



Instructions:

Aim:

Fly your drone piece to collect tokens; first player to collect five tokens and return to base wins.

Estimated game play time:

20 to 30 minutes.

Set up:

Print out the board game (in A3 or over two A4 pages). Print and cut out the tokens (in A4). Place three tokens on each token space. Print and cut out drone pieces (in A4), one per player. Each player chooses a drone piece to move around the board. Print, cut out and glue the dice net (in A4) to make your own large dice. Print and cut out adventure cards (in A4); glue cards together so text faces the same way.

Start game:

All players start from the base. Player who rolls the highest number goes first, then player on their left goes next.

Move:

Roll a dice to move spaces. For example, roll a 3 and move along three connected tiles.



Special rules:



You must roll a 4, 5 or 6 to fly at a height to get over trees.



If you land on an orange tile, pick up an adventure card, read it out, and follow the instructions.



Five tokens are placed on purple tiles. You can only take one token from a token space. You must roll a number that lands you exactly on a token space.

