

Judges' Request

All your Trick Stunts are the same colour.

+8 CPs

Judges' Request

You have the most green Trick Stunts. [16 in deck]

+8 CPs

Judges' Request

You have the most yellow Trick Stunts. [12 in deck]

+8 CPs

Judges' Request

You have the most red Trick Stunts. [8 in deck]

+8 CPs

Judges' Request

For each set of 1 green, 1 yellow and 1 red Trick Stunts.

+4 CPs

Judges' Request

You have performed no duplicate Trick Stunts.

+6 CPs

Judges' Request

You have the lowest point Trick Stunt.

+6 CPs

Judges' Request

You have the highest point Trick Stunt.

+6 CPs

Judges' Request

For each green Trick Stunt you have performed.

+1 CPs

Judges' Request

For each yellow Trick Stunt you have performed.

+2 CPs

Judges' Request

For each red Trick Stunt you have performed.

+3 CPs

Judges' Request

For each plane remaining in the air.

+1 CP

Judges' Request

All your Trick Stunts are worth different point values.

+10 CPs

Judges' Request

For each set of 3 of the same colour Trick Stunt (all colour sets).

+3 CPs

Judges' Request

For each pair of duplicate Trick Stunts.

+4 CPs

Judges' Request

All your Trick Stunts are worth 6 points or less.

+8 CPs

Judges' Request

All your Trick Stunts are worth 5 points or more.

+8 CPs

Judges' Request

For each set of 3 of the same value Trick Stunt.

+3 CPs



Adjust AND Move a Plane

Adjust the heading of a rival's plane and move it one air space in its new direction.

Move Rival Plane

Move any rival's plane one air space without changing its heading.

Move Two Planes

Move two of your planes one air space without changing its heading.

Move Two Planes

Move two of your planes one air space without changing its heading.

Dispatch Two Planes

Dispatch two planes.

Set the headings to the direction of your choice.

Dispatch a Plane

Set the heading of your next dispatched plane to the direction of your choice.

Swap Any Two Planes

Swap the positions of any two planes.
Maintain each plane's current heading.

Recall any Plane

Select any plane and return it to its hangar.

Recall any Plane

Select any plane and return it to its hangar.

Dispatch a Plane

Set the heading of your next dispatched plane to the direction of your choice.

Intercept Orders

Reset the heading of any plane to the direction of your choice and move it one air space.

Intercept Orders

Reset the heading of any plane to the direction of your choice and move it one air space.

Loop the Loop

Execute a superb loop-the-loop to move backwards one air space.
Maintain your plane's current heading.

Loop the Loop

Execute a superb loop-the-loop to move backwards one air space.
Maintain your plane's current heading.

Loop the Loop

Execute a superb loop-the-loop to move backwards one air space.
Maintain your plane's current heading.

Dispatch & Move Planes

Dispatch a plane then move any of your planes one air space.

Dispatch & Move Planes

Dispatch a plane then move any of your planes one air space.

Swap Any Two Planes

Swap the positions of any two planes.
Maintain each plane's current heading.

Encounter a Tailwind

Place one of your planes in any other air space.

Maintain your plane's current heading.

Encounter a Tailwind

Place one of your planes in any other air space.

Maintain your plane's current heading.

Encounter a Tailwind

Place one of your planes in any other air space.

Maintain your plane's current heading.

Freak Windstorm

All players must reset the heading of a plane of the player on their left to match the die roll and move it one air space.

Play this card immediately when drawn.

Freak Windstorm

All players must reset the heading of a plane of the player on their left to match the die roll and move it one air space.

Play this card immediately when drawn.

Freak Thunderstorm

All players must return one plane to their hangar.

Play this card immediately when drawn.

Double Speed

Move one of your planes two air spaces without changing its heading, flying over any plane en route.

Double Speed

Move one of your planes two air spaces without changing its heading, flying over any plane en route.

Dispatch a Plane

Set the heading of your next dispatched plane to the direction of your choice.

Dispatch a Plane

Set the heading of your next dispatched plane to the direction of your choice.

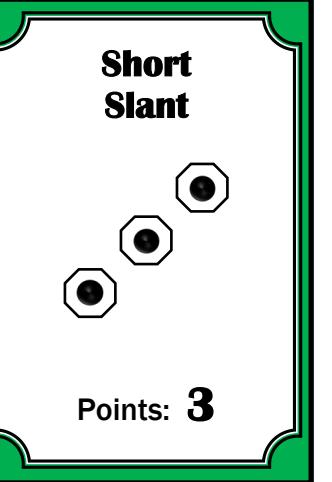
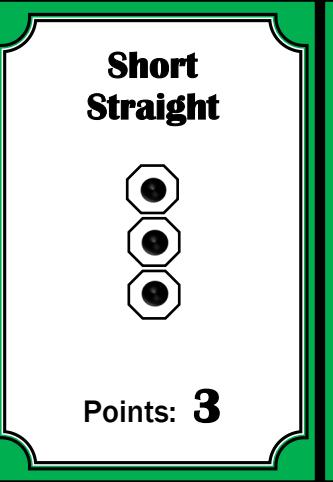
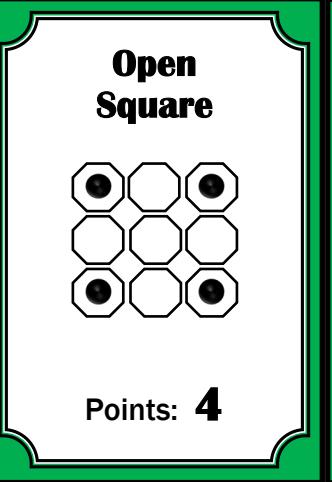
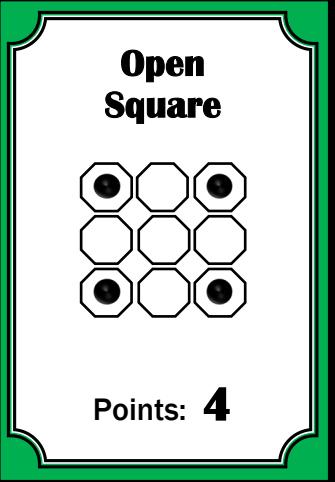
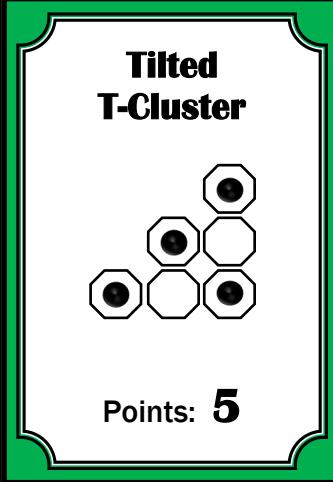
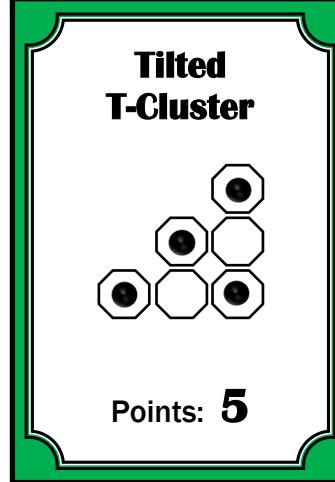
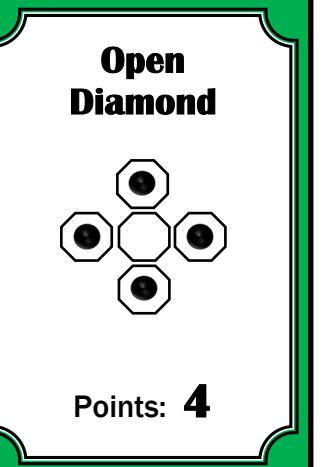
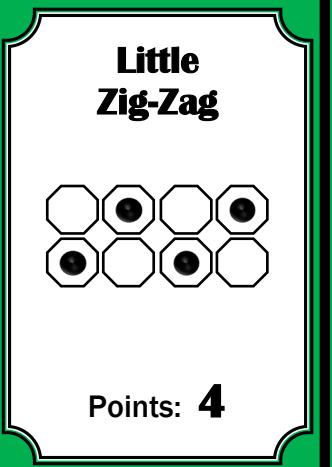
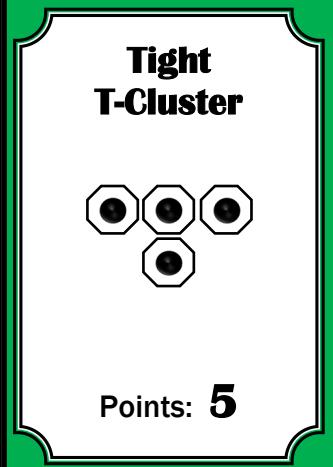
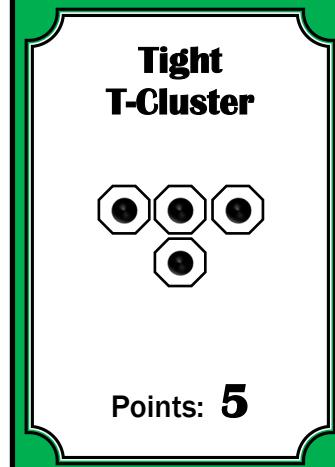
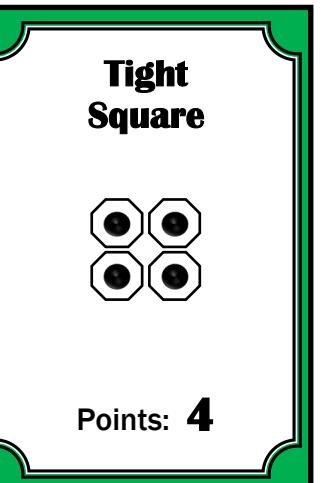
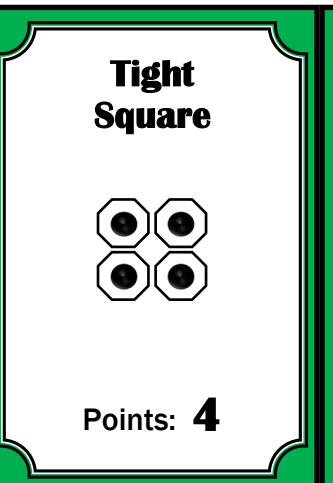
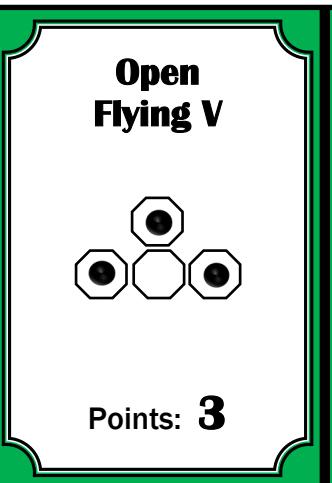
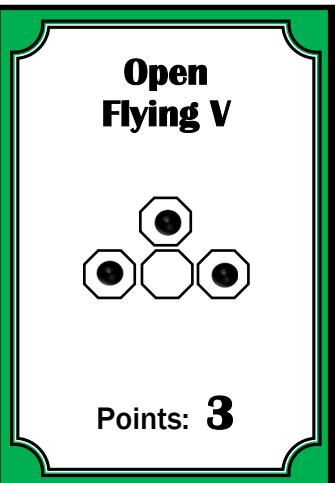
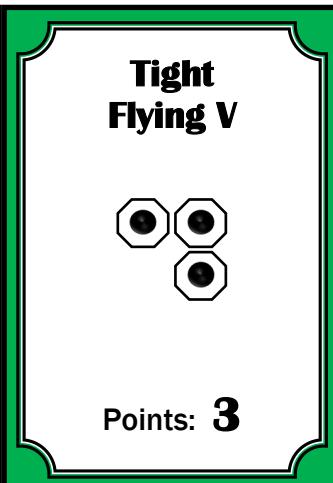
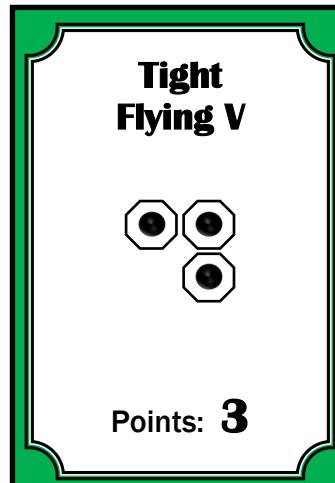
Swap Any Two Planes

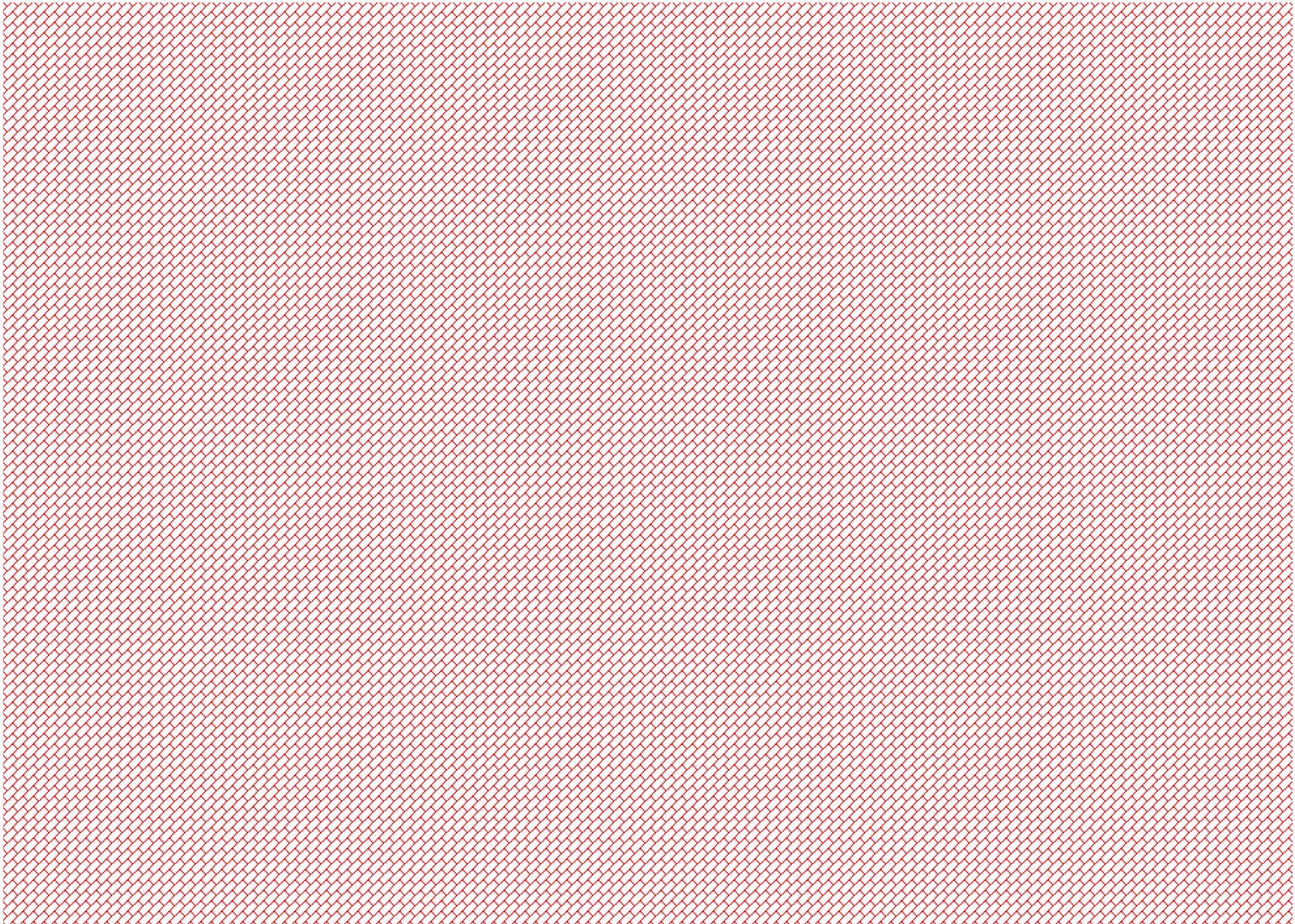
Swap the positions of any two planes.

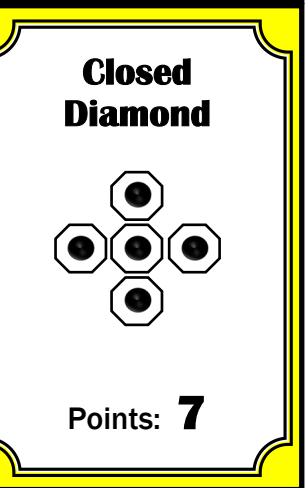
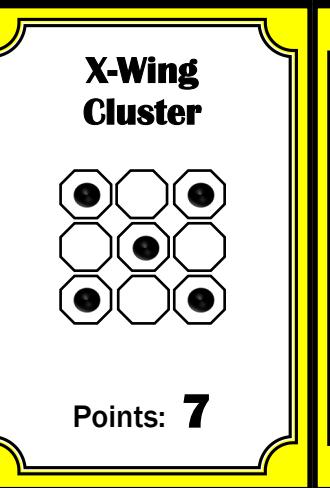
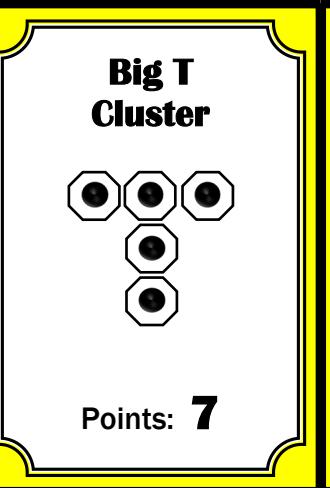
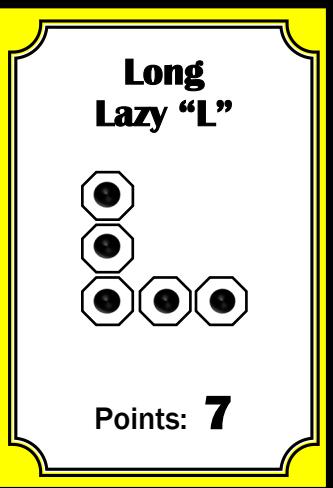
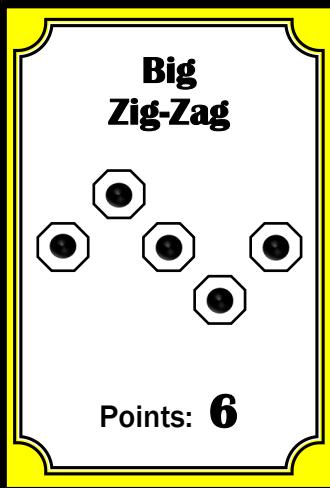
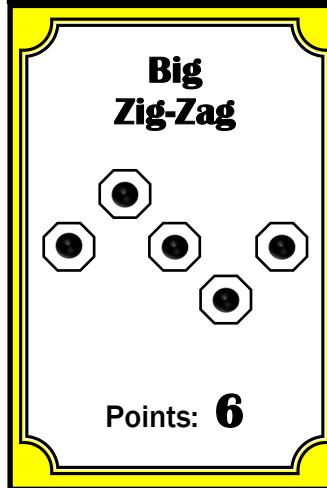
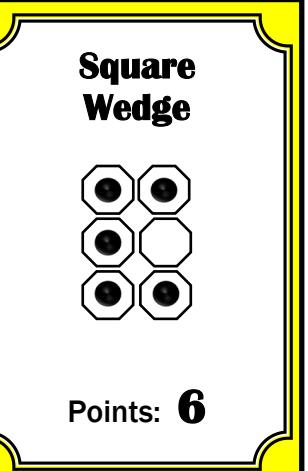
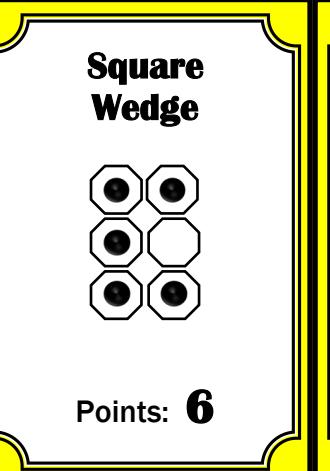
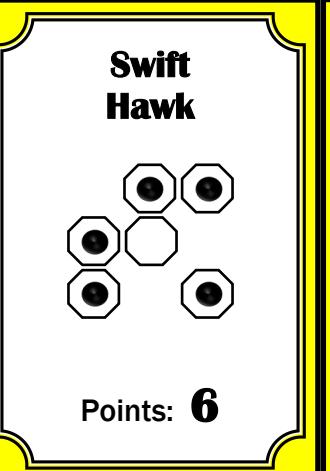
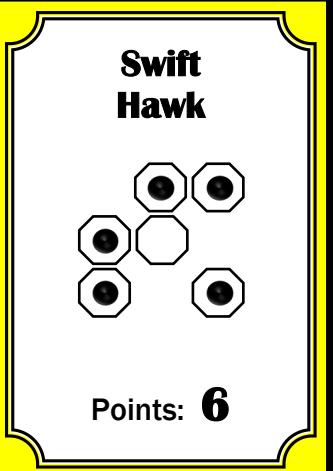
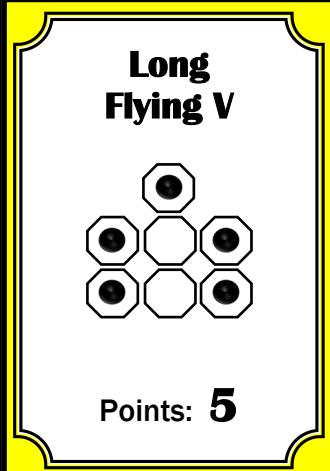
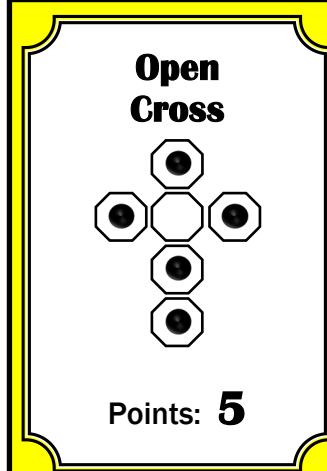
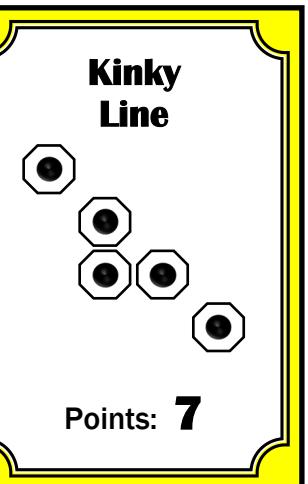
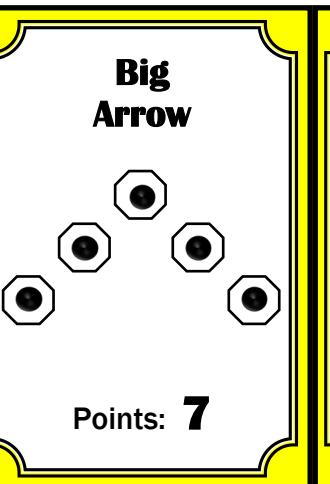
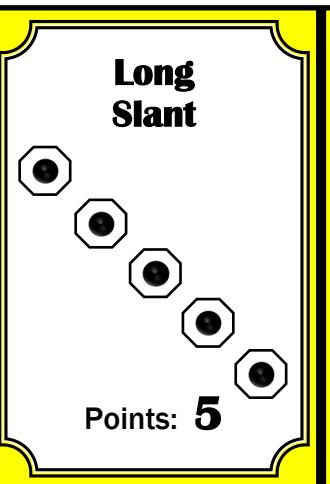
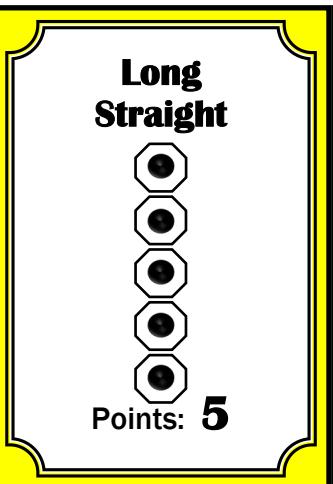
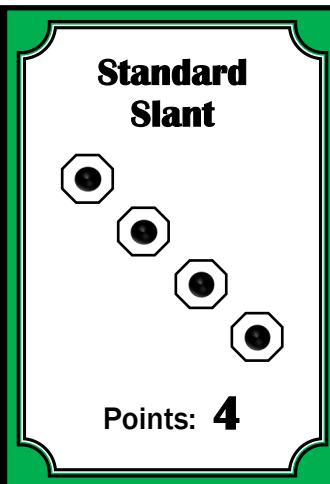
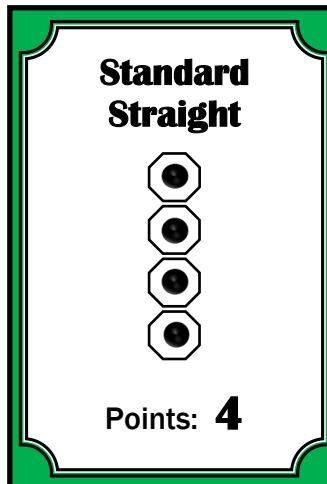
Maintain each plane's current heading.

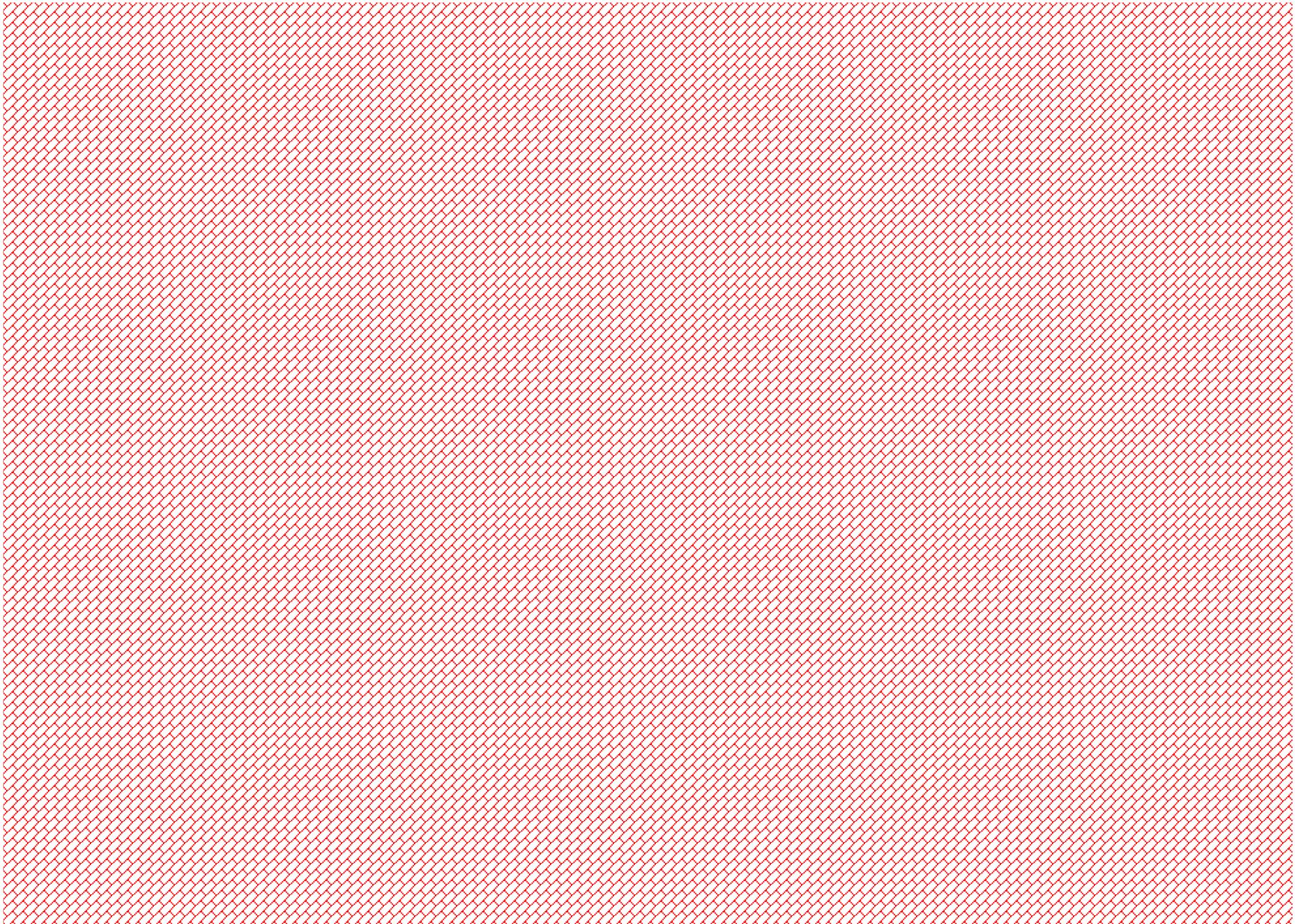
Recall any Plane

Select any plane and return it to its hangar.

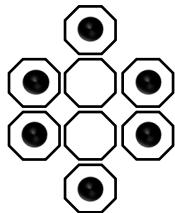






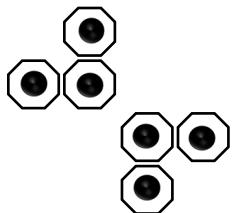


**Big O
Cluster**



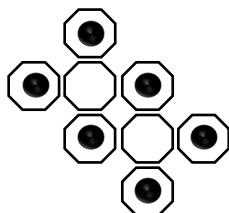
Points: **6**

**Dog
Bone**



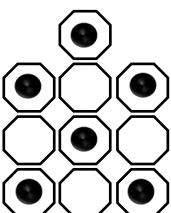
Points: **6**

**Double
Diamond**



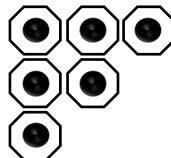
Points: **8**

**The Flying
Fish**



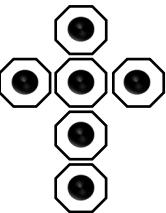
Points: **8**

**The Flying
Wedge**



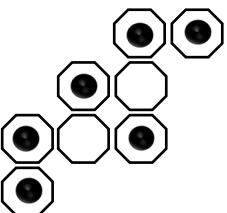
Points: **9**

**Completed
Cross**



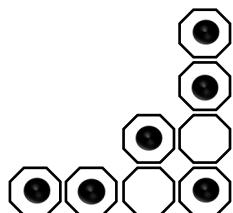
Points: **9**

**The Flying
Eagle**



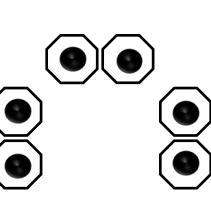
Points: **7**

**Exploded
Wedge**



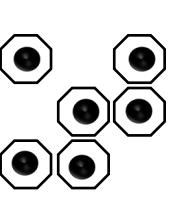
Points: **7**

**Big U
Cluster**



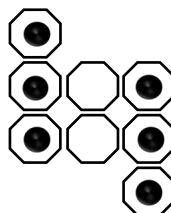
Points: **6**

**Bird
of Prey**



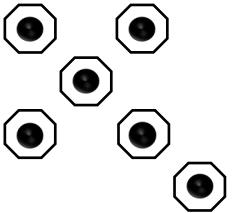
Points: **7**

**Duel
Tracks**



Points: **8**

**Tilted
Cross**



Points: **9**

