TERMINAL DEPARTURE

Top row (right to left):

Waiting for clearance to Take Off. Throw an even number next turn to continue.

Return to airport due to bad weather - Go to Departure Gate

Airspace crowded. Delayed in holding pattern - Miss a turn.

Land at Destination.

Luggage Missing - Miss a turn.

Incorrect Visa - Return to SALES DESK to book another flight.

ARRIVED at destination.

Second row:

Flight Boarding

Waiting for aircraft to be refuelled - Miss a turn.

Aircraft missed departure slot - Miss a turn.

Engine Fault. Flight cancelled - Go back to Check-In Desk.

Third row:

Queue at DEPARTURE GATE - Throw an even number next turn to proceed.

Flight delayed - Go back six spaces.

Arrived at wrong departure gate - Go back three spaces.

FIRST CLASS ← FIRST CLASS ← FIRST CLASS ← FIRST CLASS ← FIRST CLASS ← FIRST CLASS ←

Fourth row:

Random body search - Miss a turn.

Forbidden item found in hand luggage - Go back to Security.

Security scanner broken. Join another queue - Miss a turn.

DUTY FREE SHOPPING AREA

Upgraded to First Class - Proceed direct to Departure Gate.

Loose Boarding Card - Go back to Check - In Desk.

Waiting for flight to be called - Throw an even number next turn to proceed.

EXPRESS SECURITY → EXPRESS SECURITY → EXPRESS SECURITY

Fifth row:

SECURITY Throw an even number next turn for Express Security.

Feeling hungry Go to Cafe - Miss a turn.

Need the Toilet Miss a turn.

Priority Check - In Go direct to Security.

CHECK - IN DESK

EXPRESS CHECK - IN   EXPRESS CHECK - IN   EXPRESS CHECK - IN   EXPRESS CHECK - IN

Bottom row:

TERMINAL ENTRANCE

SALES DESK. Buy a ticket - Miss a Turn.

Throw an even number next turn to join the Express Check - In.

Queue for Check - In moving slowly - Miss a turn.

Designed by Magnus Gee ©.

Produced by Jezway.

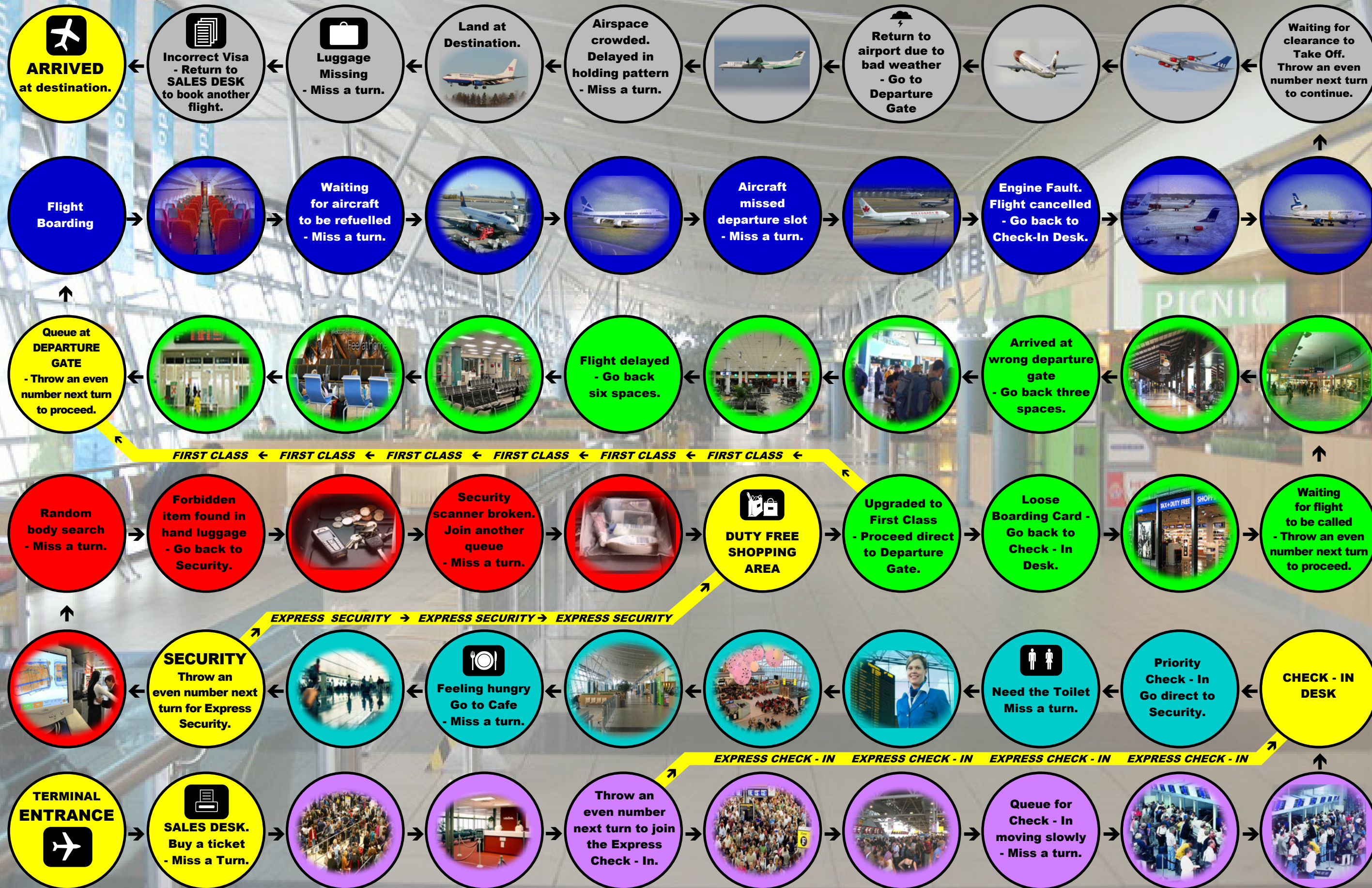# TERMINAL DEPARTURE

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Check-in at the airport, pass through the Terminal,
board your flight and arrive at your destination. - Easy!
Or is it?

RULES

Terminal Departure is a game for two or more players. The purpose of the game is to successfully negotiate your way through the Airport Terminal, board your flight and arrive at your destination. Various hazards will be encountered along the way to delay your journey.

Equipment.
Terminal Departure consists of the Board, with spaces over which the players' pieces are moved and a dice. There are a variety of "airline tickets", these are the playing pieces for each player to move around the board.

Preparation.
Place the Board on a good sized table. Each player chooses one ticket to represent him or her on their travels around the board.

How to play the Game.
The starting point for the game is the Terminal Entrance at the bottom left corner of the board. All the players place their tickets on this circle. The players take it in turn to roll the dice. They move their ticket the number of spaces indicated by the dice in the direction of the arrows marked on the board When a player lands on a circle he must follow the instructions given. The token then remains on that space until it is their turn to throw the dice again. More than one player can land on the same circle during the game.

The winner is the first player to reach the Destination at the top left of the board.

Good Luck!