't resolve the action or pay any money for your bids until the resolution phase.**

Bidding tracks (A-C) If the track already has an engineer, yours must be placed on a higher spot; return the first engineer to its player.

Work sites (D-E) Place engineers in the space to the right of the previously placed engineer.

3. RESOLUTION PHASE

Resolve each engineer in order, starting with the **A** area and ending with the **E** area. If you can't pay, you must **sell stock** at the current stock price minus \$2. If you still can't pay, you lose all your money and don't gain the benefit.

A. AIRPORTS

- Pay the cost of your bid to the supply.
- Place one of your **airports** on any city that doesn't already have an airport. If you have none in the supply, you may move one of your airports instead.

- Take back your engineer.
- **Increase your income by 1.** You don't earn income when you move an airport.

B. DESTINATIONS

- Pay the cost of your bid to the supply.
- Take the **destination card** and earn any bonus money on the card.
- Take back your engineer.

Put **bonus money** of \$1 on all destination cards that remain, then refill any empty spots.

C. PLANES

- Pay the cost of your bid to the supply.
- Take the plane you bid on and place it in your fleet area. If there are none of that range in your color remaining, you gain nothing but still spend the bid amount.
- Take back your engineer.

D. ROUTES

You must have an available plane with a range that matches or exceeds the route distance, and have **landing rights at both cities.**

There are 4 ways to get landing rights:

1. Having an **airport** of your color on the city.
2. Having the city's **destination card** (the card is not discarded).
3. *Discarding* a destination card from the same region (color) as the city. This gives you landing rights to claim just 1 route.
4. *Discarding* 2 destination cards of the same region (color) that are different from the city's region. This gives you landing rights to claim just 1 route.

Resolve each engineer from left to right:

- Discard any cards required to get landing rights.
- Place a plane with the required range on the route's distance diamond.
- Increase your income by the distance of the route you claimed.
- Take back your engineer.

E. DIRECTIVES

Resolve each engineer from left to right:

- Draw a **directive card**.
- Do not take back your engineer. This engineer has **priority access**.

4. PAN AM PHASE

STEP 1: EXPANSION



The current event card shows how many times the first player rolls the **Pan Am die**. Resolve each roll before rolling again.



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Each player earns the amount of money indicated by their income tracker.

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