

OVERBOOKED



Operator's Manual

Overview

The game takes place in turns, in which each player picks a passenger card and place passenger disc(s) in the arrangement printed onto their player board. The game ends when one type/colour of passenger is depleted. Players score and total their prestige points (PP) to determine the winner.

Setup

Place all passenger discs in the middle of the playing area. (For a 2 players game, remove 10 discs of each colour.)

Shuffle the passenger card deck and deal out 4 passenger cards face up in a row from left to right. Place the deck to the left of the leftmost card.

Assign a player board to each player at random. For a 2-3 player game, use the 2-3 player side of the player board.

Assign 6 vouchers to each player which are to be placed in the voucher section of the player board.

Components

- 24 wooden cubes as vouchers
- 150 wooden discs (30 of each colour)
- 4 player boards
- 72 passenger cards



Aim of the game

To score the most prestige points (PP) for your airline through skilful and precise passenger seating.

Game Turn

The player with the Singa Airlines player board begins (or pick a player via any chosen method).

On their turn, each player must pick a passenger card. They may pick the rightmost card for free, or pay and place 1 voucher on each card that they desire to skip (e.g. if they take the leftmost card, they place 1 voucher on each of the other 3 cards). If there are voucher present on a card, the player takes those into their supply.

Players take the passenger discs of the colour corresponding to the passenger card (e.g. if there are 2 reds, 1 white and 1 blue, they take these from the supply) to place them on their player board.

Draw a new card from the deck face-up into the leftmost spot. Make space for the newly drawn card without disrupting the cards order. The player's turn is now over.

Placement Rules

Players place their passenger discs on their player board according to the following placement rules:

Passenger cards may be rotated to any orientation.

Passenger disc must be placed exactly in the arrangement printed on the card.

Passenger disc must all fit within one section of the plane. (i.e. no passengers may be in the aisles, passengers may not cross over aisles to another section).

All passengers on each passenger card must be placed. If this would lead to overlap from previously placed passenger disc(s), move the previously placed customer disc(s) to the overbooked section.

For Aisle, Middle and Window cards, players may place passengers in any space in the stated column. The passengers need not be placed in the same section for these cards.

Blank squares on the cards are there for guidelines only and should be treated as though they were not present.

Ending the Game

The game ends in the round when 1 or more passenger types (colours) have run out. Play until all players have had an equal number of turns. If a player draws a passenger card with the corresponding passenger colour(s) that have run out, ignore the exhausted colours. If passengers are exhausted in the middle of placement (e.g. you have to place 2 green discs but only 1 green disc remains), choose which passenger to place or ignore.

Players score their boards according to the scoring section. The player with the most Prestige Points (PP) wins the game as the most prestigious airline.

Scoring

For this game, connected means adjacent (up, down, left, right) only. Seats that are separated by the aisles are not considered to be adjacent.

+5 PP for each exact pair of connected red passenger.
(0 PP for three or more connected red passengers.)

+3 PP for each protected child.
(Protected: Every possible connected seats must be seated with a **non-child** passenger.)

+1 PP for each passenger in player's largest connected blue passengers' group.
(+2 PP if this group is the largest, or tied for largest, compared to all players.)

+1 PP for each passenger in player's largest connected green passengers' group.
(+2 PP if this group is the largest, or tied for largest, compared to all players.)

+1 PP for each passenger in player's largest connected yellow passengers' group.
(+2 PP if this group is the largest, or tied for largest, compared to all players.)

+1 PP for each pair of vouchers remaining.
(Two vouchers score 1 PP, three vouchers score 1 PP and seven vouchers score 3 PP.)

-1 PP for each empty seats.

-2 PP for each overbooked passenger.

-2 PP for player(s) with the most overbooked passengers.

Advanced Rules

These rules provide seasoned players the option for more replay value. They will make the game more complex, and will not be recommended to start your first few games with these.

General

Aisles

Aisles don't count as barriers for scoring purposes (e.g. for counting majorities, for children, for couples). Aisles still count as barriers for passenger placement.

Child

Each protected child scores 5; player with the most protected children gains 5 additional points.

Couples

Couples score 5, player(s) with most horizontal couples score 5

Friends

All colours:

Group of 3/4: 5 points

Group of 5/6: 10 points

Group of 7/8: 15 points

Group of 9+: 20 points

Player(s) with the most groups (from all colours added together) score 2 points per group (a group is defined as a 3+ patch of yellow/green/blue). Player(s) with the second most groups score 1 point per group.

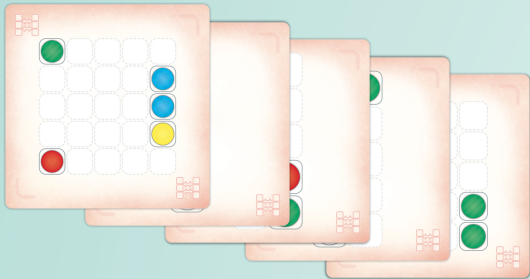
Suits

Suits are printed on the corners of most of the passenger cards. They provide another layer of strategy for the experienced players. There are 4 different suits to watch out for:

'Large' Cards

These passengers are hard to satisfy even for experienced players. Arranging passengers can never be easier.

Players can choose to use all the passengers cards or exchange some cards with these 'large' cards.



Suits



May replace without overbooking.



1 extra point for this card at the end of the game.



May omit one of the listed passengers.



May straddle (ignore) aisles.

Event Cards

Shuffle all the event cards, flip 1 or 2 (depending on what is agreed among players) cards. These cards show different ways to score in addition to the scoring in the basic gameplay.

Adorable Babies

Each protected child not seated on the border or aisle: +4

Buddy Time

Each section with at least 3 connected friends of each of the 3 types: +5

Corner Seats

A different passenger type on each of the 4 corners: +6

Couples' Retreat

Each section with at least 3 paired couples: +4

Emergency Exit Assistance

The entire middle row is full: +10

Family Vacation

Each couple connected to a protected child: +3

Full Flight

Every complete column with no empty spaces: +4

Kids Gone Wild

Every child not protected: -2

Like Sardines

Every 9 passengers in a 3x3 square: +3
Only count squares that do not overlap each other.

Lonely Christmas

Every single (unpaired) lover: -3

Low Season Blues

Largest empty patch (or tied): +5

Meteor Shower

Every 2 filled window seats: +1

Missing Friends

Each friend type with 3 or less members of that type: +5

School Holidays

Each section with at least 3 protected children: +4

Three's Company

Every group of exactly 3 friends: +3

Solo Variant

The following three scenarios have been designed for your solitaire flight enjoyment. To use these scenarios, set up as per a 2 player game but with only 1 board.

In the solo version, you may take any of the 4 cards in the display without paying vouchers to skip them. However, to eliminate a card from the display, you have to lose a voucher. For every overbooked customer, you lose a voucher. For each complete section, gain 2 vouchers. The game is won if the stated conditions (according to the scenario) are met. The game is lost if you run out of vouchers.

Credits

Game Designer:

Daryl Chow

Illustration:

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Graphic Designer:

Lily Chow

Graphic Layout:

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Solo Variant

Best Friends Forever

(Easy/Medium/Hard: 6/4/2 vouchers)

Have at least a group of size 6 for each friend colour

Also have at least: 3 couples OR 3 surrounded children

Couples Retreat

(Easy/Medium/Hard: 6/4/2 vouchers)

Have at least 5 surrounded couples

Also have at least: a group of friends of at least size 5 or 3 surrounded children

School's Out

(Easy/Medium/Hard: 6/4/2 vouchers)

Have at least 8 surrounded children

Also have at least: a group of friends of at least size 5 OR 3 couples