

AVIATION CARD GAMES

Here are 3 ways you can play with the Let's Fly Fair card deck.

Let's Fly
Fair

FAIR FLIGHT RUMMY

Objective: Collect sets and sequences representing a balanced and diverse aviation crew.

How to Play:

Deal 10 cards to each player if playing with 2–4 players, or 7 cards if playing with 5–6 players.

Place the remaining cards face down in a stack (the draw pile). Turn the top card face up next to the draw pile to start the discard pile.

Players take turns in clockwise order. On each turn, a player must draw a card from either the draw pile or the discard pile.

The player can then lay down any valid sets or sequences. They may also add cards to any existing sets or sequences that they have laid down.

A set consists of three or four cards of the same rank but different suits (e.g., 5 of Pilots, 5 of Engineers, 5 of Operations).

A sequence consists of three or more consecutive cards of the same suit (e.g., 6 of Pilots, 7 of Pilots, 8 of Pilots).

The goal is to collect diverse sets and sequences that include both male and female roles.

Players end their turn by discarding one card to the discard pile.

Winning:

The game ends when a player has successfully laid down all their cards by forming valid sets and sequences.

Players earn bonus points for each diverse set (containing both male and female characters) and diverse sequence.

The player with the most points wins.



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Here are 3 ways you can play with the Let's Fly Fair card deck.



GO WOMEN

Objective: Collect sets of cards representing complete and diverse aviation teams.

How to Play:

Deal 5 cards to each player if playing with 4 or more players. If they are fewer players, deal 7 cards each.

Place the remaining cards face down in the center (the draw pile).

Players take turns asking one other player for a specific rank (e.g., "Do you have any Queens?").

If the player asked has one or more of the requested card, they must hand them all of them over. The asking player then gets another turn.

If the player asked does not have the card, they say "Go Women," and the asking player draws a card from the draw pile.

If a player runs out of cards, they deal themselves a new hand from the draw pile.

When a player collects all four cards of the same number/court (e.g., all 3s), they place the set face up in front of them. The goal is to collect complete and diverse sets, representing different roles and genders in aviation.

Winning:

The game continues until all sets have been collected or the draw pile is empty.

Players count the number of sets they have collected, with bonus points for diverse sets (containing both male and female characters).

The player with the most sets wins.

AVIATION CRAZY 8S

Objective: Be the first to get rid of all your cards by matching them based on suit or rank while considering aviation roles and promoting diversity.

How to Play:

Deal 5 cards to each player.

Place the remaining cards face down to form the draw pile. Turn the top card face up next to the draw pile to start the discard pile.

Players take turns in clockwise order.

On their turn, a player must play a card from their hand that matches the top card of the discard pile by suit or rank.

If a player cannot play a matching card, they must draw from the draw pile until they can play a card.

Eights are wild and can be played at any time, allowing the player to change the current suit to another suit.

The goal is to be the first to get rid of all your cards.

Diversity Rule:

Players earn bonus points for ending the game with a diverse hand e.g., having at least one card representing each role (Engineers, Pilots, Crew and Corporate).

Winning:

The first player to get rid of all their cards wins the round.

Players can play multiple rounds, and the player with the most points at the end wins the game.