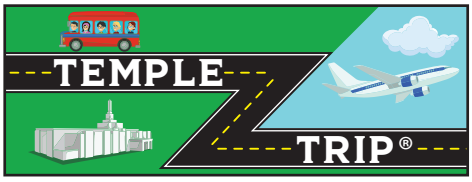
Read in conjunction with board LEGEND



KanDi Games

QuickStart SUMMARY

1. **Set up Game:** Shuffle the **45 ASSIGNMENT Cards** and place a **draw pile** facedown adjacent to the board. All players select **1** colored pawn, **1 red roadblock cube** and **1 black bad weather cube**. Spare cubes are placed at **Air Traffic Control** and **Department of Transport** at the edge of the board.

2. **Choose start location:** Each player can choose to start from a ***different*** **Airport**, including **Salt Lake City**, but ***must*** place their pawns at their starting airports ***before*** dealing the **TEMPLE Cards**.

3. **Agree on number of temples to be visited:** **6** is a good balance to ensure plenty of fun, but also keeps the game time relatively short.

4. **Shuffle & deal the 80 TEMPLE Cards:** Deal the number of cards, agreed in ***3*****.** above, to players **face down**. Place unused cards back in the box, they are not required during the game.

5. **Players carefully review their own TEMPLE Cards:** Plan a **route** to try and visit them in any order.

6. **Obstruction Cubes:** Players each start with **1 red roadblock cube**, and **1 black bad weather cube**. After planning their own route everyone places both cubes on the board to try and slow down their opponents. These cubes can ***only*** be placed on the **roadblock** or **bad weather zones, *not*** at an **Airport / Temple, Temple, Border Post, Assignment Card, Open Roads** or **Clear Skies.**

7. **Bypassing Cubes:** Players throwing a **six [6]** can **land on** / **pass over** any cubes on their route and **remove** the cubes to **keep** for their own future use. Alternately, players ***must*** throw an ***EXACT*** number to land on an **Airport / Temple, Temple, Border Post, Assignment Card, Open Road** or **Clear Skies zone.** Cubes are ***not*** removed when the ***EXACT*** number rule is played, unless a **[6]**.

8. **Start:** The youngest player rolls the dice first, and then play rotates clockwise. Players do ***not*** draw an **ASSIGNMENT Card** on their first roll of the dice when they start the game.

9. ***MUST*** **draw compulsory ASSIGNMENT Card:** Before players change travel mode at an Airport, **flight** / **road trip**, **road trip** / **flight,** **or**, go through a **Border Post** between USA and Canada or Mexico.

10. ***Optional*** **ASSIGNMENT Card:** Players may draw an ***optional*** **ASSIGNMENT Card** if / when they **land on** (***not simply stop on***) the **ASSIGNMENT Card "A" circle** found on many travel routes.

11. **ASSIGNMENT Card:** These create diversions and penalties or provide safe travel. Some cards will affect only **one player**, other cards will affect **all players**. The card border colors are important.

RED border – **All** players must follow instructions

PURPLE border – **Only selected** players

GREY border – **Only** the **player** drawing the card

BLUE border – **BONUS / KEEP UNTIL NEEDED**

12. **TEMPLE Visit:** When players arrive at the city to match their **TEMPLE Card** they turn that card **faceup**, to show that visit is complete. Players can turn a ***maximum*** of **(2) TEMPLE Cards** over, but only ***if*** they have more than one temple sharing a ***common board location***, (eg. Ogden & Bountiful).

13. **Adding Cubes:** After arriving, and turning over a **TEMPLE Card**, and, if available, players can take **1 red** *or* **1 black** cube from the respective bank at the edge of the board, and **immediately** place to try and block an opponent. If no cubes are available at the bank, a player may place a cube he already owns, but if he does ***not*** have any cubes then play continues **without** a cube being added.

14. **Winning the Game:** When players have all their **TEMPLE Cards** turned **faceup** they must race back to ***Salt Lake City***, and the ***first*** player to arrive **wins the game**.

DISCLAIMER
Not an official game from
The Church of Jesus Christ
of Latter-day Saints

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