

Player aid

Equipment cards



Compass (x20)

Main game

Discard this card to overcome a blue «Clouds» die. You must play this card if it allows you to continue the journey.



Lightning arrester (x18)

Main game

Discard this card to overcome a yellow «Thunder» die. You must play this card if it allows you to continue the journey.



Foghorn (x16)

Main game

Discard this card to overcome a red «Damok-bird» die. You must play this card if it allows you to continue the journey.



Cannon (x14)

Main game

Discard this card to overcome a black «cannon» die. You must play this card if it allows you to continue the journey.



Upgraded equipment (x10)

Expansion 1

Allows you to overcome 2 events of the same type (2 dice with the same symbol). The captain is obliged to play them, even if he has to face only one event (no change!).

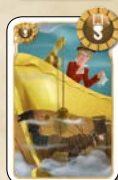
Special cards



Turbo (x8)

Main game

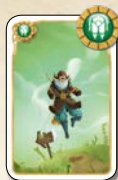
Each Turbo card allows the captain to overcome any one challenge (one die result). The captain may choose not to play these cards (unlike the Equipment cards).



Disembarkation (x2)

Main game

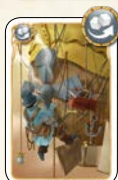
Who > Cpt. / Passengers
When > When all passengers have announced their intention.
Effect > Forces the targeted passenger to get off the aircraft and take a "Treasure" card.



Jetpack (x2)

Main game

Who > Cpt. / Passengers
When > When the aircraft is about to crash.
Effect > Allows the player to take one "Treasure" card.



Hard blow (x2)

Main game

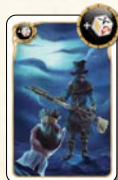
Who > All players
When > When the captain plays his cards.
Effect > Forces the captain to re-roll all the uneventful (blank) dice.



Alternative route (x2)

Main game

Who > Cpt. / Passengers
When > When the aircraft is about to crash.
Effect > Allows the captain to re-roll as many dice as he wishes.



Bandit (x2)

Expansion 1

Who > All players
When > Before the captain throws the die.
Effect > Force the captain to throw one more die.



Mooring line (x2)

Expansion 1

Who > All players
When > When the captain plays his cards.
Effect > The aircraft doesn't travel to the next city and stays on the same tile.



Grapnel (x2)

Promo

Who > Passenger who has just gotten off the aircraft
When > When the captain has overcome all the challenges and the aircraft continues its journey.
Effect > The passenger can get back into the aircraft after discarding the « treasure card » he just acquired.



Desperate need (x2)

Expansion 2

Who > Captain.
When > Before the captain plays their cards.
Effect > Choose another player who then becomes the captain (they must play «Equipment» cards for this step of the journey). Then, you can choose to stay on the Aircraft or not.



New equipment (x2)

Expansion 2

Who > All players.
When > Before the captain rolls the dice
Effect > Discard your whole hand and draw as many cards.

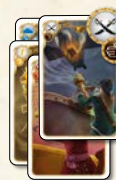


Spy (x2)

Expansion 2

Who > All players.
When > Before the captain rolls the dice.
Pouvoir > Look at another player's hand, including the captain's.

Equipment: A little help



A little help (x14)

Expansion 1

Allows passengers to assist the captain when he announces that the aircraft is crashing. «A little help» cards are played face down. A captain may never play «A little help» cards. At the end of the game, each «A little help» card remaining in a player's hand causes him to lose 2 points.

Equipment: Rowboat



Rowboat (x4)

Expansion 2

Who > Cpt. / Passengers
When > When the player announces his decision.
Effect > Leave alone in the rowboat (if it is free).

When the rowboat and aircraft are involved, the movement of the aircraft is resolved first, followed by the movement of the boat.
Each rowboat allows you to play «free» all events of a given type (indicated in the corner of the rowboat map). A new trip is started when both the boat AND the aircraft have crashed.

NOTE

Treasure Card



Magic Spyglass (x4)

Main game

Who > Cpt. / Passengers
When > When the aircraft is about to crash.
Effect > Allows the passengers and the captain to reach the next city without playing any "Equipment" card.

NOTE

The « Spyglass » cards are only present in the first 4 mentioned.

If a «Spyglass» card is not used, it earns 2 victory points at the end of the game.

Boscalumia, the forgotten city

BLAM! in partnership with l'Atelier des Enigmes has developed the escape game "Boscalumia" in Annecy, France.

Come and explore the mysteries of this city and leave with the bonus tile!

