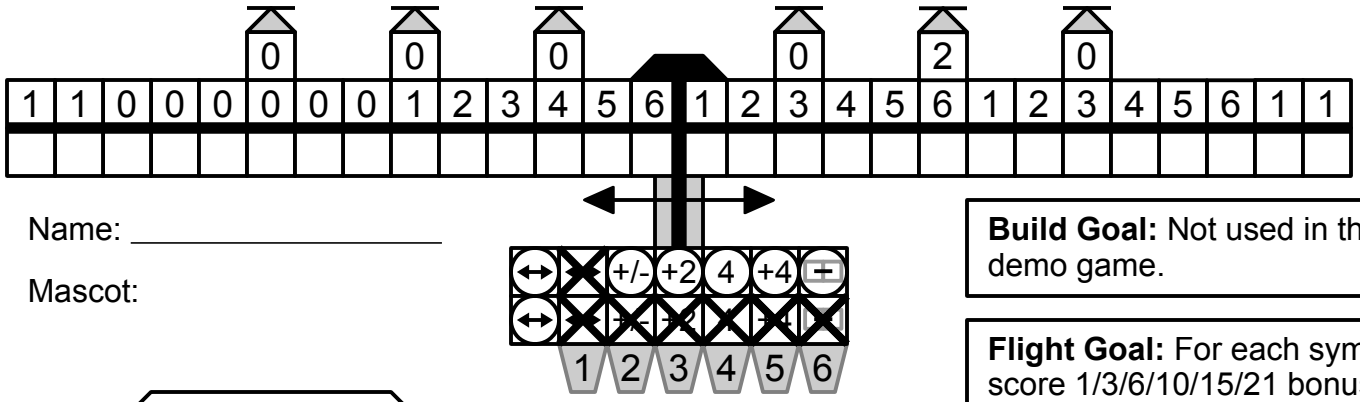

Name: _____

Mascot:

Build Goal: Not used in this demo game.

Flight Goal: For each symbol, score 1/3/6/10/15/21 bonus points for going through 2/4/6/8/10/12 of that symbol.

Dashboard

Wing Sum	≥ 13	11-12	9-10	7-8	5-6	3-4	≤ 2
Slope	/	/	/	—	\	\	\
Drag Modifier	-3	-2	-1	0	+1		+2

♥	-2 Modifier, 3 Points
■	2 Points
★	+1 Modifier, 1 Point
⧗	+2 Modifier

Modifier	0																								
Die Roll																									
Wind																									
																									28
																									25
													★			■									22
									⧗								♥								20
								■			★		■		★				⧗	★		★			18
							♥			⧗					♥			★			⧗		■		16
								■	♥		★		■				★				♥		■		♥	15
				⧗	♥	★								⧗					★							14
							♥				⧗				■		⧗					■		⧗		13
				⧗		⧗	⧗			■	♥									♥					★		12
			♥		■			★				■	⧗			♥		■				■		⧗			11
			⧗		♥				★	♥					♥		■			⧗	■		♥		♥		10
			■	♥		★		⧗			■					⧗		♥					★				9
		—		★			■			★			♥		★					■		⧗					8
			★			■			⧗				★					♥		★							
															⧗											↑ 3x
Flight Path	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	20	22	24	27	30	33		

	Distance	Peak	Build Goal	Flight Goal	♥	■	★	⧗	Total
Score			0					0	

Take Flight! First Flight Demo

Designed by Brian Brubach
1-99 players, 20-30 minutes

In this demo game, you'll skip building your plane and go straight to the test flight. Die rolls can be assigned to maneuver, catch updrafts, survive downdrafts, complete objectives, soar to new heights, and travel a record distance.

Each round, one player rolls the die. The number rolled is the "die roll" for all players to use. During each round, you write exactly one number in one of the squares in the **bottom row** of the wings of your plane and progress your flight path **one column to the right**. The ***current column*** refers to the column you are flying into. If your plane crashes into the dunes (gray squares), the game is over for you. Play continues until every player has crashed or 24 rounds, whichever happens first. A round consists of the following six steps.

Step 1: Roll the die and record the number

Roll one die and write the number in the leftmost open square of the "***Die Roll***" row above your flight area. The square above it in the "***Modifier***" row should already be filled in.

Step 2: Calculate the wind value

Add the numbers in the "Modifier" row and "Die roll" row of the current column and write the sum below them in the "Wind" row. This is your ***wind value*** for the round. The wind value can be negative if you have a negative modifier value.

Step 3: Apply the wind value to your wings

Write your wind value for the current round into an empty square in the **bottom row** of your wings.

- **Restriction:** You must fill the bottom row of your wings from the inside out, starting with one of the two squares on either side of the center line.
- You may spend a ***tail action*** to change your wind value or where you can write it. To do this, cross off a corresponding symbol, which has been circled, in your plane's tail.

Step 4: Calculate your wing sum and flight slope

Add up the two or three numbers in the column on your wing where you wrote your wind value this round. This sum is your "***Wing Sum***" and it determines your flight's "***Slope***" and "***Drag Modifier***" as indicated on the "***Dashboard***" lookup table.

Step 5: Increase your flight line

Based on your flight's Slope, continue drawing your "***Flight Path***" to the center of a square in the current column in the flight area. *For example, if your Wing Sum is 11 or 12, then your line will travel one square right and two squares up in a diagonal as shown in the Dashboard lookup table under "11-12".*

Step 6: Calculate your modifier for the next round

Your "***Modifier***" for the next round will be based on your Drag Modifier for this round and possibly a symbol in the square you have just flown into. Check the Drag Modifier row in the Dashboard lookup table to get your Drag Modifier. If you flew into a square with a **symbol** (heart, square, star, or hourglass), add any modifier associated with that symbol to your Drag Modifier. Write this sum in the "Modifier" row of the next column. This will be your modifier for the next round. *For example, if your Wing Sum was 4, then your Drag Modifier is +1. If you also ended in a square with a heart symbol, that gives a -2 modifier., So you write "-1" in your "Modifier" row for the next round.*

The six Tail Actions are…

1. (↔) In Step 3 of this turn, write your wind value anywhere in the bottom row of your wings, ignoring the restriction to fill from the inside out.
2. (+/-) Add or subtract 1 from your wind value before writing it in a wing.
3. (+2) Add 2 to your wind value before writing it in a wing.
4. (4) Change your wind value to 4 before writing it in a wing.
5. (+4) Add 4 to your wind value before writing it in a wing.
6. () Change your **Wing Sum** to 7 in Step 4. Thus, you will fly at 0 slope (horizontal line) in Step 5 and have a Drag Modifier of 0 regardless of what your actual Wing sum was.

Other notes

- Any number of tail actions may be used in any order or combination.
- If you would fly off of the top of the board, instead move into the top row and gain 4 points. Your modifier for the next turn is based on the slope you actually drew, not the slope you would have had.

Final Scoring

Players add up their points in the boxes at the bottom of the sheet.

- **Distance:** Earn points equal to the number along the bottom of the flight area in the column of the square into which you crashed. If you don't crash, your distance score is 3 times the number along the right side at your current height in the last column.
- **Peak:** Earn points based on the height of the highest point in your flight path according to the numbers along the right side of the flight area.
- **Build Goal:** Not used in the demo game.
- **Flight Goal:** Earn points according to the "***Flight Goal***" on your player sheet.
- **Symbols:** For each of the four symbols (heart, square, star, or hourglass), count how many times your flight path passed through that symbol and possibly score points as described for that symbol on your player sheet.
- **Tie-breakers:** Ties are broken by checking boxes from **left to right** in the scoring area. The first of the tied players to have a higher score in one of these boxes wins. If the winning players are still tied, **ALL players** fold their player sheets into paper airplanes. The players simultaneously throw the planes and the player whose plane flew the farthest wins. The winner in this case, may not have initially been tied for first.

Score	< 40	40-55	56-70	71-85	> 85
Ranking	Novice	Amateur	Pro	Expert	Legend

Note on the full game, Take Flight! In the full game, you build your plane before flying it and score a build goal. In addition, the build goal, flight goal, and effects of the four symbols are randomly chosen from a set of cards each time you play.