VASSAL MODULE WITH ALL CARD EXTENSIONS LOADED

WEATHER COUNTERS

GAME NOTES

PLAYER PLAYING BOARDS

SCREENSHOT, ZOOM AND 'MOVED'

CARD DECKS (inc extensions)

TURN COUNTER

Retire — 8 : 00 +

WEATHER

SECTOR NOTES

1 PLAYER 1

2 PLAYER 2

3 PLAYER 3

4 PLAYER 4

~ Extension Rushing_Tin_v2_(RandomEvents) v0.0 loaded

WEATHER COUNTER (DETAIL)

PLANE POOL WITH PLANE IDS

PLANE POOL

PLANES 6

GAME CARDS

HAND-OFF CARDS

RANDOM EVENTS

WEATHER EVENTS

CONTROLLER STATUS CARDS

WIND

WIND-01
WIND-02
WIND-03
WIND-04
WIND-05
WIND-06

STORM/TURBULENCE

WEATHER-03
WEATHER-04
WEATHER-05
WEATHER-06

GAME TURN OUTLINE

CARD DISCARDS

NON ACTIVE PLANES

RADAR MAP

RUSHING TIN CASH

LAUNDERED CASH

100

PLANES IN WAITING

PLANES 7

DISCARDS

HAND-OFF CARDS

PLAYER BOARD

PLAYING PIECES & CARD NOTES

Most of the playing pieces used in this module have 'right-click' options which give you access to certain functions allowed in Vassal modules.

HAND-OFF CARDS

The Hand-Off cards have been pre-shuffled within the module. To transfer Hand-Off cards from the main deck to a player board you simply drag and drop. Once the schedule has been completed you 'right-click' and select 'Discard', which will send the card to the discard pile.

RANDOM & WEATHER EVENT CARDS

These cards have also been pre-shuffled within the module. When an event is called for simply drag the card to the top-right of the Radar Map. Once the event has passed simply 'right-click' and discard.

ATC STATUS CARDS

To select a specific ATC Status card you simply 'right-click' the top card on the deck and select 'Draw Specific Cards' – This will allow you select from the available list.

PLANE CUBES

Each Plane Cube is positioned by using the 'arrow-keys' to rotate left and right as well change Flight Level up and down. All functions for the Plane Cube are available by 'right-clicking' to access the menu.

The Plane Cubes and their Plane IDs are considered 'Decks' in the module and each can be returned to the plane pool by 'right-clicking'.

STORM & TURBULENCE COUNTERS

These counters are simply dragged from the Weather Counter menu onto the Radar Map. Once positioned they can be flipped by 'right-clicking' - this allows the counter to change from Turbulence to to Storm and vice versa. It will also allow the counter to be deleted.

WIND COUNTER

These counters are simply dragged from the Weather Counter menu onto the Radar Map onto the top-left section of the Radar Map. This allows you to see which way the Strong Wind is blowing - indicating Head & Tail Winds. To change the direction of the arrow simply rotate left and right by using the 'arrow -keys'

RUSHING TIN CASH

Rushing Tin cash is simply dragged from the Players Board to the Radar Map and vice versa. To pay another player you simply 'right-click' the note you are paying and select the appropriate destination: Player 1 Cash; Player 2 Cash; Player 3 Cash; Player 4 Cash. And this well transfer the note to that player's board.

IF YOU DISCOVER ANY ISSUES WITH THIS MODULE PLEASE EMAIL IT TO SUPPORT@RUSHINGTIN.COM