

**CONTENTS:**

4 Airplanes, 1 Airport Box, 1 Dice Tower,  
16 Passenger Tiles, 16 Souvenir Cards,  
4 Destination Pads, 2 Dice, 1 Game Rules Manual



Age  
3+

Players  
2 to 4

# Busy, Busy Airport

## Rules

### Object

Take passengers from the Busytown airport to the destinations they need to go, and collect souvenirs. The player with the most souvenirs at the end of the game is the winner!



### Set Up



- 1 Attach the control tower to the side of the airport box as pictured.

- 2 Place the destination pads (Mountain, Beach, Forest and City) around the room.

- 3 Separate the souvenir cards by type, and mix up each stack.

- 4 Place each stack of souvenir cards face down on its matching destination pad.

- 5 Stand all 16 passenger tiles in the airport—it doesn't matter where you put them. They insert into the slots in the airport floor.

- 6 Each player selects an airplane. Make sure you attach the wings to your plane using the plastic clip.



**The last player who flew on an airplane goes first!** (If it's a tie, then the youngest player goes first.)

# On Your Turn

Drop both dice into the top of the control tower. The dice will show two possible actions you may do on your turn. **Choose ONE of these actions.**



## What the dice pictures mean



### Load **ONE** passenger into your plane:

Choose any passenger in the airport, and load that passenger into your plane.



### Load **ONE or TWO** passengers into your plane:

Choose up to two passengers in the airport, and load them into your plane.

You can only fit three passengers into your plane at a time, so if there's no space left, you may not load any more passengers. (Passengers are not allowed to ride on the wings or in the cargo slot!)



### Fly to **ONE** destination:

If you have at least one passenger in your plane, you may fly to one destination, and drop off any passengers from your plane who need to go there. Take **one** souvenir card for **each** passenger you drop off, and put them in the cargo slot in the back of your plane. Then fly back to the Busytown airport.



### Fly to **ONE or TWO** destinations:

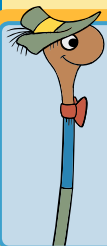
If you have at least one passenger in your plane, you may fly your plane to up to two destinations, one at a time. Drop off any passengers who need to go to each of those destinations. Take **one** souvenir card for **each** passenger you drop off, and put them in the cargo slot of your plane. Then fly back to the Busytown airport.



**Remember, you may NOT fly unless you have at least one passenger in your plane!**

## Ending the Game

The game is over when there are no more passengers left in the airport. When any player loads the last passenger into his or her plane, each player takes **one more turn** to try to fly their passengers to their destinations.



## Counting Your Score

After all players take their final turn, everyone flies back to Busytown airport and unloads all the souvenir cards they collected. Lay out your souvenir cards and count **each** souvenir on all your cards. The player with the most souvenirs is the winner!



EXAMPLE: 4 mugs + 3 shells + 1 lighthouse = 8 souvenirs!



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**WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under 3 years.