**Flight Control Tile Instructions**

- **SNOW!** Toss laying on your back.
- **RAIN!** Toss sitting on your knees.
- **WIND!** Toss with your opposite hand.
- **BREAKDOWN!** Toss with your eyes closed.
- **STORM!** Toss between your legs.
- **ANTENNA!** Toss over your head.
- **NIGHT FLIGHT!** Toss covering one eye.
- **LOW FUEL!** Toss laying on your belly.
- **TURBULENCE!** Toss your plane upside down.

**CONTENTS:**
- 4 Soft Foam Gliders, 8 Race Stage Markers,
- 8 Race Stage Bases, 9 Flight Control Tiles, 12 Advanced Racing Tiles,
- 4 Scoring Tokens, 1 Leaderboard, 1 Game Rules Manual

**Ages 4 and Up • 2 to 4 Players**

**WARNING:**
CHOKING HAZARD – Small parts, Not for children under 3 years.
Welcome to the Wings Around the Globe Rally! As your Official Race Pitty, Roper, I’ll guide you through today’s challenging events where you’ll race nose-to-nose with today’s toughest racers and put an end to the only the best can compete. In this guide you will find everything you need to know about your flight. Let’s race!

**Pre-Flight**

1. Stand up each Stage Marker and place it in a base.
2. Place the eight Stage Markers at least three giant steps away from each other in a path around your house in numbered order.

**Racing the Stages**

1. All players stand behind the Stage 1 Marker.
2. Flip over the Flight Control Tile and read it to all players (see Flight Control Tile Instructions on the back for more details).
3. Take turns tossing your planes toward the Stage 2 Marker according to the Flight Control Tile instructions (an older player may need to demonstrate how to toss the plane). Don’t pick up your plane once it lands!
4. After all the planes have flown, the plane that landed closest to the next Stage Marker wins the current stage. If you cannot tell which plane is closest, try using your hands as a measurement tool.
5. When you win a stage, take the Flight Control Tile from the Stage Marker you just flew from and keep it.
6. After the winner of a stage has been determined, repeat the steps above to fly from the Stage 2 Marker to the Stage 3 Marker, and so forth until all players have reached the Finish (Marker 8). Don’t forget that stage-winners collect Flight Control Tiles along the way!

Once all players have reached the Finish (Marker 8), move to the **SCORING** section below.

**SCORING:**

Each player adds up the number of points from all the Flight Control Tiles they won during the race and moves their Scoring Token to that space on the Leaderboard.

**Advanced Racing Tiles**

After racing a few games, try including Advanced Racing Tiles into your game for more strategy! Each player starts the game with the three Advanced Racing Tiles that match their plane. Each time you win a stage of the race, choose an Advanced Racing Tile and set it next to the Flight Control Tile for the next stage. Your Advanced Racing Tile will help all the other players as described on the tile! Once you’ve played your three Advanced Racing Tiles, you no longer need to play them.

**GIANT STEP**

Every other player may take one giant step toward the next Stage Marker before tossing.

**IGNORE FLIGHT CONTROL**

Every other player may ignore the Flight Control Tile and may toss however they want.

**RE-TOSS**

Every other player may re-toss their plane!