AVIOPOLIS

CABINAIR GROUP

RULEBOOK

For 2 to 6 players / Ages 8 and up / 60 minutes

Welcome to Aviopolis!

The world of aviation is at your fingertips. A journey through the busiest airports, cutting-edge terminals and legendary runways across the globe. From Rome to Tokyo, from Dubai to New York, every airport you acquire tells a story of progress, precision, and ambition.

Build, expand, and upgrade your airports with new services to make them shine above the rest. But stay sharp: turbulence, overbookings and gate changes can strike when you least expect them!

Negotiate, invest, and outsmart your rivals as you rise through the ranks of global aviation management. So, are you ready for take-off?

Roll the dice, fasten your seatbelt, and let your journey through *Aviopolis* begin!

Contents

· Game board
· 6 tokens
· 22 "Property" cards
· 4 "Service" cards
· 2 "Info Point" cards
· 35 "Fasten Your Seat Belts!" + 4 customizable cards
· 35 "Final Call!" + 4 customizable cards
· 280 banknotes in 4 different denominations
· 44 investment cubes
· 2 dice
· This rulebook

Setup

Open the game board and place the **Fasten Your Seat Belts!** and **Final Call!** cards face down in their designated spaces. Place your colored token on the starting square, **"Runway." Choose the most honest player at the table to act as the Banker**, responsible for managing the Bank's Aero (currency) and keeping them separate from their own. Each player takes an initial amount of properties and banknotes as shown in the setup table. The starting properties must be distributed randomly. If, after distribution, a player happens to start with all properties of the same color, they must exchange one. **Finally, pay the Bank the total cost of the properties you received.**

Game Objective

The spirit of *Aviopolis* is all about having fun! If, however, you also happen to manage dozens of properties in real life, good for you!

Your goal is to become the richest player at the table by accumulating the greatest amount of money, properties and investments.

Before starting, choose your game mode:

Short game: duration 60 minutes
Long game: duration 90 minutes
Full game: see p. 3 - End of the Game and Victory

Players	Starting Money	500 Aero Banknotes	100 Aero Banknotes	50 Aero Banknotes	10 Aero Banknotes	Number of Properties
2	3.500	5	4	10	10	6
3	3.000	4	4	10	10	5
4	2.500	3	4	10	10	4
5	2.000	2	4	10	10	3
6	1.500	1	4	10	10	2

Gameplay

The player who has taken the most flights in their life goes first.
If this sparks an argument, just roll the dice and let fate decide.

All players start on the **Runway** space. On your turn, roll the dice and move your token forward in the direction of the arrow by the number of spaces shown on the dice.
Depending on the space you land on, the following situations may occur:

A. If you land on a **Property / Service / Info Point** space not owned by another player, you may purchase it by paying the Bank (the purchase price is shown on each card and on the board). Take the corresponding card.
If you choose not to buy it, the property is **auctioned by the Bank** (starting bid: 10 Aero) and sold to the highest bidder. You may also take part in the auction.

B. If you land on a **Property / Service / Info Point** space owned by another player, you must pay them the rent indicated on the card.
If investments have been made on that **Property**, the amount due increases: you must pay the value shown next to the corresponding development level on the card.
For **Services** and **Info Points**, investments cannot be made, but the income increases if a player owns more than one card of the same type.

C. If you land on a **Fasten Your Seat Belts!** or **Final Call!** space, immediately draw a card from the corresponding deck, read it aloud, and follow the instructions. Then place it at the bottom of the deck, unless otherwise stated on the card.
If the card instructs you to move to another space, act as if you had landed there by rolling the dice, unless otherwise specified on the card.

Special Rules

1. If you roll a double, move your token as indicated and follow the instructions of the space you land on. Then immediately take another turn, starting again by rolling the dice.
But be careful! If you roll a double **three times in a row**, you must move your token directly to the **Overweight Baggage Fee** space and pay **50 Aero** into the **Flight Rewards** space.

2. If you draw a **Fasten Your Seat Belts!** or **Final Call!** card that instructs you to move and, following the clockwise direction, you pass the **Runway** space, you **do not** collect the 200 Aero normally awarded for passing the starting space.
Remember: if the card moves your token to another space, act as if you had landed there by rolling the dice, unless otherwise stated on the card.

3. Do not help, donate, or lend money to anyone! You cannot negotiate free passes over your owned spaces for any reason. As soon as another player lands on one of your spaces, **collect the payment immediately**.

Property and Investment Management

In **Aviopolis**, gaining control of a complete group of properties is key, only by owning all properties of the same color can you make **investments** that generate higher income.
Similarly, it is wise to try to control **Services** and **Info Points** as well.

If you own all the properties of a given color, you may decide to invest at any time during your turn, even if your token is not on those properties. To do so, pay the cost of the desired investment as shown on the card and place one cube on the corresponding investment level.

You may not make more than **two investments per turn per card**, but it is not necessary to invest equally in all properties of the same color.

ATTENTION!

Investments must be made in the order shown on the Property card.
Build as quickly as possible: there are only **44 cubes** available!

Selling Properties, Services and Info Points

During your turn, you may offer any player a trade, purchase, or sale involving one or more properties.
You can also propose auctions, compensations, or incentives to persuade the other player to make the deal!

"Captain speaking: You cannot trade or transfer any property that already has investments on it: such properties must first be sold back to the Bank (see Financial Crisis)."

Financial Crisis

If you find yourself in financial trouble and cannot cover your expenses, you may:

• **Sell your existing investments back to the Bank** (returning the cube) and recover half of the amount originally paid;

• **Try to sell your undeveloped properties to another player**, agreeing on the price together;

• **Sell your properties to the Bank** for half of their purchase price (only if no investments are present).

Properties sold back to the Bank can later be purchased again by any player who lands on the corresponding space, at their original value.

Bankruptcy

If you must pay the Bank or another player an amount greater than all your remaining assets, and you have no properties or investments left to sell, unfortunately, you go bankrupt!
The Bank covers all your debts, you are out of the game, and, if you wish, you may take on the role of reading the **Fasten Your Seat Belts!** and **Final Call!** cards.

End of the Game and Victory

The game ends according to the mode you chose at the beginning.

If you selected a **timed mode**, once the preset time (60 or 90 minutes) expires, finish the current round and then calculate each player's total assets.

The winner is the **richest player in** *Aviopolis*.

Add together all your money, the value (purchase price) shown on each **Property, Service, or Info Point** card you own, plus the total cost of all **investments** represented by the cubes placed on your cards.

If you did **not** choose a timed mode, because you're in no rush, the game ends when the **second-to-last player goes bankrupt**, leaving only one person in control of the entire territory!
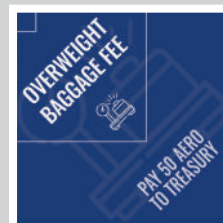
Special Spaces

1 – RUNWAY
Each time you complete a full lap and pass the **Runway** space, collect **200 Aero** from the Bank.

2 – OVERWEIGHT BAGGAGE FEE
If you land on the **Overweight Baggage Fee** space, place **50 Aero** on the **Flight Rewards** space. If you do not have enough funds, you must sell one of your properties or investments to the Bank in order to pay the amount (see **Financial Crisis**).
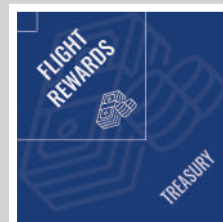

3 – FLIGHT REWARDS
If you land on this space, immediately collect all the money currently placed on the **Flight Rewards** space.

4 – VISA APPLICATION FEE
If you land on the **Visa Application Fee** space, place **100 Aero** on the **Flight Rewards** space. If you do not have enough funds, you must sell one of your properties or investments to the Bank in order to pay the amount (see **Financial Crisis**).
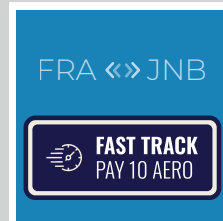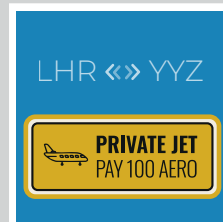

5 – FRANKFURT (FRA)
    O.R. TAMBO INTERNATIONAL (JNB)
If you land here, after completing the actions required by the space, you must immediately declare whether on your next turn you intend to **take the shortcut** by paying **10 Aero** in advance to the Bank, or continue along the normal route. If you choose the shortcut, move your token onto it. On your next turn, roll the dice and count spaces starting from the one **opposite** to where you were in the previous turn.

**6 – LONDON HEATHROW (LHR)**
    TORONTO PEARSON (YYZ)
If you land here, after completing the actions required by the space, you must immediately declare whether on your next turn you intend to **take the shortcut** by paying **100 Aero** in advance to the Bank, or continue along the normal route. If you choose the shortcut, move your token onto it. On your next turn, roll the dice and count spaces starting from the one **opposite** to where you were in the previous turn.
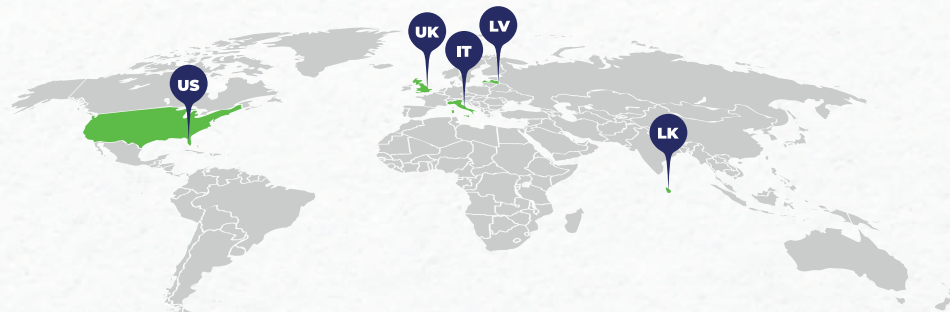
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After his early career as a writer for several children's national TV programs (RAI) and as an assistant director for iconic music videos (by the Italian rockstar Vasco Rossi) and film projects in Italy, he went on to work as a **Director of Communication and Marketing** in the international luxury hospitality industry and later in aviation with **Cabinair Group.**

He is also the **author of three board games dedicated to Puglia**, through which he celebrates the traditions and customs of his homeland with his unmistakable style and trademark sense of humor.

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Micol is a **Visual Designer and Webmaster** with over 10 years of experience, consistently able to turn ideas into engaging visual content.

With a keen eye for detail and solid technical expertise across web, graphic, and audio-video design, she creates corporate visual identity elements that capture attention and stand out in any user's feed. Her natural inclination for **"out of the box"** thinking drives her to seek inspiration in everything around her. Over the years, her collaborations have spanned a wide range of industries, from **aviation to tourism**, real estate to the non-profit sector, as well as craftsmanship and public institutions.
Today, she works as **Digital & Brand Designer for Cabinair Group.**

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As we celebrate the **20th anniversary** of Cabinair Group, I would like to express my heartfelt gratitude to everyone who has contributed to this remarkable journey.

To the **entire Cabinair Group team**, whose dedication, passion and professionalism continue to make the difference every single day. To all our **partners and stakeholders**, for the trust, collaboration, and shared commitment that have allowed us to grow and innovate together.

And above all, to **Duncan Hammond**, the founder of the company, whose vision and belief in our potential made this journey possible.

Aviopolis was created as a light-hearted tribute to our world, a celebration of twenty years of hard work, innovation, and teamwork across continents.

Thank you all for flying with us and for being part of the Cabinair Group story.

Vito Mirko Giacovelli

Vito Mirko Giacovelli
Commercial Director, Cabinair Group

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