

ALEX SORBELLO

# 1930

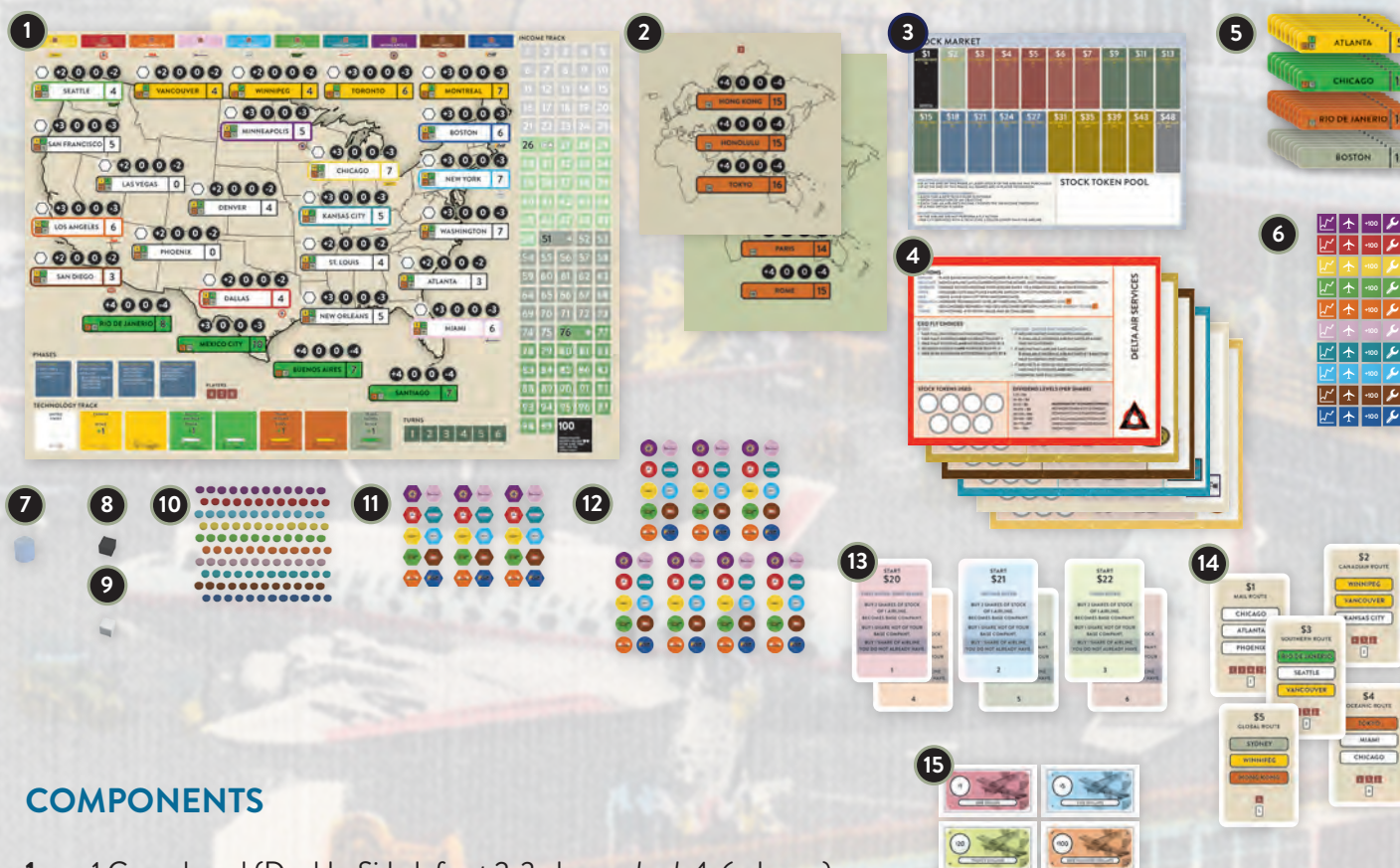
THE GOLDEN AGE OF AIRLINES

1930 is a game set in the early stages of aviation. The players take on the roles of aviation investors, promoters, and presidents with the general objective of making money.

A player's wealth is accumulated mainly through owning Stock tokens in the ten Aviation Airlines included in the game. Stock tokens make money in two ways - they can provide ready cash via dividend payments paid during the Income Action and they can increase in value over the course of the game.

The player with the most assets in cash and stock at the end of the game is the winner.

2-6  
40-120m  
14+



## COMPONENTS

- 1 Game board (Double-Sided, front 2-3 players, back 4-6 players)
- 2 Additional Destination boards (Double-Sided)
- 1 Stock Market board
- 6 Player boards
- 56 City Upgrade tiles
- 40 airline tokens (Double-Sided, 4 each of 10 airlines: Stock Market, Income/Fly, +100/200, Tech)
- 1 First Player marker (blue-gray)
- 1 Turn cube (black)
- 1 Phase cube (white)
- 120 airline Gate discs (12 each of 10 airlines)
- 30 Hub tokens (3 each of 10 airlines)
- 70 Stock tokens (7 each of 10 airlines)
- 6 First Round Turn Order cards
- 82 Contract cards
- Paper Money (36 x \$1, 15 x \$5, 30 x \$20, 60 x \$100)

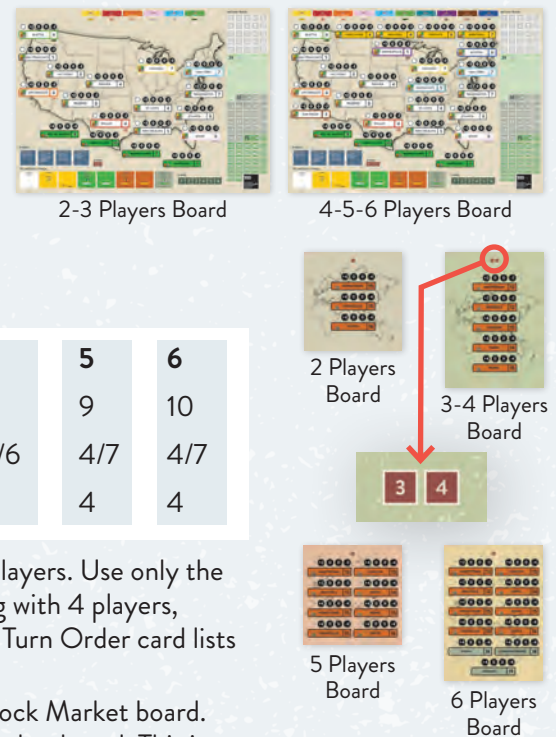
This rulebook



## SETUP

Most groups will find it helpful to appoint one player to be the Banker. That player should take the money and put it close to them.

- Put the game board in the middle of the table with the appropriate side facing up based on the number of players. Place the Income/Fly tokens next to the Income Track. Place the Hub tokens near the board.
- Put the appropriate Additional Destination board next to the main board. Like the main board, this board is also based on the number of players. The boards are labeled at the top of each board to match the number of players in the game.



Players	2	3	4	5	6
Airlines in the game	5	6	8	9	10
Airline Stock tokens (Start/Total)	3/5	3/6	3/6	4/7	4/7
Max Stock tokens allowed in one airline per player	3	4	4	4	4

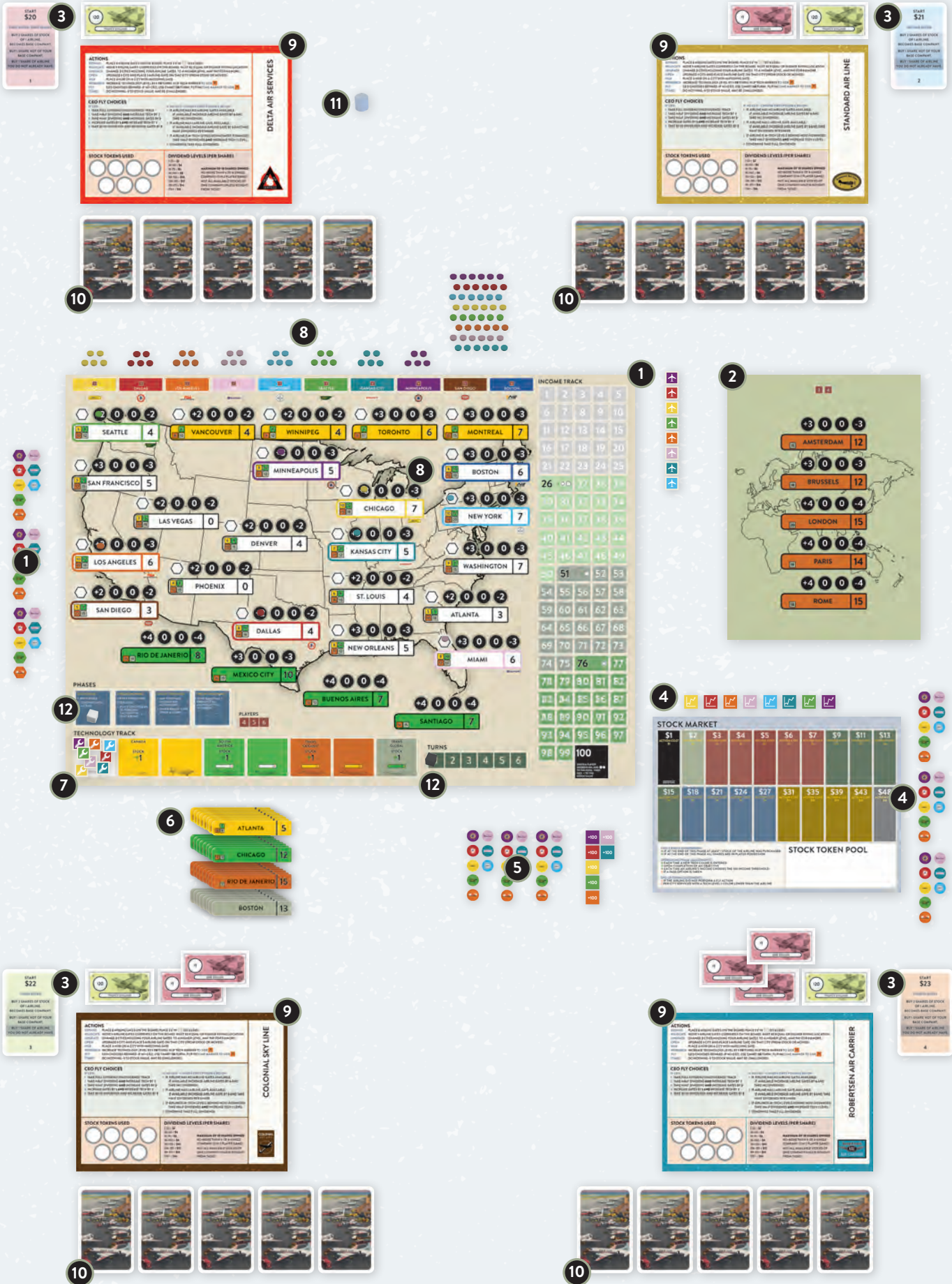
- Shuffle the First Round Turn Order cards and deal one to each of the players. Use only the number of cards equal to the number of players. For example, if playing with 4 players, use only the first four First Round Turn Order cards. Each First Round Turn Order card lists that player's starting money, which is given to them by the Banker.
- Set the Stock Market board, with the Stock Market tokens near the Stock Market board. Then place the Stock tokens for the available airlines near the Stock Market board. This is the Available Stock Pool.
  - 2-4 Players, start with 3 Stock tokens per airline
  - 5-6 Players, start with 4 Stock tokens per airline.
- Set aside the remaining Stock tokens and +100/200 tokens near the game board; they will come into play as airlines reach the 26, 51, and 100\* values on the income track. These Stock tokens will be added to the Available Stock Pool as soon as the Airline's income reaches or passes that mark.
 

\* In a 2-Player game, no new Stock tokens become available when an Airline reaches the 100-income mark.
- The Upgrade City tiles should be placed so they are visible and accessible to all players. Only those tiles which match cities shown on the game board or on the Additional Destination board for this game should be available. Place all other tiles back in the game box.
- Place all airline Tech tokens in the "United States" space of the Technology Track. Place these tokens with the "Wrench" side up.
- Place 1 airline Gate disc for each airline being used in the game on the Home City (as indicated in the game board) of that airline on the highest value spot. Set 5 Gate discs of each airline in the game next to the game board on the spots reserved for each airline. Place the remaining 6 Gates for each airline nearby as a reserve.
- Give each player a Player board.
- Distribute the Contract cards:
  - Remove the cards that are not appropriate for the number of players in the game by referring to the numbers on the cards. Then, sort the Contract cards by the value on the card (\$1, \$2, \$3, \$4, \$5).
  - Shuffle each deck of cards separately.
  - Deal one card from each deck to each player so that they have one card from each of the \$1, \$2, \$3, \$4, and \$5 decks. The players should keep these cards secret from the other players.
- Give the First Player token to the player that had the First Buyer card.
- Place the Turn token and Phase token on the game board in the first spaces of their respective tracks.



The game is now ready to begin.

## EXAMPLE 4 PLAYER SETUP





## GENERAL DESCRIPTION

Each turn of 1930 is composed of three Phases: a Stock Phase, followed by an Operation Phase, and ending with the End of Turn Phase. In the Stock Phase, the players can buy Stock tokens in various airlines in the game. During the Operation Phase, they perform actions that are related to running the airline itself. Unlike similar games, any player who holds at least one share of stock in an airline may take an action on that airline's behalf during the Operation Phase. Each of these Phases will be explained in detail later in these rules. During the End of Turn Phase, the players prepare for the next Phase.

## IMPORTANT GAME CONCEPTS:

### TECHNOLOGY

The Technology Track tracks the various advancements in commercial flight. In the game, this is represented by the ability to reach greater distances, increase fleet size, and operate more efficient airports. There are 5 different Technology levels indicated by the different colors on the Technology Track (**White**, **Yellow**, **Green**, **Brown**, and **Gray**). Airlines always move left to right on this Track; never backwards.



### Internal Improvements

When an airline reaches a new color box on the Technology Track the airline's stock price marker is moved one space to the right.

### Range Increase

When an airline reaches a new color box on the Technology Track, the range its airplanes can fly increases. It is now allowed to access more distant airports. Each new level increases the areas that can hold airline Gates of that airline. These abilities add to the range of the airline. So, an airline that has its marker in the **Green** Box of the Technology Track can fly anywhere in the USA, Canada, as well as South America.

**White** Box – players may only place Gates in the USA

**Yellow** Boxes – players may now also place Gates in Canada

**Green** Boxes – players may now also place Gates in South America

**Brown** Boxes – players may now also place Gates in Europe or the Pacific

**Gray** Box – players may now also place Gates in Global (**Gray**) cities

*Please note that depending on the number of players in the game, some regions are not available. For example, it is only possible to reach Global (**Gray**) cities in a 6-player game.*

If an airline's Tech Level allows it to fly to a region, it may do so regardless of the current color of the city in the region. As an example, if Mexico City has been upgraded to **Brown**, an airline still in the **Green** tech box could put an Gate there since Mexico City is considered a **Green** level airport.



Mexico City has a **Brown** City tile placed on it.

### City Upgrade tiles

The current Tech level of an airline indicates the highest value (by Tech color) of the City Upgrade tile they can place on the map. These City Upgrade tiles can be placed anywhere an airline can reach. For example, an airline with a **Brown** tech level can put a **Brown** City Upgrade tile in any location that it can already reach, like Winnipeg or Santiago. This can, and often will, benefit airlines that are at a lower Tech Level. This is acceptable since where an airline can place an Gate is based on the geography and not the color of the city.

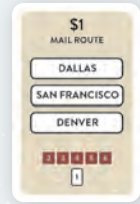
ATLANTA	5	RIO DE JANERIO	15
CHICAGO	12	BOSTON	13

Examples of City Upgrade tiles

## CONTRACT CARDS

At the beginning of the game, each player will be dealt five secret Contract Cards. During any End of Turn Phase, players may, in turn order, award any airline a contract card in their possession. Each contract may only be awarded to a single airline. An airline awarded a contract will have their stock moved up one box immediately for each contract. Players may play any number of contracts from their hand in one turn.

To award a Contract Card to an airline, play the card to a discard pile, and choose an Airline that has Gates in all of the cities listed on the card. Then move the airline's stock up one space on the Stock Market board. Finally, the player playing the card, not the airline, receives the cash bonus immediately. It is not required for a player to have any stock in a company to play a card for it, but it is beneficial.



## STOCK PHASE

### THE FIRST STOCK ROUND

The First Stock Round is unique and structured to provide a balanced start to the game. The first Operation Round follows this First Stock Round.

Each player should review the information found on their First Round Turn Order card. These cards set the turn order for the first turn of the game.

Players will purchase a maximum of 4 Stock tokens in the First Stock Round. It is possible that players will purchase less, but players must purchase 4 Stock tokens if they can afford it.

#### 1. Each player must start an airline

The player who is holding the First Buyer card must start an airline by choosing one of the airlines from the available Stock tokens. To start an airline, that player must purchase two Stock tokens of the chosen airline. The player is now required to set the Initial Stock Price for that airline's Stock tokens. The money used to acquire the Stock tokens is paid to the bank. The player must choose an Initial Stock Price that they can afford.

##### Initial Stock Price

When a player buys the first Stock token of an airline from the Available Stock Pool, that buyer must set the Initial Stock Price for the airline and pay that price for the token(s) they buy. Valid values for the Initial Stock Price are \$3, \$4, \$5, \$6, or \$7. Mark the price on the Stock Market using the Stock Market token of the matching airline. There is no limit to the number of airlines choosing the same Initial Stock Price.

Every other player must now buy the first Stock tokens in an unfounded airline based on the order shown on their First Round Turn Order card. Each player must choose a different unfounded airline to purchase. They set the Initial Stock Price per share and purchase two Stock tokens of that airline's stock.

Players should place all purchased Stock tokens on their Player boards in the empty space along the right side. When used during the Operations Phase, they will move them to the Share Tokens Used section on the bottom left of the Player boards.

#### 2. Each player then buys Stock tokens from two different airlines

After each player has started one airline, they perform 2 more stock buys in the same order as was used in their first stock buy. Each purchase is a separate buy, performed one at a time. For example, in a four-player game, Player 1 will buy two Stock tokens (starting the airline), followed by Player 2, etc. This is followed by a second opportunity to buy one Stock token starting again with Player 1, followed by Player 2, etc. Players must purchase one additional share per buy of two different airlines unless they do not have enough money to buy a third or fourth stock.

The following rules must be obeyed:

- No player may buy additional Stock tokens of the airline they founded on their first buy.
- Players may only buy one share in each of the 2 different airlines on their second and third buys.
- If the player chooses an airline that has not been started, the player starts the airline, setting the Initial Stock Price for that airline. A value may not be set that the player starting the airline cannot afford. When the player starts the airline, that player must buy **one** of that airline's Stock tokens.
- Players may only avoid buying additional stock tokens, if they cannot afford any or it conflicts with the rules above.

At the end of this First Stock Round, all players will have 3 or 4 Stock tokens from at least two different airlines. Players discard their First Round Turn Order cards. The players then begin their first Operation Phase.

Example: In a 3-player game Carla has been dealt the First Buyer card followed by Neal and Chuck. The following airline stock is available at the start of the game:

Carla decides to start the **Green** Airline and sets the stock price at \$6 per share, she pays \$12 of her \$20 to take two **green** shares and puts the **Green** Airline's Stock Market token on the \$6 space on the Stock Market. This leaves her with \$8.

Neal is next and must start a different airline than Carla. He chooses to start the **Orange** Airline at \$5. He spends \$10 of his \$21 to buy two **orange** shares and places the **Orange** Airline's Stock Market token on the \$5 space. Finally, Chuck starts the **Blue** Airline at \$7, pays \$14 of his \$22 for the two **blue** shares and places the **blue** Airline's Stock Market token on the \$7 space.

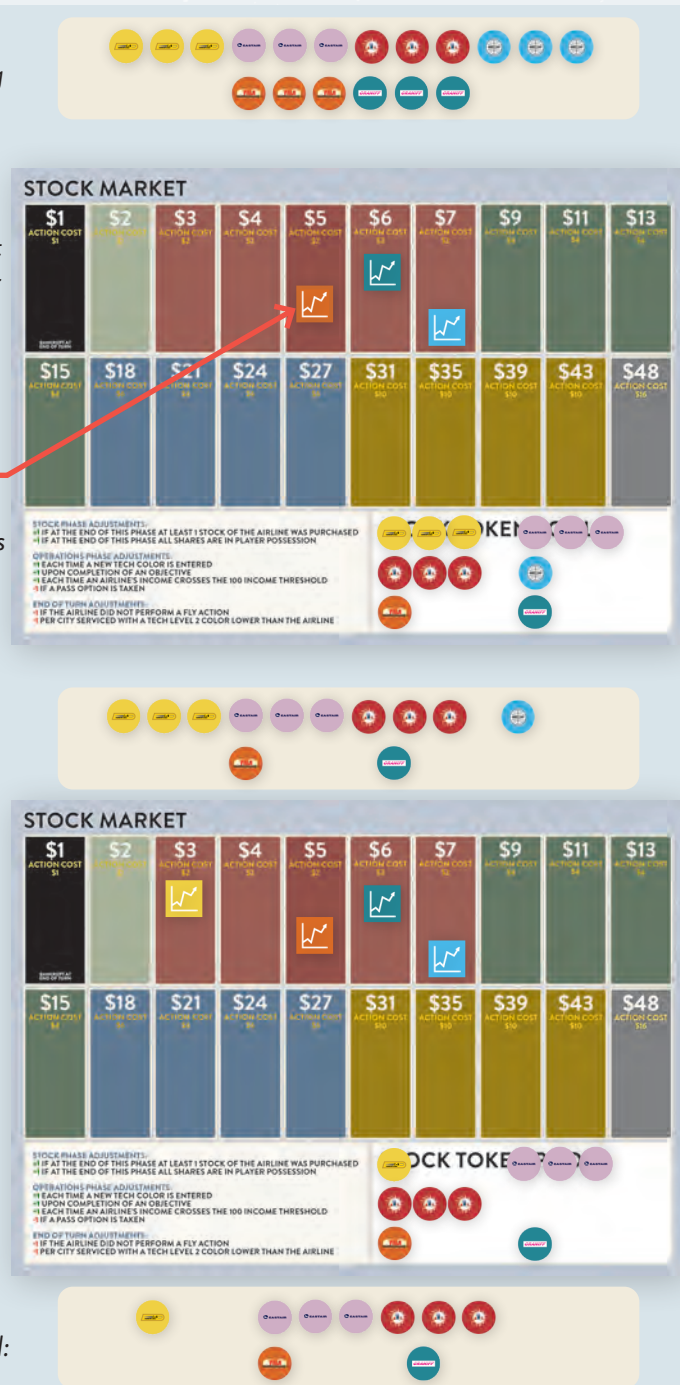
**Note:** Stock Market tokens are not turned to the "Purchased" side during the Special First Stock Round.

Now the following stock shares remain:

It is Carla's turn to make a second purchase. She may not buy more **green** shares in the Special First Stock Round. Because she only has \$8 remaining, she decides to start a new company at the low cost of \$3 to keep her options open for her final buy. She starts the **Yellow** Airline at \$3 and buys one **yellow** share and places the **yellow** Airline's Stock Market token on the \$3 space.

Neal will spend \$7 of his remaining \$11 to purchase the last **blue** share and Chuck sensing a bargain, spends \$3 for one **yellow** share. He will work with Carla to develop the **Yellow** airline.

Now the following stock shares remain for the final buy round:





Carla will spend her last \$5 to buy the last **orange** share. With \$3 of his final \$4, Neal decides to join Team **Yellow** and buys the last **yellow** share. Chuck has \$5 left and would consider not buying shares, except that he must legally do so and therefore has to buy a fourth share. He decides to start the **Pink** Airline at \$5. He buys one **pink** share and places the **pink** Airline's Stock Market token on the \$5 spot.



## NORMAL STOCK ROUNDS

All Normal Stock Rounds are performed using the following method. In each Normal Stock Round, players only buy one Stock token for each of their turns to buy Stock tokens, even on their first buy during the round and when they start an airline.

The current start player will have the first opportunity to take buy a Stock token in the round. They may pick one of the following actions. As long as a player buys a share, that player may continue to participate in additional buys in the round. Once a player chooses the Pass option, that player is done buying shares for the remainder of the round.

- Buy
- Pass

*Please note: There is no direct way to sell Stock tokens in this game. Players may trade one of their currently held Stock tokens but only in exchange for a token of a different airline, and only once they have reached the 10 Stock token limit. Players may not trade a Stock token unless they are at the limit.*

### 1. Buy

During a Stock buy, the player will have the opportunity to buy **ONE** Stock token in one airline. The cost to buy a Stock token is indicated by the position of the appropriate airline's Stock Market token on the Stock Market.

A player may buy a Stock token only from the Available Stock Pool. A player is limited to a maximum of 10 Stock tokens. If a player has 10 Stock tokens and wishes to purchase another Stock token, the player must return one of their Stock tokens to the appropriate supply to purchase a new Stock token. The player will receive the current value of the returned Stock token toward the cost of the newly purchased Stock token, but the player never gains any cash as a result of the transaction.

*Example: A **green** Stock token costs \$11 to buy. The player returns a **Yellow** Stock token with a value of \$7 to the Available Stock Pool. The player buys the **green** Stock token for the price difference of \$4. If the player returned a \$15 Stock token to the pool, the \$11 Stock token would cost that player nothing, but no other money would be received. The \$4 difference in value is simply lost by the player who made the buy.*

There may still be unstarted airlines in the game during a Normal Stock Round. New airlines are started by purchasing one share and determining the Initial Stock Price just like was done in the First Stock Round. Only this time, only one share is purchased per buy in the round. A second may be purchased in a following buy in the round.

### 2. Pass

Alternatively, the player may Pass. They may make no more buys in this Normal Stock Round.

Once the start player has made their choice, play then proceeds to the next player in turn order. The Normal Stock Round continues in this fashion until all players have passed.

## TRACKING THE PURCHASE OF STOCK SHARE TOKENS

- The first time an airline's Stock token is purchased during a Normal Stock Round, flip that airline's Stock Market token to the side marked "Purchased". At the end of the stock round, each airline that had at least one Stock token purchased during that round moves its Stock Market token one box forward on the Stock Market. The Stock Market token should then be flipped back to its other side.
- At the end of a Normal Stock Round, if there is no stock for a particular airline remaining in the Available Stock Pool (i.e., 100% of available stock for that airline is in player hands), its token is moved forward one box (unless already at the highest value). This does not take into account stock that has not been put into play yet (shares that become available at income levels 26, 51, and 100).



Therefore, it is possible to move an airline's Stock Market token forward two spaces at the end of a Normal Stock Round.

## BASIC RULES ABOUT STOCK TOKENS:

There are some basic rules for stock ownership:

- Players may only own 10 Stock tokens at the most.
- Each Airline has 5 to 7 Stock tokens available depending on the number of players in the game (see the chart in SETUP on page 2).
- No player may possess all the Stock tokens currently available for an airline.
- Players may own a maximum of 4 Stock tokens of an airline. (Note that this limit is 3 Stock tokens in a 2-player game.)

Stock tokens may only exist in three places:

- In the Available Stock Pool for the appropriate airline
- In the possession of a player
- Out of the game because they are not yet available for sale or because the airline is bankrupt (see below). These additional Stock tokens may come into play if the airline's income reaches certain levels.

Stock tokens that are either in the Available Stock Pool or in the possession of a player are considered in play. Stock tokens that may become available in the future are not considered when deciding if a player is eligible to own a specific stock share.

## BANKRUPTCY

Any airline that ends a turn in the \$1 Stock Market box (i.e., marked "Bankrupt at End of Turn") of the Stock Market goes Bankrupt and is removed from the game.

- All the airline's Stock tokens are removed from the game and no money is received.
- Remove all that airline's Gates and Hubs from the game, which immediately frees those spaces for other airline Gates and Hubs.

Move all Airline Gates that are to the right of a bankrupt airline's gates one space to the left and make any necessary income changes as this is done.

## OPERATION PHASE

Once a Stock Phase has finished, the Operation Phase begins.

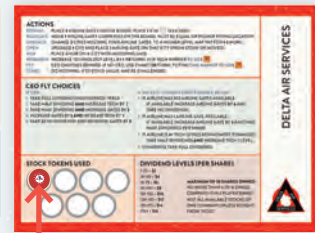
## OPERATING ROUNDS

During the Operation Phase, there may be up to seven Operating Rounds. The player with the First Player marker starts each round by taking one action, then play proceeds clockwise with each player performing one action, using a Stock token for each action until all players have used all of their Stock tokens. Once a player has used all of their stock tokens, they must pass. Play continues until all players have used all their available Stock tokens or completed seven actions. Players may have differing numbers of possible actions depending on the number of Stock tokens they own. To perform an action, the player selects one Stock token from their available supply and moves it to an open space in the Stock Tokens Used section of their Player board. The action performed must be for the airline that matches the Stock token.



Please note: The “Active Airline” is defined as the airline that is activated by the placing of one of its Stock tokens in a Stock Tokens Used space on the Player board. All rules and restrictions are based solely on that airline’s location, Tech Level, and airline Gate availability.

Example: You may not use a **blue** share to Relocate **Brown** airline Gates even if it might help **Blue** by doing so.

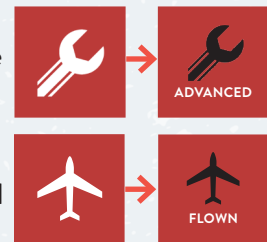


Place used Stock tokens here

## AIRLINE OPERATIONS:

The player must pick one of the following actions to implement for the Active Airline:

- 1. Expand:** Place airline Gates in 1 or 2 different cities.
- 2. Relocate:** Move 1 or 2 airline Gates to different cities.
- 3. Upgrade:** Place City Upgrade tile(s) on one or two cities.
- 4. Open:** Place a City Upgrade tile on a location where that airline does not have a Gate and place 1 Gate on that tile.
- 5. Hub:** Add 1 Hub token, if one is available for that airline, on any city that has an Gate of the airline.
- 6. Research:** Increase that airline’s Tech Level by 1 on the Technology Track. This may only be done only once per Operating Round. Flip over the Tech token for the Active Airline to the “Advanced” side to indicate that Technology advance for this turn has been completed.
- 7. Fly:** Gain dividends listed by adding up the dividend value of all cities served by that airline. Flip over the Dividends/Fly token to the “Flown” side to indicate the airline flew on this turn. That airline may not ‘fly’ again until the next turn. The CEO chooses how the dividend is paid to the owners of the Stock tokens.
- 8. Stand:** If this action is taken, do nothing for the Active Airline, the stock price drops 1 box.



There are always 7 possible Operation Actions available to each player each turn represented by the 7 Stock Tokens Used spaces on each Player board. Each Action requires the use of a Stock token, which is placed on one of the empty Stock Tokens Used circles on your Player board. In the early turns, players will not have enough Stock tokens to fill and perform all of those circles and turns will end with players performing fewer than the maximum number of actions. In later turns, a player with more than 7 Stock tokens, will not be able to perform actions for all their tokens.

## EXPAND

The game board features cities where airlines will place their Gate discs that represent terminals. **White** cities with a number value printed on the board represent the United States’ first major airports.

Others (without an income value printed on the board) depict available upgrades and connections beyond the borders of the US. and are only available when the necessary Tech Level allowing them is achieved. These are the **Yellow**, **Green**, **Brown**, and **Gray** cities.

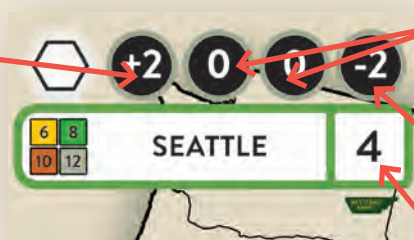
Players may use a Stock token to place 1 or 2 Gates during an Operating Round. The increase in income for that airline is represented by the number on that city space/tile.

Any time the Active Airline adds Gates, track the new income value of the airline on the Income Track.

This base income may be modified depending on the position of the Gates in the airport. The first airline in an airport receives an income bonus because they are the first airline to offer service and can charge premium fares. The last airline in an airport suffers a small penalty since they have more competition and have to lower their fares to attract new business. Those in the middle will neither receive a bonus nor suffer a penalty.

The first airline to place an Gate takes this spot and will receive an extra \$2 income making Seattle worth \$6 to that airline.

These four boxes show the value for Seattle as it is upgraded. When it is upgraded to **yellow** it’s base value will become \$6.



The second and third airlines to place a Gate take these spots and will receive no extra income making Seattle worth its base value of \$4 to those airlines.

The last airline to place a Gate takes this spot and will receive \$2 less income making Seattle worth \$2 to that airline.

The base value for Seattle is \$4.

- **ONLY ONE** Gate disc of each airline is allowed per city.
- Discs must be placed on the space in the chosen city giving it the best income increase beginning with the first position on the left and then going to the right until a vacant position is reached.
- If an airline's Tech Level is **White**, the airline may only place 1 Gate in the USA per Expand.
- If an airline's Tech Level is **Yellow**, the airline may place up to 2 Gates anywhere in the USA or Canada per Expand.
- If an airline's Tech Level is **Green**, the airline may place up to 2 Gates anywhere in the USA, Canada, or South America per Expand.
- If an airline's Tech Level is **Brown**, the airline may place up to 2 Gates anywhere in the USA, Canada, South America, Europe, or the Pacific per Expand.
- If an airline's Tech Level is **Gray**, the airline may place up to 2 Gates anywhere in the world per Expand.

Upgraded cities may be utilized by all airlines regardless of their Tech Level, if the airline's Tech Level allows them to reach the area where the cities reside.

*Example: If Los Angeles has been upgraded to **Brown**, even an airline with a **White** Tech Level could fly in there as access to the USA cities is accomplished in the **White** Tech Level. That poorly funded airline is reaping the rewards of sharing the facility with a more advanced tenant that requires a higher quality airport.*

## AIRLINE OPERATIONS – RELOCATE

A player may move 1 or 2 Gates currently on the board to new location(s) on the board.

All placements must be on a location that is legal for **Expansion** by that airline based on the Active Airline's Tech Level.

After the Operation is complete, the airline must have equal or greater income value than it had at the beginning of the operation. No airline is allowed to lose income by taking a Relocate action. If the action would lower the income, it **MAY NOT** be performed.

- When Gates are relocated, add the difference between the previous location and the new location.
- When an Gate leaves a city, the remaining Gates slide to the left filling the vacated spaces. This may lead to a small adjustment of those affected airline's income and should be reflected on the Income Track.

## AIRLINE OPERATIONS – UPGRADE

Change one or two cities to a higher income level that is permitted by the Active Airline's current Tech Level.

White ⇌ Yellow ⇌ Green ⇌ Brown ⇌ Gray



To perform this action the Active Airline **must** have an Gate in the cities being upgraded.

After upgrading one or two cities, the active player may pay money to upgrade up to 2 more legal cities. By paying for each city according to the chart below, one or two extra cities could be upgraded bringing the possible total to 4 for a single action.

- **Yellow** (\$10)
- **Green** (\$20)
- **Brown** (\$30)
- **Gray** (\$40)

Not all cities are available in all these colors but once a city enters play (Santiago in **Green**, Hong Kong in **Brown** for example), those cities will remain in play with future upgrades available in the higher tech colors.

A player may only upgrade a city to the color that the Active Airline Stock token you are playing has achieved on the Tech Track. An airline in the **Green** Tech Zone may only place **Green** City Upgrade tiles, and by virtue of the Technology Track, only in USA, Canada or South America. Since that airline only has a Tech Level of **Green**, it has not achieved the ability to place **Brown** City Upgrade tiles or tiles in Europe or the Pacific so those could not be upgraded.

Airlines may not place city colors lower than their current Tech Level. An airline in the **Brown** Tech Level may not place a **Green** or **Yellow** City Upgrade tile but must place **Brown**.



City Upgrade tiles are not required to be increased incrementally. A city may be increased from **White** directly to **Gray** if desired and possible with the expenditure of one action. All 'skipped' tiles become un-playable

Cities may never regress. If a city has a **Brown** tile, it may not be replaced with a **Green** tile.

When a city is upgraded, all Airline Gates in the city are kept in their current spaces. All airlines that have an Airline Gate in the upgrade cities should indicate their new income level on the Income Track.

*Example: Currently, Chicago is still at the **White** technology level. Each airline servicing Chicago receives \$7 on the income track. Since **Yellow** is the first airline in Chicago, it receives an extra \$3 on the Income Track. When Chicago is upgraded to **Yellow**, all airlines at the city have their incomes increased by the tile difference, in this case from \$7 to \$10. This is represented by moving the Income/Fly token for the **yellow**, **orange**, and **blue** airlines up \$3 each. Also note that **Yellow** now adds their \$3 to the \$10, receiving \$13 income.*



## AIRLINE OPERATIONS – OPEN

This action is a combination of the Upgrade and Expand action. In order for the city to be chosen for this action, the Active Airline must **NOT** already have a presence in that city **AND** the city must have an open gate for the Active Airline's Gate.

First, **Upgrade** that City following all of the rules for Upgrading (see UPGRADE, on page 10).

**Then**, place one Gate for the Active Airline in this upgraded City. The Gate may come from that Active Airline's available stock or from a city where it has a Gate on the board. All rules for Expanding (page 9) or Relocating (page 10) must be followed, as appropriate.

Finally, adjust the Active Airline's Income/Fly token to reflect the new income level on Income Track. Also, adjust the other Airlines' Airline Income/Fly tokens to reflect their new income level on the Income Track.

After the Operation is complete, the Active Airline must have equal or greater income value than it had at the beginning of the operation. No Active Airline may lose income by an Open action. If the action would lower the income, it **MAY NOT** be performed.

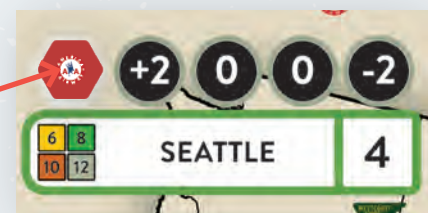
## AIRLINE OPERATIONS – HUB

As air travel networks expand and became more complex, the Hub concept began to emerge. Hubs are a way for airlines to increase revenue without adding additional cities to their network by making their operations more efficient.

If the Active Airline has an available Hub in its stock, one Hub may be placed in a city that already holds an Gate of that Airline and has an open position in the city to hold a Hub. This Hub now counts as an extra Gate on that city for that airline. Airlines receive Hubs when their Income level reaches 26, 76, and 100 values. The newly available Hubs are placed in the Hub space adjacent to the top of the board as their available Gates.

There are some basic requirements and effects of placing a Hub.

- Once placed, a Hub may never be removed unless the airline becomes bankrupt. The Gate that qualified the airline to place the Hub in that city may never be removed, unless the airline become bankrupt.
- Hubs always add income equal to the value shown on the city, no bonuses or penalties are suffered.
- The first Hub becomes available for an airline once that airline reaches an income level of \$26. One additional Hub becomes available at the \$76 income level and again at the \$100 income level.

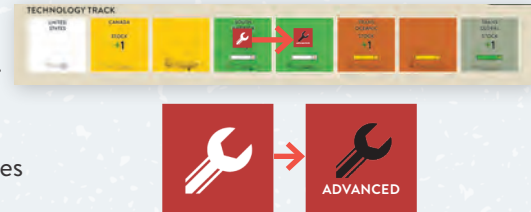


- Each city in the USA and Canada may hold only one Hub. Once an airline has a Hub in a city, no other airline may place a Hub there, unless, of course, the airline becomes bankrupt.
- Cities outside the Continental United States and Canada do not support Hubs. No Hubs may be built in these cities.

## AIRLINE OPERATIONS – RESEARCH

Increase the Active Airline's Tech Level by one space.

Each airline may increase its Tech Level once per turn with a stock action. To do this, increase the Tech Level of an the Active Airline by moving its Tech token one box to the right on the Technology Track. Once this has been moved, flip the Tech token over to the "Advanced" side. This indicates that the free Tech Advance has taken place for this turn.



The first time an airline's Tech token enters a new color it allows that airline to gain certain benefits:

- 2<sup>nd</sup> Box (**Yellow**): Gates may be placed in any city in the USA or Canada. Within those restrictions, the color of the City Upgrade tile presents no obstacle to placement of these Gates. That airline may place **Yellow** City Upgrade tiles on the board. **Yellow** City Upgrade tiles may be placed only in the USA or Canada.
- 4<sup>th</sup> Box (**Green**): Gates may be placed in any city in the USA, Canada, or South America. Within those restrictions, the color of the City Upgrade tile presents no obstacle to placement of these Gates. That airline may place **Green** City Upgrade tiles on the board. **Green** City Upgrade tiles may be placed only in the USA, Canada, or South America.
- 6<sup>th</sup> Box (**Brown**): Gates may be placed in any city in the USA, Canada, South America, Europe, or the Pacific. Within those restrictions, the color of the City Upgrade tile presents no obstacle to placement of these Gates. That airline may place **Brown** City Upgrade tiles on the board.
- 8<sup>th</sup> Box (**Gray**): Gates may be placed on any city on the board. The color of the City Upgrade tile presents no obstacle to placement of these Gates. That airline may place **Gray** City Upgrade tiles anywhere on the board.

Whenever the Active Airline's Tech token enters the 2<sup>nd</sup> Box (**Yellow**), 4<sup>th</sup> Box (**Green**), 6<sup>th</sup> Box (**Brown**), and 9<sup>th</sup> Box (**Gray**) on the Technology Track, its Stock Price also increases. Move the Active Airline's Stock Market token one space to the right immediately.



## AIRLINE OPERATIONS – FLY

Of course, airlines must fly airplanes and transport passengers to earn income and pay dividends to their shareholders. Operating the Active Airline is one of the key actions in **1930**.

**IMPORTANT:** A FLY action may be taken by ANY player with a Stock token of the Active Airline. Please note that the airline receives a penalty if no player elects to take the Fly action for it during an Operating Round. Also note, an airline may only Fly once per Operation Phase. Flying generates income that is the total of all cities holding Gates of that airline based on the location of the gates in those cities. This value is tracked by the location of the Income/Fly token on the Income Track board. This value can be easily verified at any time by adding the value of the cities that hold Gates and Hubs of that airline.

**IMPORTANT:** This value is NOT the income paid to players who own the Stock tokens of the airlines. The amount shown is checked against the Dividend Level value shown on the Player boards. The amount indicated for the current income level is then paid out **per Stock token** to all players who own Stock tokens of that airline.

For example, an airline with an income level of \$28 falls into \$4 Dividend Level. Therefore, each Stock token owned by a player is eligible for a \$4 dividend that **could** be paid to those players.

The CEO of the Active Airline now decides whether the dividends will be paid and for what amount.



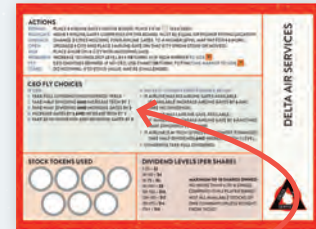
## Determining the CEO

To be considered the CEO, the player must have more Stock tokens in the Active Airline than any other single player. If no player has more than any other player, the choice is made by the rules for no CEO.

If a CEO can be identified, they may choose from one of the following options:

### CEO Choices

- 1: Pay Full Dividend per share based on the Dividend Level
- 2: Pay a Dividend but at Half of the Dividend Level rate (rounded up) (hereafter referred to as a Half Dividend) and Increase the Tech Level of the Active Airline by one on the Technology Track \*\*
- 3: Pay Half Dividend per share and Add 3 Airline Gates to that Airline's Supply
- 4: Take No Dividends and Add 6 Gates to that Airline's Supply
- 5: Take No Dividends and Add 3 Gates to that Airline's Supply and increase its Tech Level by one \*\*



These options are listed on the Player boards

**If there is no CEO, do the first action that applies fully from the order below.**

- 1: If the Active Airline has no Gates available, and 6 in reserve, take No Dividends and add 6 Gates.
- 2: If the Active Airline has only 0 or 1 Gate available, take Half Dividends\* and Increase Airline Gates by 3, if available.
- 3: If the Active Airline is 3 or more Tech boxes behind the most advanced airline, take Half Dividends\* and Increase its Tech Level by one\*\*
- 4: Otherwise, Take Full Dividends.

\* Half Dividend (Divide in Half and round up to the nearest \$1.)

\*\* All Tech increases here occur without flipping the token to the Advanced side. It is possible even if the Advanced side is showing.

When an Airline does the FLY action, flip the Income/Fly token over to the FLOWN side to indicate that the FLY action was taken. **Flying may only be performed once per Operation Phase.**

## AIRLINE OPERATIONS – STAND

A player may play a Stock token for an Operation and choose to Stand. If this happens, no action is taken for the Active Airline and the Stock Market token for that airline is moved back one box on the Stock Market. A Stand Operation may **not** be chosen if there is a legal Action that could be taken for the Active Airline and that will not cost the player any money out of their own holdings. If a player attempts to perform a Stand action for the Active Airline, possible legal actions may be pointed out by other players and, if found to be valid, one must be performed. If a player wishes to Stand and anyone can point out any of these alternatives, the player must take a legal alternative. However, no alternative is required that would force the active player to spend money to perform the action. If multiple actions can be shown, it is the active player's choice which action to take.

The player in this case may be forced to:

1. Expand: Place Gates in 1 or 2 different cities.
2. Relocate: Move 1 or 2 Gates to different city(s).
3. Upgrade: If there are cities below their Tech Level with Gates of that airline in them.
4. Open: a city if it would at least keep their income the same.
5. Hub: Add 1 Hub token, if one is available for that airline, on any city that has an Gate of the airline.
6. Research: Increase that Airline's Tech level by one on the Technology Track.
7. Fly: If the airline has not flown yet.

If the other players can show a legal alternative, the player is allowed to pick another action to perform with a different airline. Otherwise, the player must do one of the legal actions for the Active Airline that was identified.

## END OF TURN PHASE

### END OF TURN - CLEAN UP

Once every player has taken all actions permitted by them using their available Stock tokens, the Operating Phase ends.

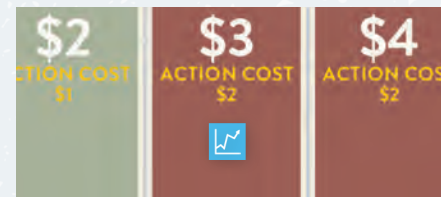
At the end of the turn, the following steps occur.

#### 1. Purchase Actions:

In turn order, each player may choose to purchase one action for a single airline in which they qualify as CEO. To be considered the CEO, the player must have more Stock tokens in the airline than any other single player. This extra action is optional, and each player may only buy one action total, not one per qualifying airline.

Players may purchase any of the possible actions in Clean Up with the following parameters:

- The cost is equal to the action cost shown on the space on the Stock Market currently holding the airline's Stock Market token.
- The cost for the action comes from the player's **personal money**.
- If either of the two actions (Fly or Research) that can be done only once per turn has already been done earlier in the turn, they may not be performed again. If they have not been performed already, they may be performed now.



The CEO of the **Blue** airline may pay \$2 to purchase an action.

#### 2. Any airline that did not Fly by this point on the turn moves its Stock token back one box on the Stock Market.

#### 3. Penalize airlines that suffer Tech Penalties

Any airline that has a Gate in a city that is more than one box below their Tech Level will receive a penalty for each city that falls in that penalty range. The penalty for that is to move its Stock token back one box on the Stock Market per city not at the required Tech Level.

*Example: if the airline Tech Level is **Green**, the airline moves its Stock token on the Stock Market back one space for each Gate at a **White** Tech Level city.*



#### 4. Assign Contract cards to airlines (see CONTRACT CARDS on page 5).

#### 5. Move the Turn cube one space to the right. After Turn 6, the game is over.

#### 6. If the game is not over, all players move their Stock tokens from their 'Stock Tokens Used' spaces to the right side of their Player boards. The player holding the First Player marker passes it to the player on their left.

## END OF GAME PHASE

### END OF GAME & FINAL FLIGHT

The game lasts six turns.

After the End of Turn Phase of the Final Turn, all airlines then make one final flight paying Full Dividends.

### WINNING THE GAME

The winner is determined by totaling up all the money accumulated by a player throughout the game and then adding in the value of all stock possessed by the player valued at the current market value for each share. The winner is the player with the most money. If players are tied with the most money, the tied players rejoice in their shared victory.



*"I would like to thank Rio Grande Games and Jay Tummelson personally for the work and effort put into getting this game published.*

*I would like to thank all the people who worked on this project and all the play testers for their help and input into making this game.*

*This would not have been possible without them.*

*A special nod to Francis Tresham, who made the 18xx series possible with his 1829 design, of which 1830 was further built upon and which was an inspiration for this project.*

*I would like to thank my local gaming group for supporting me on this endeavor, with special thanks to my good friend, Kevin Whitmore.*

*Of course this would not have been possible without the love and support of my family." - Alex Sorbello*

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## Players

Airlines in the game

Airline Stock Share tokens (Start/Total)

Max Share tokens Allowed in one Airline Per Player

2	3	4	5	6
5	6	8	9	10
3/5	3/6	3/6	4/7	4/7
3	4	4	4	4

The first airline to place a Gate takes this spot and will receive an extra \$2 income making Seattle worth \$6 to that airline.

These four boxes show the value for Seattle as it is upgraded. When it is upgraded to **yellow** it's base value will become \$6.



The second and third airlines to place a Gate takes these spots and will receive no extra income making Seattle worth its base value of \$4 to those airlines.

The last airline to place a Gate takes this spot and will receive \$2 less income making Seattle worth \$2 to that airline.

The base value for Seattle is \$4.

## Airline Tokens



Stock Market



Income/Fly



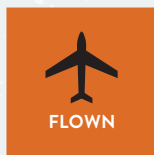
+100/200



Tech



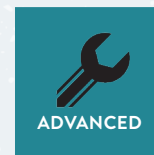
Maximum  
once per turn  
benefit reminder.



Allowed only  
once per turn as an  
action reminder.



Income is maxed out.  
No further income  
benefit reminder.



Allowed only  
once per turn as an  
action reminder.



Hub Token



Stock Token

## EXPAND ACTION TABLE

Tech color	# of Gates allowed	locations allowed
White	1	USA
Yellow	2	USA or Canada
Green	2	USA, Canada, South America
Brown	2	USA, Canana, South America, Europe, and Pacific
Gray	2	Global, anywhere in the world