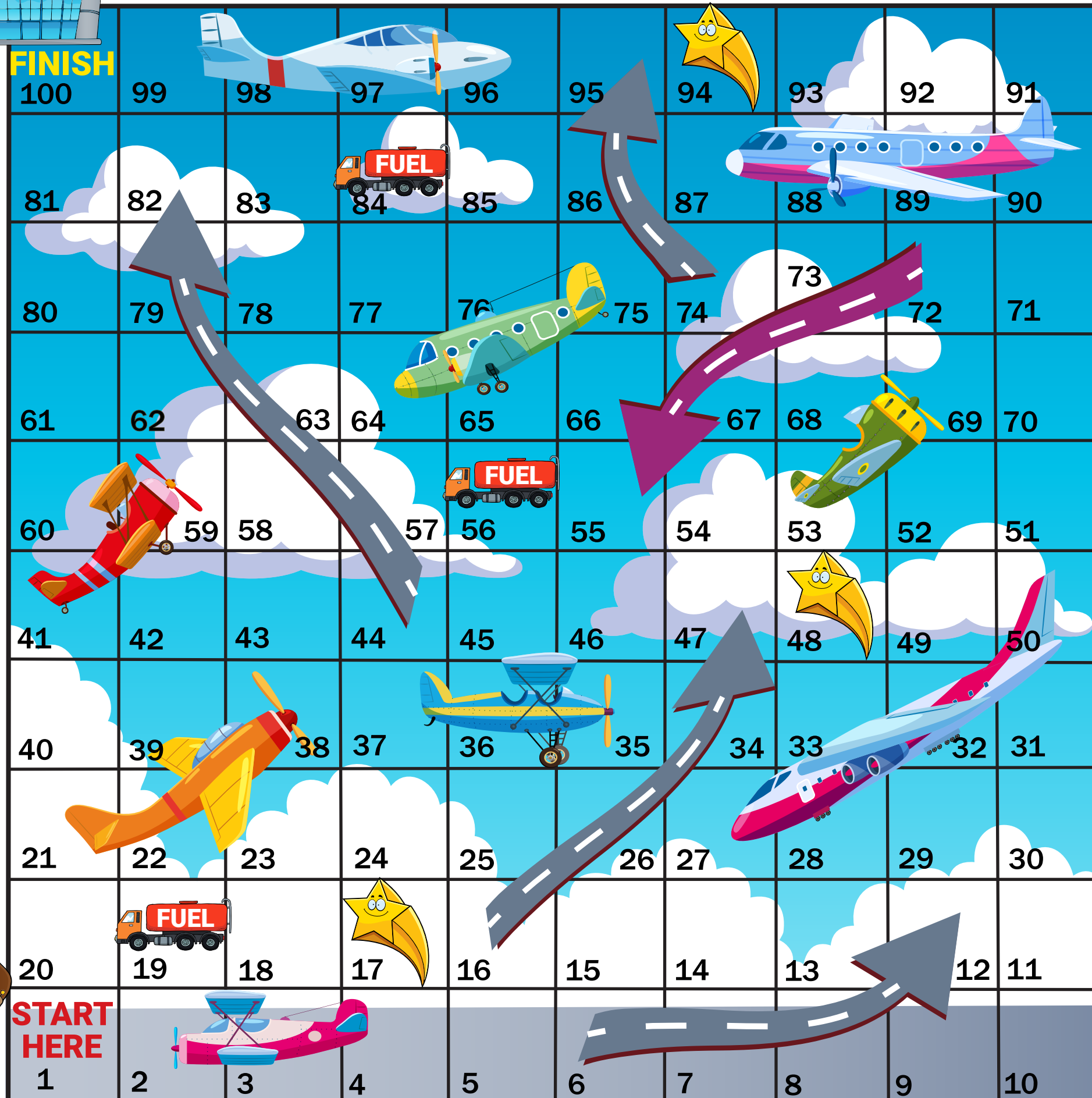




PLANES AND RUNWAYS



RULES

The first person to roll a 6 on the dice starts the game.

When a player lands at the tail of the plane you must move your playing piece to the nose of the plane.

If you land at the beginning of a runway you move your playing piece to where the arrow ends.

If you land on a Fuel Truck you must miss a turn while you refuel.

If you land on a shooting star, move forward 6 spaces.

To end the game you need to roll the exact number on the dice that will take you to the last square.

To play the game you will need a dice and some playing pieces (buttons would work)