Game pieces and board

This pack contains everything you'll need for a game of 'Whatever the weather'. Print and cut it all out to play the game.



Weather cards



Rain shower

A rain shower reduces visibility. The runway is slippery and you must be extra careful.

Move back 1 space



Rain storm

A storm brings heavy rain. It is not safe to fly through this, your flight is delayed.

Miss a turn



Tail wind

A strong tail wind speeds up your flight by blowing you towards your destination.

> Move forward 2 spaces



Head wind

A strong head wind slows you down as it tries to blow you backwards

Move back 2 spaces



Ice and snow

Snow and ice on the runway forces you to wait until it is cleared.

Miss a turn





Clouds

Thick clouds form in your path and cause strong turbulence. You must fly around them.

Move 2 fewer spaces than your next roll



Fog

Thick fog covers the runway in front of you. You turn on your autopilot and land quickly.

Move forward 1 space



Fog

Thick fog covers the runway in front of you. Flights are delayed giving pilots more space to land.

Move back 1 space



Su

High temperatures make the air thinner. Your wings produce less lift and your engines are less effective.

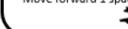
> Move back 1 space



Sun

It's a clear and sunny day. Visibility is great and there are no delays.

Move forward 1 space



Game rules

- 1. Each team takes turns to roll the dice to move their plane forward.
- 2. If you land on a space marked with a weather symbol, pick up a weather card.
- 3. The first team to reach the end wins!

Game pieces





Dice template

