RUSHING TIN

"THE GAME OF QUESTIONABLE AIR TRAFFIC CONTROL"

SECTOR

– RT001 –

(LITE)

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YOUR FIRST RUSHING TIN GAME TURN

As Rushing Tin has a lot of rules to get to grips with, it's best if, for your first couple of games, you play this 'lite' version which omits all Random & Weather Events. This is because it takes a bit of getting used to how the planes fly and the procedures involved when you start having Near Misses and Collisions (and you will!).

1.00 GAME SETUP

Set up the Sector Map according to the specific instructions Sector RT001(Lite) (page 11).

1.00 Each ATC collects one weeks wages which is 500 Rushing Tin Cash.

1.01 Shuffle the 'Hand-off Cards' and deal one face-up to each player until all players have 3 Pending Hand-offs. Place the rest of the undealt Hand-off cards face down next to the game board.

1.03 Place the 'ATC Status Cards' next to the 'Weather Event Cards'. These don't need to be shuffled as specific cards are selected during play.

1.04 Place the correct number of starting Plane IDs for the Sector in the 'Plane Pool', and the correct number of corresponding Plane Cubes next to them.

1.05 Each ATC rolls 1d6, and whoever rolls highest (sorting ties by re-rolling) becomes known as ***'The Lead Controller'***.

1.06 The ***Lead Controller*** takes the Sector Log and is responsible for logging all activity during the shift.

1.07 The ***Lead Controller*** now *Accepts* one of their Pending Hand-offs and places the card face up in front of them in their Accepted Hand-offs Area

1.08 They then place a 'Plane ID' counter from the 'Plane Pool' face up on the 'Hand-off Card'. And place the 'Plane Cube', with the same ID number, behind the 'Entry Point' indicated by the 'Hand-off Card' (see page 10 of the main manual).

1.09 The other ATCs (starting from the 'Lead Controllers' left) now take one of their 'Pending Hand-offs' and lay it face up in front of them performing the actions outlined in 1.07.

1.10 Once each ATC has accepted one 'Hand-off', all ATCs may now offer any of their remaining 'Pending Hand-offs' to other ATCs as an exchange, gift, or sale.

1.11 Once all trades of 'Pending Hand-offs' have been made, all ATCs (starting with the Lead Controller and working to the left) may now *Accept* another of their 'Pending Hand-offs' if a 'Plane ID' is available in the 'Plane Pool' and they haven't exceeded the 'Shift Limit' (see page 15 of the main manual).

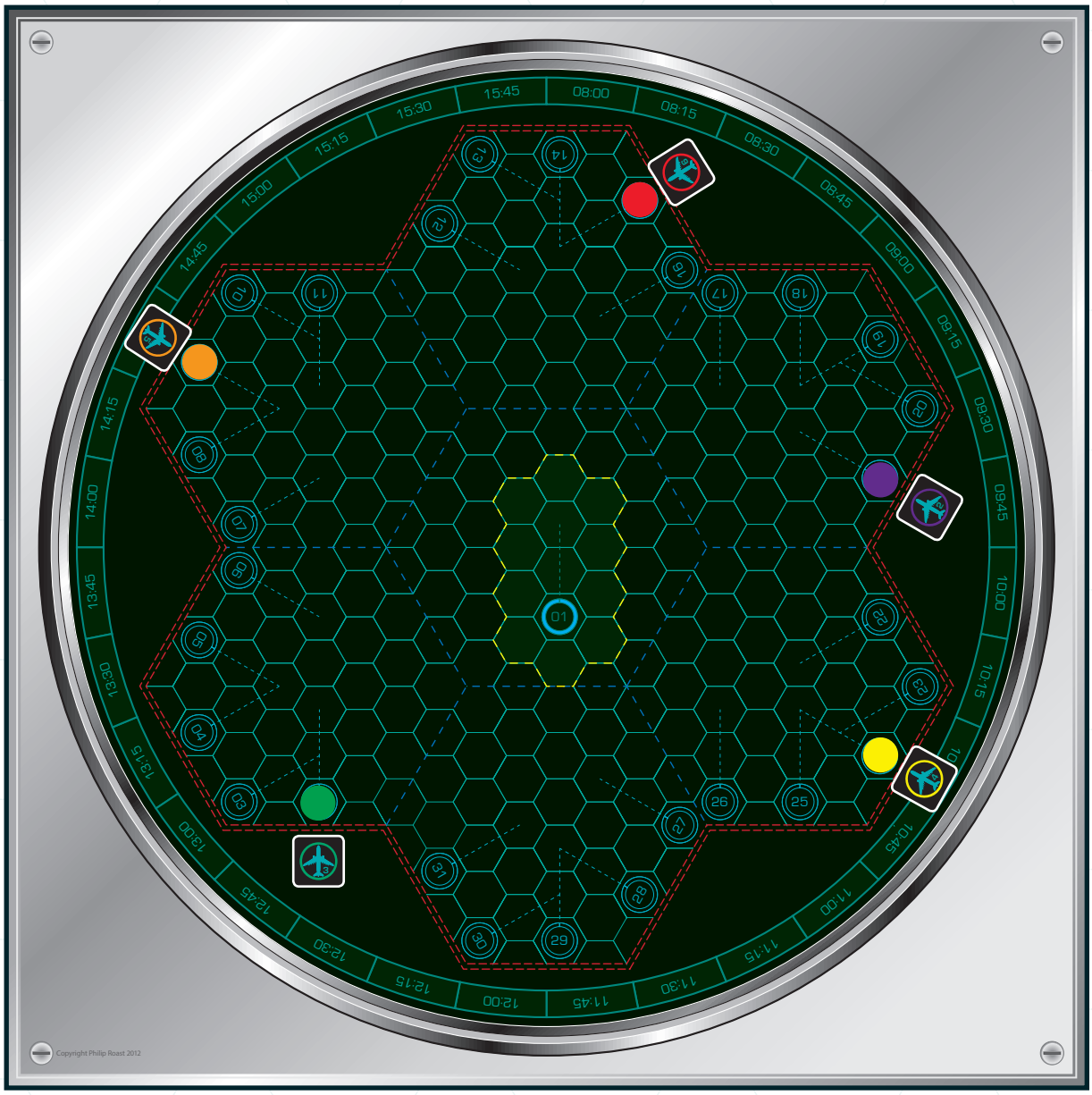
1.12 ATCs aren't obliged to accept any more of their 'Pending Hand-offs' at this stage, but if there are planes left in the 'Plane Pool' more 'Pending Hand-offs' must be accepted.

1.13 If none of the ATCs want to accept any more 'Hand-Offs', then 1d6 must be rolled by each ATC for the remaining 'Plane ID' counters - lowest roll must accept a Hand-off' first, second lowest must accept the next, and so on - re-rolling for ties.

GAME SETUP EXAMPLE

In the opposite example a player is playing solo so must accept all starting Hand-offs for the Sector (which is 6).

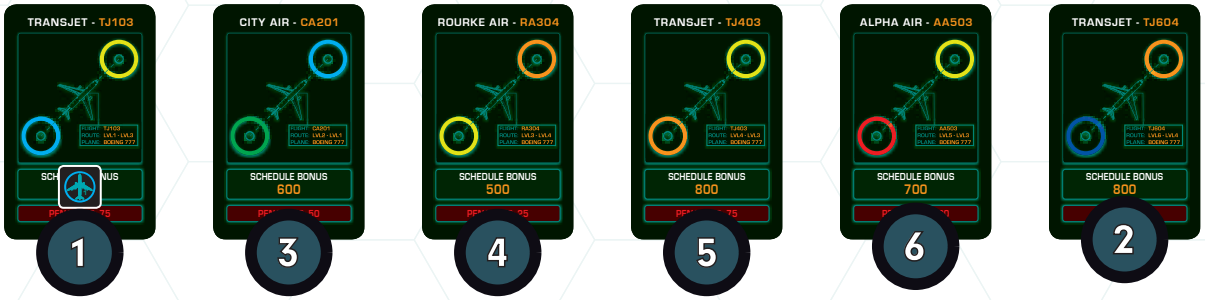
All planes have been placed in position except for Plane ID 1, as it will take off from the Airport (planes taking off, remain off the board until it's their turn to move – allowing landing planes to land safely). So the Plane Cube is placed on the Hand-off card to show it is ready to enter play if safe to do so next turn (see page 22 of the main manual)



PENDING HAND OFF AREA

HAND OFF AND ATC STATUS CARDS

ACCEPTED HAND OFFS



1.10 MOVE ALL PLANES

1.11 A plane is considered 'Active' if it is either on the 'Sector Map', or 'Ready to Enter Play' this turn.

1.12 A plane is considered 'Ready to Enter Play' if its 'Plane ID' counter is placed on a face up 'Hand Off' card and its 'Plane Cube' is on the edge of the board at the start of the turn (or on the Hand Off card if taking off from the airport that turn)

1.13 The plane at the highest level is moved first, followed by the plane on the next level and so on.

1.14 If two planes occupy the same level, the one with the Highest ID moves first.

1.15 When an ATC moves a plane they turn the ID Counter face down on the 'Hand Off Card' so it's easy for the other ATC's to see it's moved.

1.16 An ATC accepting a 'Hand-Off' may not move a plane, or change its level in such a way that will cause another plane entering from the same entry point to cause a near miss.

1.20 'HANDING OFF' PLANES

1.21 If a plane is 'Handed Off', the Lead Controller notes the time of the 'Hand Off' on the Sector Log' and awards any Schedule bonus owed to the owning ATC.

1.22 Before awarding the bonus, all penalties accumulated during the flight are deducted and any airline bonus modifiers applied (see page 5 of the main manual).

1.23 The ATC may now accept a new 'Hand Off' card from their 'Pending Hand Offs' if they wish (see page 16 of the main manual & page 5, Shift Limit) and follow the procedure outlined in 1.07 ***NOTE: this plane won't be active until the next turn.***

1.24 If the ATC doesn't have a Pending Hand Off they may buy or trade one with another ATC and accept it staight away.

1.30 MORE PENDING 'HAND OFFS'

1.31 Starting with the Lead Contoller (and working to the left), any ATC who has less than 3 'Pending Hand Offs' may now (if they wish) take one 'Hand Off' from the 'Hand Off' deck and place it face up in their 'Pending Hand Offs'.

1.40 INTRODUCING MORE PLANES

The skies get more crowded as the game progresses, and more Planes are made available in the Plane Pool according to the frequency stated in the Sector Log.

1.41 If it's time on the next turn to add a new plane, and one is available, the Lead controller may now take any 'Out of Play' Plane and add it to the 'Plane Pool'.

1.50 REMAINING HAND OFFS

All 'Pending Hand Offs' must now be accepted if 'Plane ID' counters are available in the 'Plane Pool'. ATCs may now choose to accept any of their 'Pending Hand Off Cards' or trade with other ATCs for theirs.

1.51 Hand offs are accepted one at a time in a clockwise direction starting with the lead controller until all ATC's have had the opportunity to accept one hand off.

1.52 If there aren't enough planes available in the 'Plane Pool' for all ATC's wishing to accept another Hand Off, then each ATC must roll 1d6 and only the highest rolls get to choose. (Players may naturally bid or trade for any of the 'Hand Offs')

1.53 If there are remaining Planes available and no ATC wants to accept another hand off, then all ATCs must roll 1d6 to decide who must accept.

The ATCs who roll the lowest results must accept the remaining 'Hand Offs' as long as they don't exceed the 'Shift Limit' – lowest roll has first choice, second lowest has second choice and so on - re-rolling for ties.

1.60 ACTIVATE THE NEXT TURN

Once all ATC's have moved, events noted on the 'Sector Log', and all payments have been made and taken, the 'Time Counter' is moved forward and the next turn is activated (1.11).

THE END OF THE SHIFT

At the end of the 31st turn (15:45) the game ends and the winner is the ATC who has 'earnt' the most money from their shift. In case of a tie, the ATC with the most commendations & least deals is the winner.

SHIFT LIMIT

No ATC may accept more than the maximum number of 'Hand Offs' permitted for the Shift unless ALL ATC's have planes up to the Shift Limit.

The Shift Limit is the maximum number of Aircraft permitted to be controlled by an individual ATC depending on the size of the shift.

1 ATC = 12 accepted / 3 pending
2 ATCs = 8 accepted / 3 pending
3 ATCs = 5 accepted / 3 pending
4 ATCs = 4 accepted / 3 pending

BIDDING FOR 'HAND OFFS'

At any point during the game any ATC may offer money to another ATC to take over one of their 'Hand Off's (following Shift Limit rules)

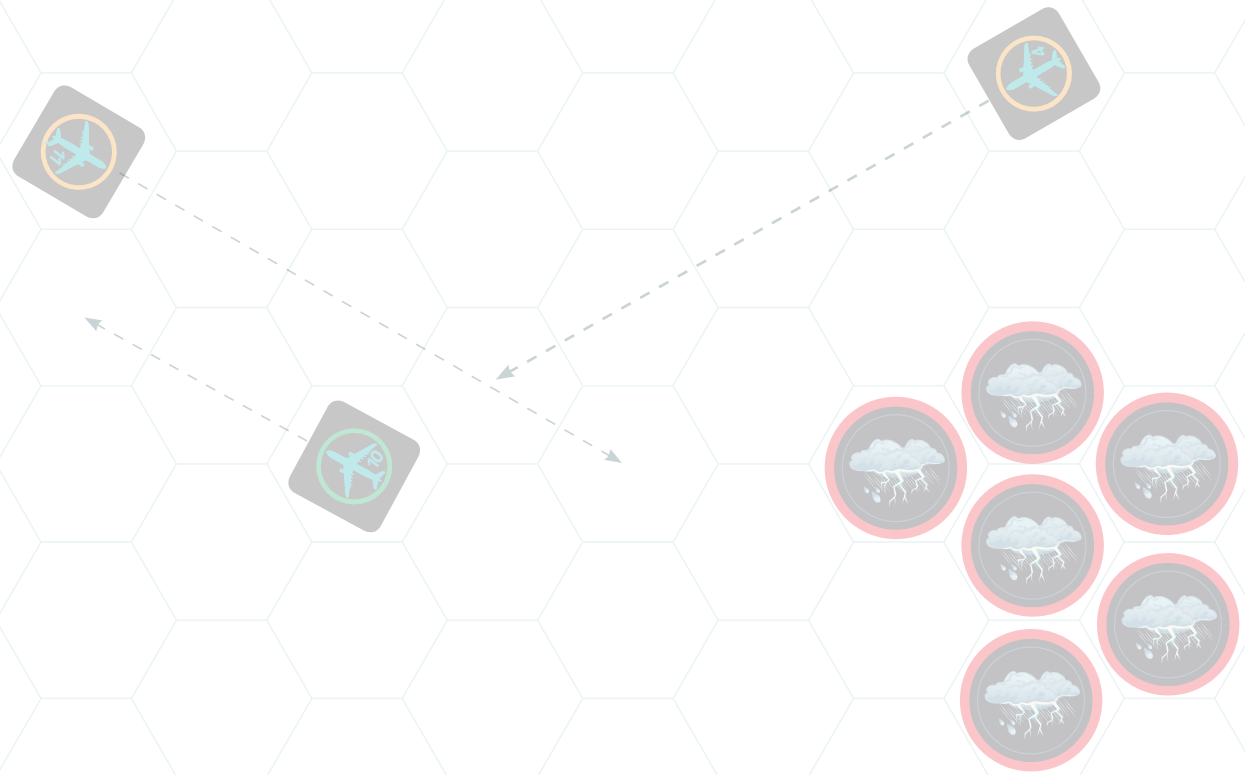
SECTOR RT001 (LITE)

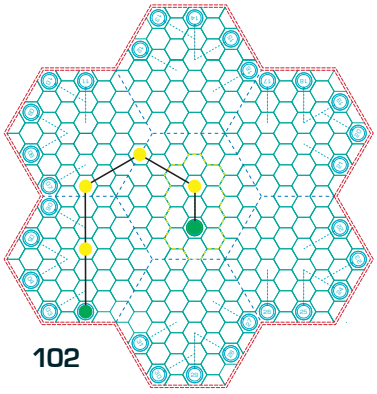
Sector RT001(Lite) is a version of Sector RT001 but with all Multi-Routes and Celebrity Jets removed. As it's best for you to get to grips with flying Single Routes before heading into the more involved routes.

The Sector Log is located on page 11 and your Lead Controller will use this to keep trck of all air traffic handled during the game.

And to get everyon up to speed quickly, the diagrams on the following pages show each of the routes for the Sector RT001(Lite). The diagrams show the quickest* way for planes to fly all the routes assuming there are no obstacles in the way.

*If you can find a quicker way to fly any of the routes please let people know on the Rushin Tin website ***www.rushingtin.com***





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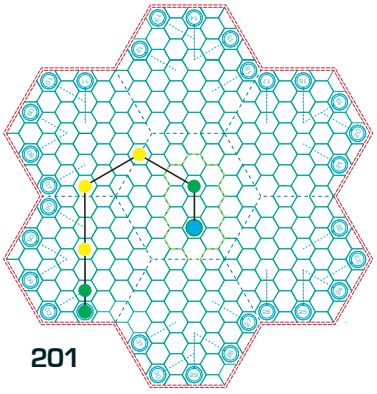

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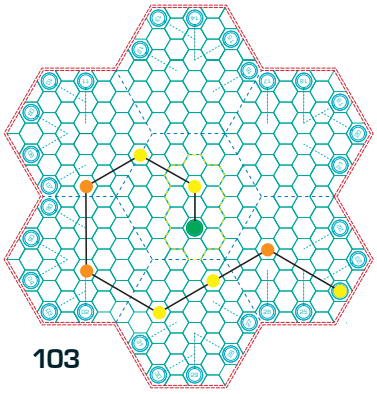

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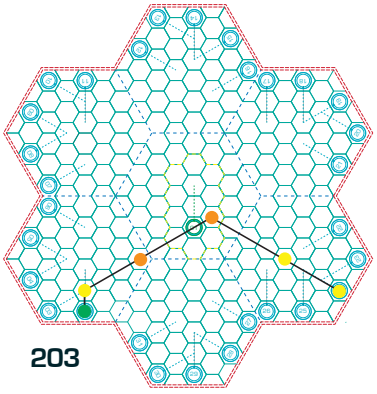

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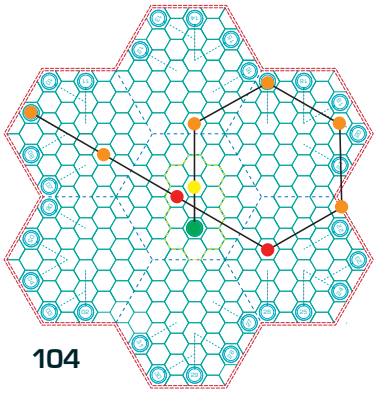

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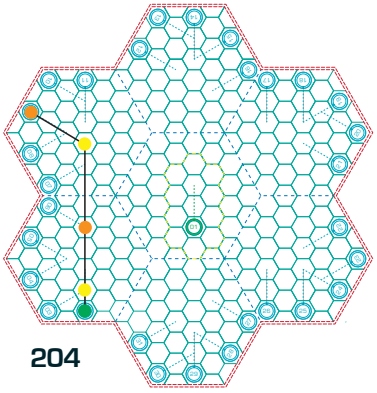

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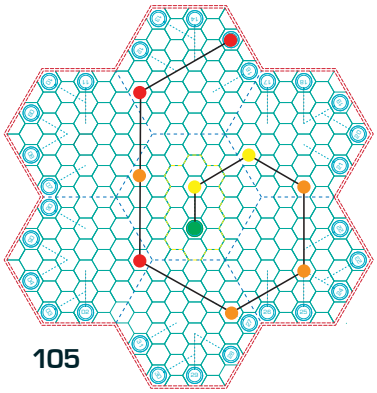

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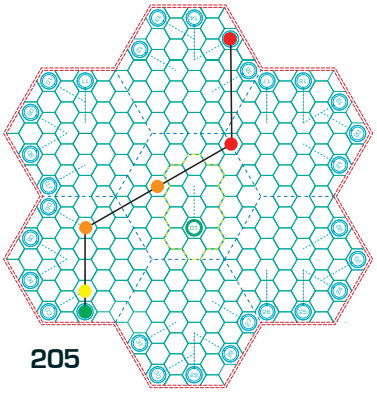

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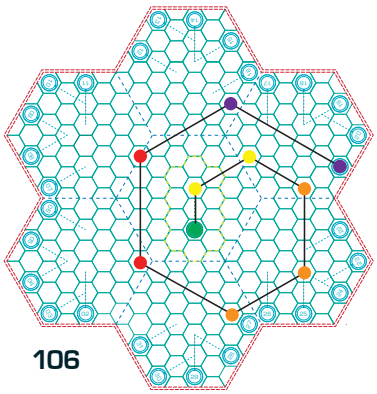

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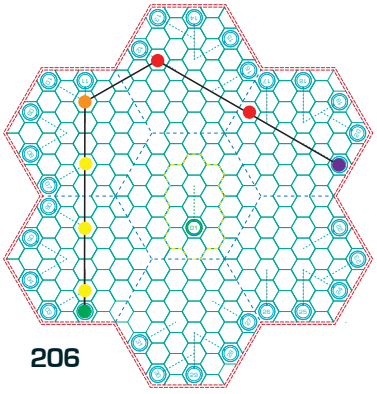

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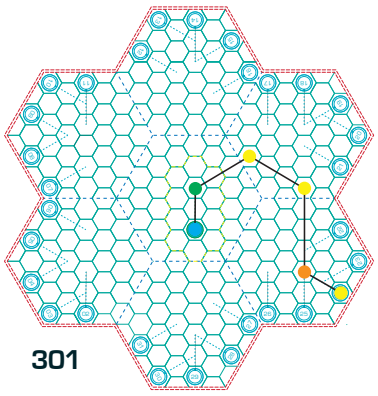

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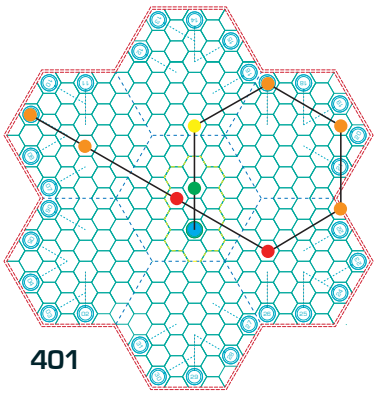

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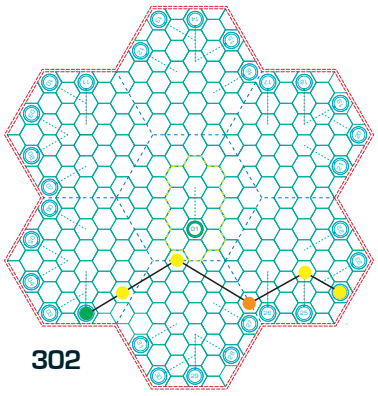

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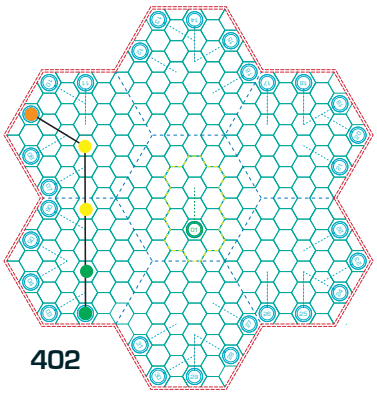

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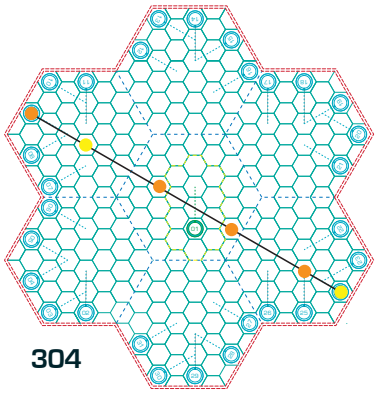

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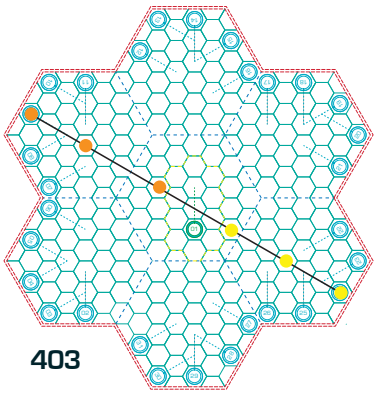

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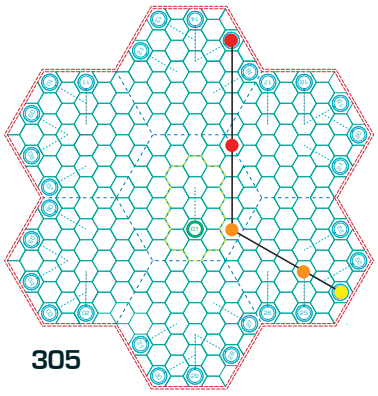

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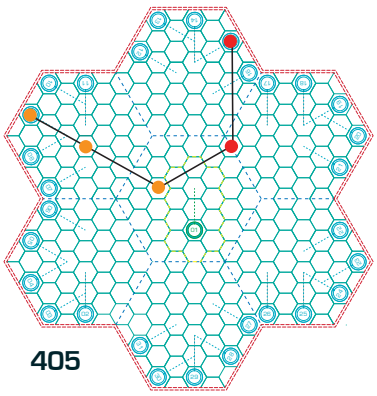

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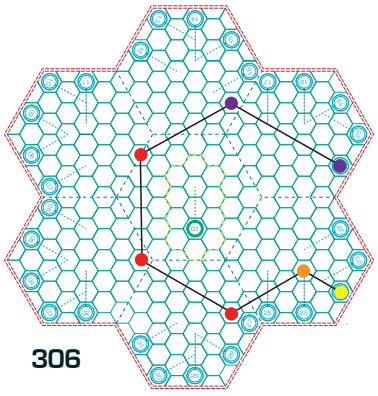

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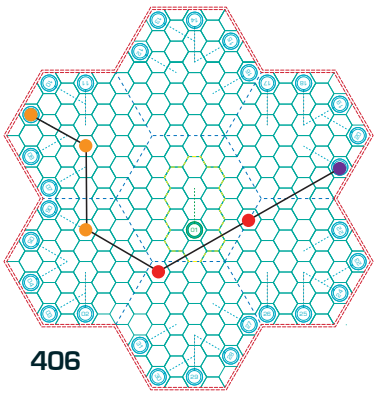

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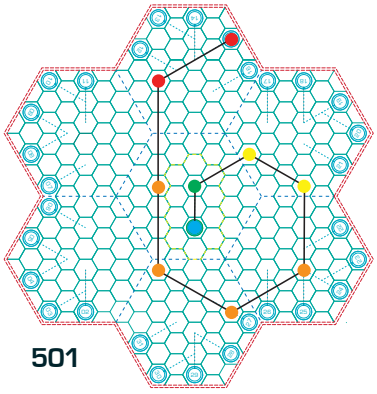

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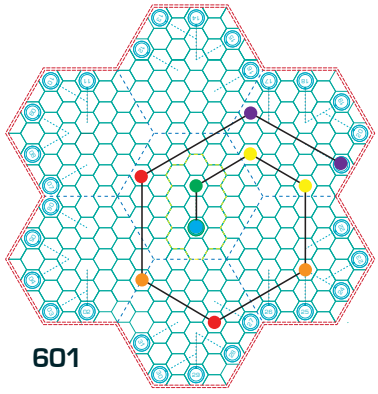

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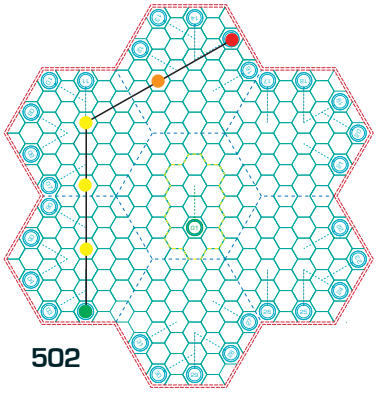

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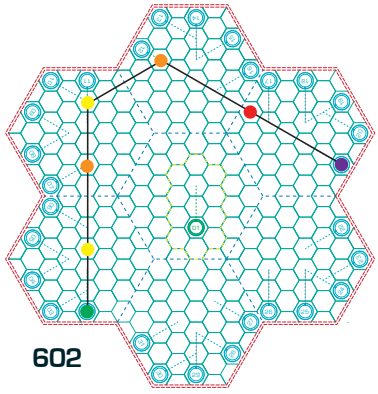

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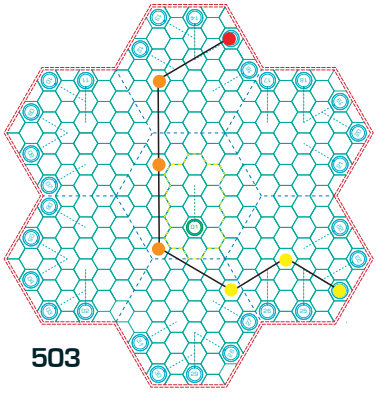

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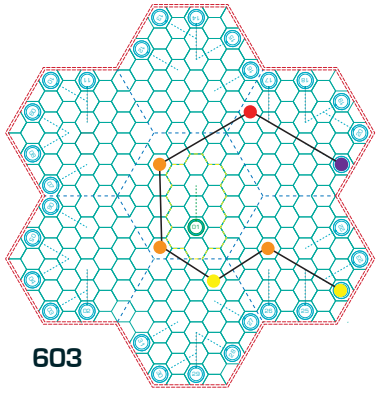

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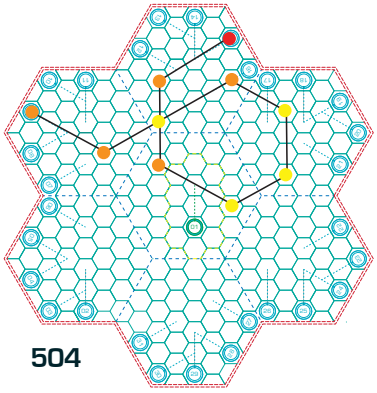

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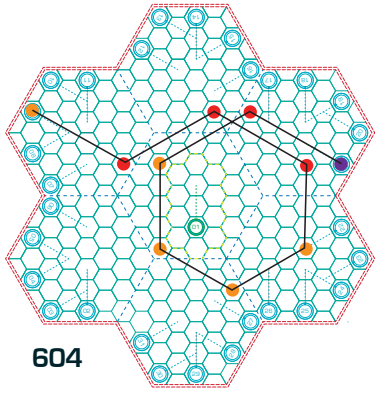

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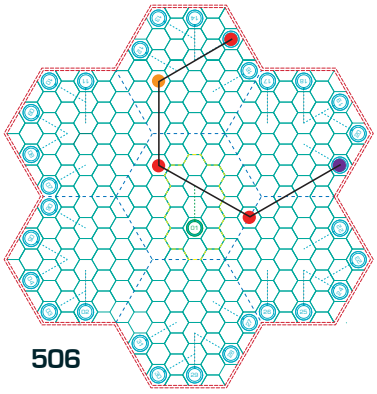

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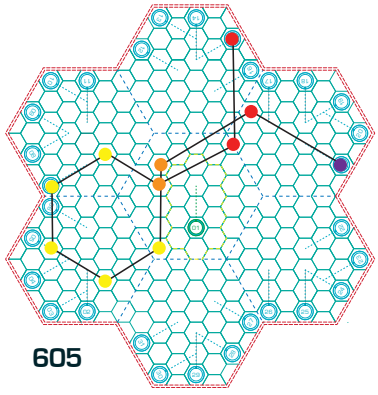

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SECTORS AND THE SECTOR LOG

UNDERSTANDING YOUR SECTOR

When you've been assigned to a Sector you must familiarise yourself with its daily Air Traffic, their Routes, and the required Schedules for these Routes – all of which is located on the Sector Log (see your Lead Controller for details)

- The top bar (or 'Sector ID Strip') of the Sector Log contains the 'Sector Code' e.g. RT001, RT002, RT003 etc..
- Next to the 'Sector Code' is the frequency of Air Traffic on a normal shift.

  'Starting Planes' indicates the number of Planes to expect at 8am.

  'Frequency' indicates the rate at which new planes arrive.
- Below the 'Sector ID Strip' is the location of all available 'Entry/Exit Points' for the Sector. The 'Entry Point' being the numbered area on the Sector Map and the 'Level' indicating which 'Level Marker' to place on that point.
- Below this 'Entry/Exit Point' information are listed all the Routes available in the Sector along with their assigned Schedule Times

SECTOR LOG

Overleaf is an example of a Sector Log which shows the recommended flight times for all flight schedules available within the sector.

It also tells you how many Planes to expect at the start of the shift and the frequency new plans arrive.

- When starting a shift the Lead Controller must make sure they have a copy of the Sector Log.
- When an ATC accepts a 'Hand Off', the Lead Controller notes the ATC's initials in the 'Ctr' box next to the appropriate 'Flight ID' on the Sector Log.
- The 'Plane ID' number of the plane flying the route is noted in the ID box.
- The time the 'Hand Off' is accepted is noted in the 'Time Start' box.
- If an ATC receives Final Warning from an Airline it is noted in the box marked 'W' next to the Schedule box.
- After a successful 'Hand Off' the 'Hand Off' time is noted in the 'Finish Time' box.
- Work out how long the flight took and compare it to the Route Schedule. If the flight was within the schedule the award the bonus (minus any penalties)

PENALTIES

Every Level and Hex away from the Flights 'Exit/Entry Point' is noted in the box marked 'P'. A Bonus Penalty is deducted from the Schedule Bonus for each Level and hex away from the 'Exit Point' a plane is. ***Remember if a plane is more than 3 cumulative hexes away from a 'Perfect Hand-Off' then no bonus is paid.***

DEALS

Any Deals you cause are noted in the box 'D'.

COMMENDATIONS

If a player performs a perfect 'Hand Off' then they receive a commendation. This is noted next to the 'CM' box.

SECTOR LOG – RT001(LITE) (STARTING PLANES = 6) (FREQUENCY = 1 EVERY 2 HRS)

ENTRY POINT 02 = LEVEL 2 | ENTRY POINT 24 = LEVEL 3 | ENTRY POINT 09 = LEVEL 4 | ENTRY POINT 15 = LEVEL 5 | ENTRY POINT 21 = LEVEL 6

SINGLE ROUTES

FLIGHT ID	CTR	ID	TIME START	TIME FINISH	SCHEDULE	W	P	D	CM	BONUS
AA105					2:45					
AA204					1:15					
AA306					1:45					
AA401					2:30					
AA503					1:45					
AA602					1:15					
CA104					2:30					
CA201					1:30					
CA302					1:15					
CA405					2:15					
CA506					1:00					
CA601					3:00					
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RA501					3:00					
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