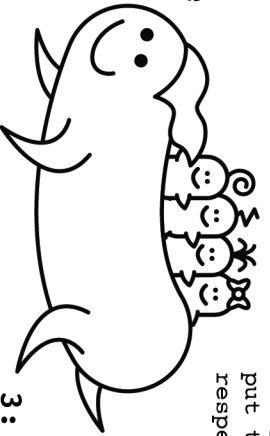


# Bandana Will's Great Rescue



**1:** One player plays WILL and one player plays ZAXX. Players put their peices on their respective "start" space

**2:** Will goes first. Each player rolls the dice on their turn & moves that number of spaces

**3:** The shading of the spaces doesn't matter to Will, but Zaxx needs two "moves" to step onto a dark square.

**4:** Will's goal is to "rescue" (land on or move past) all four captive children, avoid Zaxx, and get back to his start space. Zaxx's goal is to "catch" (land on or move past) Will

**5:** If either character lands on a star space, they have the option to roll the di and warp to the corresponding star

**6:** Will cannot rescue the same captive twice. You can keep track of who is rescued by placing a coin or token over them.

REQUIRES:  
  
  
  
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