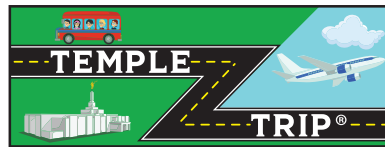


Read in conjunction with  
LEGEND and RULES booklet.  
(# match in both)



**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 roadworks cube** and **1 black bad weather cube**. Spare cubes are placed at **Department of Transport** and **Air Traffic Control** at the edge of the board.
- 2. Choose start location:** Each player can choose to start from any **AIRPORT**, including **Salt Lake City**, but everyone must place their pawns at their starting airports **before** dealing the **TEMPLE** cards.
- 3. Agree on number of temples to be visited:** **5/6** is a good balance of game time and fun factor.
- 4. Shuffle & deal the 80 TEMPLE cards:** Deal the number of cards, agreed in **3.** above, to each player face down. Place unused cards face down to form a new draw pile.
- 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 roadworks 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, A**, on **Open Roads** or **Clear Skies**.
- 7. Bypassing Cubes:** Players throwing a **6** on **either** dice can land on/pass over any cubes enroute and keep for their own use. Alternately, players can bypass a cube with **any** dice roll if they also roll a matching colored square on the custom dice, eg. roll 5 and a **red** square and advance five places passing only **red cubes**. Finally, players may throw an **EXACT** number to land on an **AIRPORT & TEMPLE, TEMPLE, BORDER POST, A**, on **Open Roads** or **Clear Skies**. but cubes stay on the board.
- 8. Start:** The **youngest player** rolls the dice first, moving their colored pawn between the cities, and play rotates clockwise. Players do not draw an **ASSIGNMENT** card when they start the game.
- 9. MUST draw ASSIGNMENT card:** Before players change travel mode at an **AIRPORT**, from either **flight/road trip, road trip/flight, OR**, go through a **BORDER POST** between USA and Canada/Mexico.
- 10. Optional ASSIGNMENT card:** Players may draw an **optional ASSIGNMENT** card if/when they land on a **A** symbol found on many roads and air 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's border color is important.

<b>RED</b> - ALL players must follow instructions	<b>PURPLE</b> - Only <b>SELECTED</b> player(s)
<b>GREY</b> - Only the <b>PLAYER</b> drawing the card	<b>BLUE</b> - <b>BONUS / KEEP UNTIL NEEDED</b>
- 12. TEMPLE Visit:** When players arrive at a city to match the **TEMPLE** card, turn the card **face up** to show the visit is complete. Players can turn a **maximum** of **(2)** **TEMPLE** cards over, but **only** if they share a common board location, or by throwing the **BONUS DICE TEMPLE**, see **14**.
- 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:** Any player(s) having all their **TEMPLE** cards turned **face up** must race back to **Salt Lake**, and the **first** player to arrive **WINS** the game. See Rules for **BONUS DICE** use.

### DISCLAIMER

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