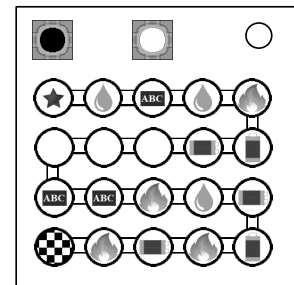# On the Subject of Party Time

This party is the bomb!

- You're the little bomb in the star space. Your objective is reaching the goal of the board.

- There'll be a yellow dice in the upper part of the module. When you press the dice, you'll roll a number between 1 and 6. You'll advance the number of spaces you rolled.

- The black dice indicates the number of rolls you have left, if the number reaches 0 before you get to the end, you'll be sent to the start.

- There are some spaces in between which act in different ways:

Space	Behaviour
(D battery)	If you land on this space, you'll advance the number of D batteries (1 to 6) that are in the bomb.
(AA battery)	If you land on this space, you'll advance the number of AA batteries (1 to 6) that are in the bomb.
(ABC indicator)	If you land on this space, you'll go back the number of indicators (1 to 6) that are in the bomb. If you land on a battery space after this, it'll do nothing.
(water)	Everytime you reach this space, you'll stop. In order to continue moving, you'll need to press either the space or the dice: • Press the space if there aren't any battery spaces directly right/up/left/down. Otherwise, press the dice. • If there are 4 fire spaces and less than 3 water spaces, you'll have to press the dice everytime.
(fire)	It acts like the water space. In order to continue moving, you'll need to press either the space or the dice: • Press the space if there is at least 1 water space directly right/up/left/down. Otherwise, press the dice. • If there are 4 water spaces and less than 3 fire spaces, you'll have to press the space everytime.