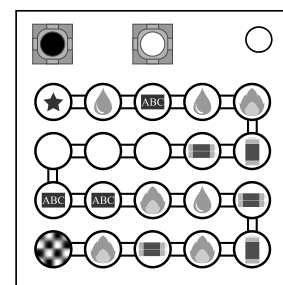







On the Subject of Party Time

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 die in the upper part of the module. When you press the die, you'll roll a number between 1 and 6. You'll advance the number of spaces you rolled.
- The black die 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
	If you land on this space, you'll advance the number of D batteries that are on the bomb, but only up to 6. If you land on an indicator space after this, it'll do nothing.
	If you land on this space, you'll advance the number of AA batteries that are on the bomb, but only up to 6. If you land on an indicator space after this, it'll do nothing.
	If you land on this space, you'll go back the number of indicators that are on the bomb, but only up to 6. If you land on a battery space after this, it'll do nothing.
	Every time you reach this space, you'll stop. In order to continue moving, press either the space or the die: <ul style="list-style-type: none"> • Press the space if there aren't any battery spaces directly right/up/left/down. Otherwise, press the die. • If there are 4 fire spaces and fewer than 3 water spaces, press the die every time.
	This acts like the water space. In order to continue moving, press either the space or the die: <ul style="list-style-type: none"> • Press the space if there is at least 1 water space directly right/up/left/down. Otherwise, press the die. • If there are 4 water spaces and fewer than 3 fire spaces, press the space every time.