

Avian Flight

INSTRUCTIONS & HOW-TO-STYLE GUIDE

AVIAN FLIGHT INSTRUCTIONS

- The object of the game is to be the first to move all 4 of your pieces from your bird's nest, clockwise once around the track, and then up the home column to reach the winning space (multi-colored space in the center of the board).
- Choose a color and place the 4 corresponding colored game pieces in the corresponding colored bird's nest on the board.
- Players roll the dice, and the player with the highest roll goes 1st. Take turns clockwise.
- Roll both dice. To move a piece out of the bird's nest, you must roll a 6. If you do not roll a 6, then it is the next player's turn.
- Once you roll a 6, move a piece into your color's starting spot on the track (the circle within a circle of the corresponding color). You can then move the piece clockwise

around the track the number of spaces rolled on the 2nd die. See arrows on the board as a guide for direction.

- Any time you roll a 6, you can choose to move a piece out of your bird's nest onto the starting circle. You can then choose to move that piece the number of spaces rolled on the 2nd die. Alternatively, you can choose to move other pieces that you already have in play.
- You can choose to move 1 piece the sum of both dice, or 1 piece the number on 1 die and another piece the number on the 2nd die.
- You can send another player's piece back to its bird's nest when you end a turn with a piece in the same space as another player's. Once the piece is sent back to the bird's nest, the player will need to roll a 6 to move the piece back into play.
- You can have more than 1 of your own pieces share a space. However, if another player lands on that space, all pieces sharing the

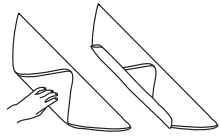
space must return to its bird's nest.

- Once a piece has traveled clockwise around the track, it enters the "home column" (filled in circles that match the piece's color) to make its way towards the winning space in the center of the board. When a piece enters its home column, it is "safe," and it cannot be sent back to its bird's nest. To reach the winning space, you must roll the exact required number of spaces on 1 die, or the sum of both dice. If the number rolled is higher than the spaces remaining, move back the additional number of spaces. This could result in no longer being "safe".
- Once a piece reaches the winning space, set it aside and continue until all 4 pieces have reached the final space.

BEGINNER LEVEL

- Play with 1 die only.
- You can roll either a 6 or a 1 to move a piece out of the bird's nest and onto the starting circle on the track (the circle within a circle of the corresponding color). You can then roll again to determine the amount of spaces that piece can move.

THE ESSENTIAL



1. Fold in half diagonally creating a triangle. Fold point to the opposite edge and roll up by folding short edge over about every 1-2 inches.



2. Place rolled bandana around the neck and tuck one tail around the other.

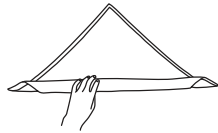


3. Pull through to create a simple knot.

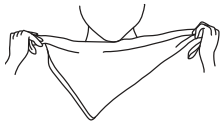


4. Rotate knot until you feel ready to take on the world!

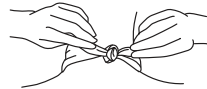
THE NECKERCHIEF



1. Fold in half diagonally creating a triangle and then fold the long edge over about 1-2 inches. Continue folding by 1-2 inches for desired size.



2. Tie long edge around the neck.

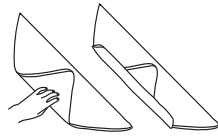


3. Tie knot in the back as desired.



4. Adjust until it feels just right!

THE TOP KNOT



1. Fold in half diagonally creating a triangle. Fold point to the opposite edge and roll up by folding short edge over about every 1-2 inches.



2. Place rolled bandana at the nape of the neck. Take tails and criss cross them on top of the head.

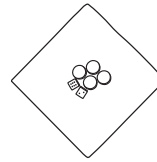


3. Tie a simple knot on top, in the center.



4. Leave tails out or tuck tails under headband for a polished look. Secure with pins if needed.

THE COIN PURSE



1. Place all your game pieces or small trinkets in the center of the bandana with the design face down.



2. Take two opposite points and tie them together in the center.



3. Tie a simple knot with both ends tightly, securing contents inside.

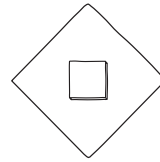


4. Take the two long tails and criss cross them tightly in the center.

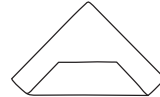


5. Tie a knot with the same two ends, leaving enough space for a small handle. You are now ready to skip town!

THE FUROSHIKI



1. Place your gift or object in the center of the bandana with the design face down.



2. Fold the bottom point tightly over the object in the center and tuck point underneath.



3. Fold the opposite point tightly over the first fold.



4. Fold the right and left points into the center and criss cross the tails.



5. Tightly tie a knot with the same two ends and tuck the point neatly underneath. Adjust until picture perfect!