

ECONOMY CLASS

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MOVEMENT
CHART

(T) (H)	Move one square.
(T) (T)	Move two squares.
(H) (H)	Do not move; flip on the Event Chart instead.

	GATE A2		GATE A1		
1. BAD LUCK (NON-TRANSFERABLE)		2. GOOD LUCK (NON-TRANSFERABLE)		3. BAD LUCK (NON-TRANSFERABLE)	
(H) (H) ADDITIONAL GOAL. Flip on the Goal Chart and add the new Goal to your List.		(H) (H) MULTI-TASK. Next turn, you may both move and flip for an Event.		(H) (H) EMPTY WALLET. Visit an ATM Machine before completing any remaining Goals.	
(T) (T) KARMIC BALANCE. Lose any Transferable Bad Luck that you have not yet played.		(T) (T) RE-PRIORITIZE. Replace any Goal on your Goal List with a new Goal of your choice.		(T) (T) CROWD. Lose your next turn.	
(T) (H) CANNOT LIVE ON COFFEE ALONE. Add the Food Kiosk to your Goal List.		(T) (H) BURST OF SPEED. Next time you move, you may move one additional square.		(T) (H) GATE CHANGE. Flip for a new Departure Gate on the Departure Gate Chart.	
GATE A10					MOVING SIDEWALK A
4. BAD LUCK (TRANSFERABLE)		5. GOOD LUCK (NON-TRANSFERABLE)		6. BAD LUCK (TRANSFERABLE)	
(H) (H) ADDITIONAL GOAL. Flip on the Goal Chart and add the new Goal to your List.		(H) (H) KARMIC BALANCE. Choose an opponent. S/he loses any Transferable Bad Luck s/he has not yet played.		(H) (H) GATE CHANGE. Flip for a new Departure Gate on the Departure Gate Chart.	
(T) (T) LOST AND CONFUSED. Visit the Information Desk before Boarding or completing any additional Goals.		(T) (T) LIVE SIMPLY. Remove one Goal from your Goal List.		(T) (T) CROWD. Lose your next turn.	
(T) (H) HAVE TO PEE. Add the Restroom to your Goal List.		(T) (H) BLESSED BY THE AIRPORT GODS. You may re-flip one future Event.		(T) (H) CURSED BY THE AIRPORT GODS. The opponent who transferred this Event to you may force you to re-flip one future Event.	
MOVING SIDEWALK B					GATE A5
GOAL CHART		EVENT CHART		DEPARTURE GATE CHART	
(T) (H) (H) (H) Restroom		(T) (H) (H) (H) Flip on Event Chart 1.		(T) (H) (H) (H) Gate A15 (start at A1)	
(T) (T) (T) (T) Corporate Coffeehouse		(T) (H) (T) (H) Flip on Event Chart 2.		(T) (T) (T) (T) Gate A1 (start at A15)	
(T) (H) (T) (H) Information Desk		(T) (T) (T) (T) Flip on Event Chart 3.		(T) (H) (T) (H) Gate A13 (start at A2)	
(H) (H) (H) (H) ATM		(H) (H) (H) (H) Flip on Event Chart 4.		(H) (H) (H) (H) Gate A2 (start at A13)	
(T) (T) (T) (T) Food Kiosk	GATE A15	(T) (H) (T) (H) Flip on Event Chart 5.		(T) (T) (T) (T) Gate A5 (start at A10)	
(T) (T) (T) (H) Pay Phone		(T) (T) (T) (T) Flip on Event Chart 6.	GATE A13	(T) (T) (T) (H) Gate A10 (start at A5)	