The Little Prince

RISING TO THE STARS

Follow in the Little Girl's wake, as she goes to meet the Little Prince, flying in your very own biplane! A magical journey awaits, full of friends and surprises, but be careful as traps can creep up on you as well….

Game's contents

8 Route parts (3 Connecting boards, 3 Route boards, the Grand Father's house, the Little Prince's planet)

5 Paper Plane tiles

18 Story tiles

12 Telescope tokens

36 Star tokens

12 Grand Father cards

For each player :

    8 Fox cards

    1 Plane

    1 Aviator Helmet

Set-up

Create the game board by assembling the eight Route parts.

You can assemble them in the order and face of your choice. This way, you can play with a different Route every game.

The route you'll travel is made of 27 Cloud spaces (in addition to the starting and the finish spaces). Some Clouds are empty, some of them contain Stars, a Bird and others a Telescope. Depending of what the Cloud shows, you may have something to do when your Plane arrives.

Make a stock pile of the Star tokens.

Separate the 12 Grand Father cards and shuffle them. Make a draw pile with these cards, face-down, next to the route.

Shuffle all the 12 Telescope tokens (Telescope face-up) and place them next to the Grand Father's house. They should all show the same big Telescope picture.

Then make a random pile with all of the players Planes on the starting space (the Grand Father's house).

Shuffle the 18 Story tiles.
Place six Story tiles next to each connecting board; four tiles, face-up, next to the large side of the connecting boards and two tiles, face-down, next to the small side. This way, you make three sets of six tiles.

Each player chooses a color and takes in their hand the set of eight Fox cards along with the Aviator Helmet of their color. These cards are numbered from 1 to 5 (1x1, 2x2, 2x3, 2x4, 1x5).

Each player takes one Star token and the Aviator Helmet of their color.

Place the 5 Paper Plane tiles around the Little Prince's planet.

Goal of the game

The goal of the game is to be the Aviator with the most Stars at the end of the game.
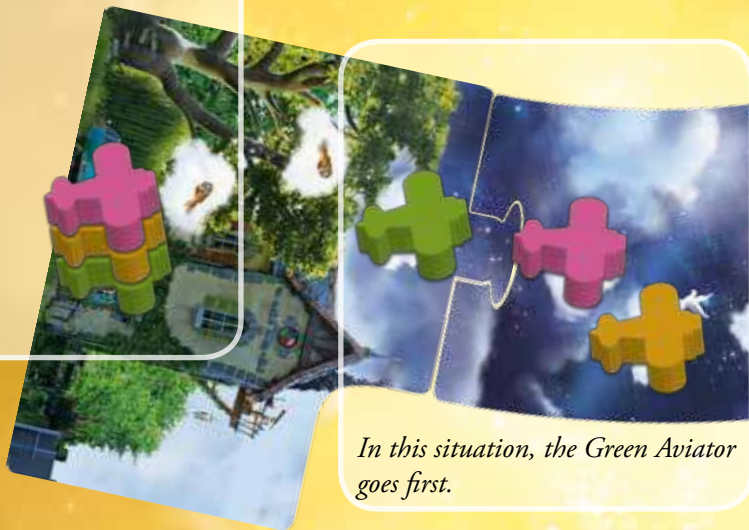
How do you play?

The playing order is not set once and for all. It depends on the position of the Planes on the route. The player whose Plane is the furthest behind, i.e. the closest to the starting space, is the one who plays.

If several Planes are piled up on the last position, the Plane on the top is the first to play.

Thus, at the beginning of the game, for instance, each player goes in the order of the Planes in the pile from top to bottom.

In the example below, it is the Pink Aviator's turn, then the Yellow Aviator's turn, then the Green one.

In this situation, the Green Aviator goes first.

What do you do on your turn?

Choose one of the cards that you have in your hand and play it in front of you. Place it under your Aviator Helmet as you can't play this card again.

Then move your Plane on the route of Clouds according to the number indicated on the card - from ONE cloud to the MAXIMUM number indicated.

During the game, you can play any card from your hand WHATEVER THE COLOR. The colored Helmets on the cards are just used for setting up the game.

The Red Aviator plays a card numbered 4. He can move his Plane of 1, 2, 3 or 4 Clouds, as he chooses.
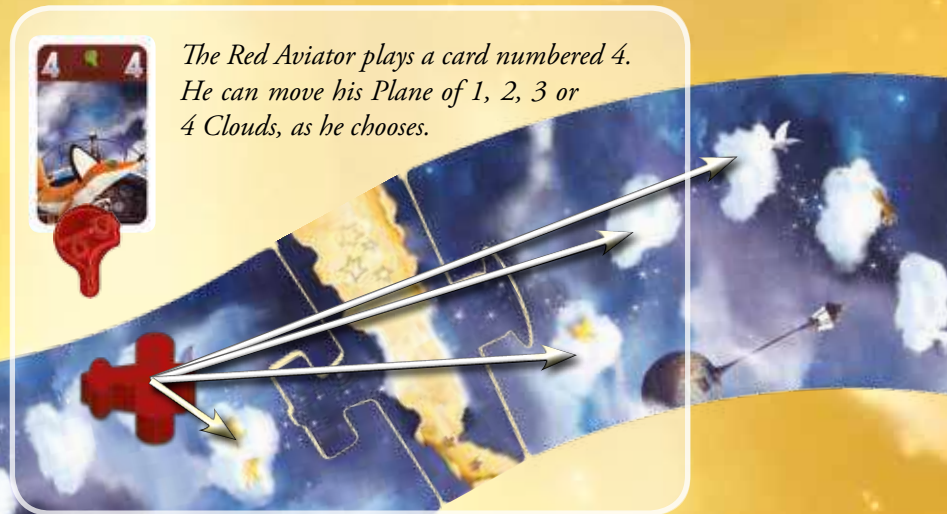
Two possible scenarios:

1- Your Plane arrives on a Cloud and IT IS ALONE: if applicable, apply the effect of the Cloud (see last page).

2- Your Plane arrives on a Cloud where other Planes are. Place it on the top of the pile. The Cloud has no effect. Then take a card from the hand of the owner of the Plane that arrived just before yours. Then, give them the card of your choice back (you can choose the card you have just taken).

Note: If you or your opponent have no cards left in your hand, there is no exchange of cards.

What happens when crossing the connecting boards?

Three Connecting boards punctuate the route.

Each time your Plane crosses one of these Connecting boards when moving, you must IMMEDIATELY choose one of the Story tiles next to it.

You can take a Story tile where the Stars are visible on the face-up side or a Story tile where the Stars hidden (but without looking at it before).

Place the chosen Story tile in front of you, with the Stars up.

Number of Story tiles of each type

x3   **x3**   **x6**   **x3**   **x2**   **x1**

If you succeed in combining both Stories, the one with the Fox and the one with the Little Prince, these Stories together are worth 8 Stars (2+6) instead of 2 Stars.

What can we do when we are out of cards?

If, at the beginning of your turn, you have no more cards left in your hand, you can:

• Either discard one of your Story tiles to move your Plane up to five Cloud spaces forward; Or

• Remove your Plane from the route. This does not necessarily mean that you lose! But you have to wait the end of the game before comparing your score with the other Aviators' score.

What do we have to do on the Little Prince's planet?

The first player who reaches the Little Prince's planet takes the Paper Plane tile with 6 Stars. The second player whose Plane reaches the Little Prince's planet takes the remaining Paper Plane tile with the most Stars. All the players whose Plane reach the Little Prince's planet take a Paper Plane tile except the sixth player in a 6-player game.

When your Plane has reached the Little Prince's planet, you must discard all the cards you may still have in hand.

Who will be the winner?

The game ends when all players have no cards left in hand.

Each player adds up all the Star tokens they got during the game. Adding to the sum of Stars on his Story tiles and the Paper Plane tile they may have recuperated upon reaching the Little Prince's planet. The player with the most Stars is the winner. In case of a tie, the player with the highest number of Stars on his Paper Plane tile, among the tied players, wins the game.

With the tiles and tokens below, the Red Aviator scores 22 points.

+   **+**

11 Stars: 3 + 1 + 1 + 6   *4 Stars*   *7 Stars*

The four Cloud spaces

These Clouds have no effect: when your Plane arrives there, nothing happens.

The Stars

Take from the pile next to the route as many Stars as indicated on the Cloud. Place these tokens in front of you; they are victory points.

The Birds

Take the top card from the Grand Father pile into your hand.

The Grand Father cards

The pile of Grand Father cards are made of cards numbered 4, 5, 6 and 7 as well as the two following special cards:

You choose:
- Either to move your Plane to the next Bird Cloud without a Plane on it; Or
- Move your Plane of three Cloud spaces or less.

Go to first place! Place your Plane on the Cloud just after the Plane in the most forward position on the Route.

If one or several Planes already reached the end of the Route, then move your Plane directly to the Little Prince's planet.

The Telescopes

Flip one of the face-down Telescopes tokens next to the Grand Father's house and apply its effect.

There are three kinds of Telescope tokens:

Take from the stock pile as many Stars as indicated on the Telescope token (2 or 3).

You lose as many Star tokens as indicated on the Telescope (1 or 2 Stars). Discard the Stars into the stock. If you do not have any Star tokens in front of you, nothing happens.

Steal two Stars from an Aviator or one Star from two different Aviators of your choice.

Steal a Star token from the Aviator of you choice.

If no opponent has a Star token in front of them, these two Telescope tokens have no effect.

Important points not to forget

- You replay immediately if, at the end of your move, your Plane is still on the furthest space on the Route.

- Keep in mind that you can move by less Cloud spaces than indicated on the card you play. But you must move a minimum of 1 Cloud space.

- Beware! Your starting hand of cards are not enough to reach the Little Prince's planet. To go as far as possible, try to get more cards during the game by stopping on the Bird Clouds.

- The Clouds are the only spaces of the Route. The Connecting tiles are not considered in your moves. Your Plane can never stop on it.

- A player who gathers the two tiles with The Little Prince and the Fox scores 8 Stars instead of 2 Stars.