



# Airport

Airport by Unique - a board game solution for external and internal communication for Zurich Airport.



## Initial situation

A game should be used to convey Zurich Airport's very own function and the resulting relevance in an exciting, playful way. The target groups are the general public, customers and employees.



## Solution

Up to 6 players try to reach the waiting plane with a travel group of 8 passengers each. The aim of the game is to get as many passengers of one's own travel group onto the plane as possible. However, the coveted seats on the plane are limited, so haste and tactical skill are required. Action cards can be used to elegantly avoid queues and prevent passengers from other travel groups from moving forward or even push them back. Ultimately, the player who places the most passengers on the plane before it departs for its destination collects the most points.



**game solution**

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