

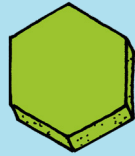
Game of (Delivery) Drones

Produced with support from the Engineering & Physical Sciences Research Council grant no. EP/V002619/1.
©2022 developed by Bournemouth University, University of Southampton, University College London and the University of Leeds

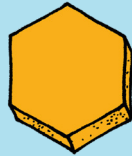
Game objective:

Keeping in mind route, risk and energy— make an efficient drone delivery.

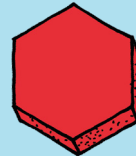
The board illustrates locations around the Solent. Areas are marked according to risk. Drone take-off and landing sites are also marked on the board.



low risk



medium risk



high risk

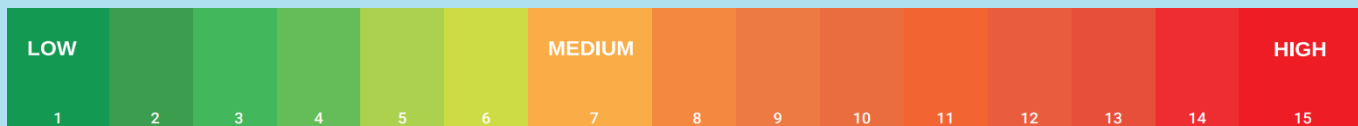


Take-off/
landing sites

5 

Players start with a total of 100 energy (20 tokens) each round. 5 energy points will be lost each turn and placed in an 'energy consumption' pile to be counted at the end.

Each player will get a risk scale to be displayed in front of them.



Depending on the colour of the hexagon the player lands on each turn, the risk slider will be adjusted accordingly.

Move slider by +2 boxes if player lands on a red hexagon.

Move slider by +1 box if player lands on an orange hexagon

Do not move slider if player lands on a green hexagon.

Do not land in any of the hexagons next to another player, you will be penalised by +4 risk.

Each player will pick a mission card from the deck and read it out to their fellow players.

Depending on the mission, players will locate their take-off and landing sites on the board and place their round counters. Drone pieces will be placed on the take-off site.

Each player is required to pick a card from the flight update deck each turn and act accordingly and place them in front of them. Do not place them back in the deck.

Landing on a hexagon marked by a speech bubble means players pick up a comment card and read it to fellow players. All players must comment.

Leaderboard must be maintained each round.

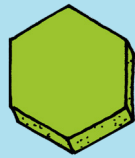
Game of (Delivery) Drones

Produced with support from the Engineering & Physical Sciences Research Council grant no. EP/V002619/1.
©2022 developed by Bournemouth University, University of Southampton, University College London and the University of Leeds

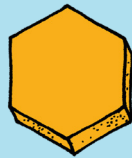
Game objective:

Keeping in mind route, risk and energy— make an efficient drone delivery.

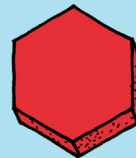
The board illustrates locations around the Solent. Areas are marked according to risk. Drone take-off and landing sites are also marked on the board.



low risk



medium risk



high risk

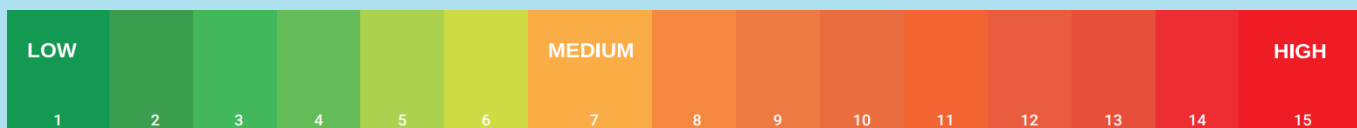


Take-off/
landing sites

5 ⚡

Players start with a total of 100 energy (20 tokens) each round. 5 energy points will be lost each turn and placed in an 'energy consumption' pile to be counted at the end.

Each player will get a risk scale to be displayed in front of them.



Depending on the colour of the hexagon the player lands on each turn, the risk slider will be adjusted accordingly.

Move slider by +2 boxes if player lands on a red hexagon.

Move slider by +1 box if player lands on an orange hexagon

Do not move slider if player lands on a green hexagon.

Do not land in any of the hexagons next to another player, you will be penalised by +4 risk.

Each player will pick a mission card from the deck and read it out to their fellow players.

Depending on the mission, players will locate their take-off and landing sites on the board and place their round counters. Drone pieces will be placed on the take-off site.

Each player is required to pick a card from the flight update deck each turn and act accordingly and place them in front of them. Do not place them back in the deck.

Landing on a hexagon marked by a speech bubble means players pick up a comment card and read it to fellow players. All players must comment.

Leaderboard must be maintained each round.

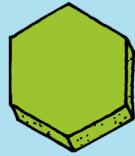
Game of (Delivery) Drones

Produced with support from the Engineering & Physical Sciences Research Council grant no. EP/V002619/1.
©2022 developed by Bournemouth University, University of Southampton, University College London and the University of Leeds

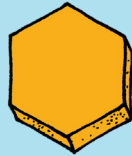
Game objective:

Keeping in mind route, risk and energy— make an efficient drone delivery.

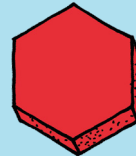
The board illustrates locations around the Solent. Areas are marked according to risk. Drone take-off and landing sites are also marked on the board.



low risk



medium risk



high risk

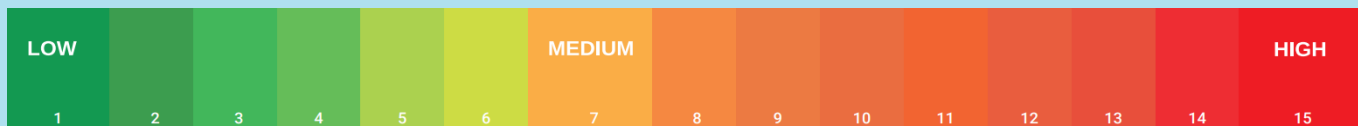


Take-off/
landing sites

5 ⚡

Players start with a total of 100 energy (20 tokens) each round. 5 energy points will be lost each turn and placed in an 'energy consumption' pile to be counted at the end.

Each player will get a risk scale to be displayed in front of them.



Depending on the colour of the hexagon the player lands on each turn, the risk slider will be adjusted accordingly.

Move slider by +2 boxes if player lands on a red hexagon.

Move slider by +1 box if player lands on an orange hexagon

Do not move slider if player lands on a green hexagon.

Do not land in any of the hexagons next to another player, you will be penalised by +4 risk.

Each player will pick a mission card from the deck and read it out to their fellow players.

Depending on the mission, players will locate their take-off and landing sites on the board and place their round counters. Drone pieces will be placed on the take-off site.

Each player is required to pick a card from the flight update deck each turn and act accordingly and place them in front of them. Do not place them back in the deck.

Landing on a hexagon marked by a speech bubble means players pick up a comment card and read it to fellow players. All players must comment.

Leaderboard must be maintained each round.

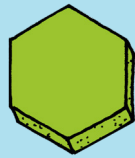
Game of (Delivery) Drones

Produced with support from the Engineering & Physical Sciences Research Council grant no. EP/V002619/1.
©2022 developed by Bournemouth University, University of Southampton, University College London and the University of Leeds

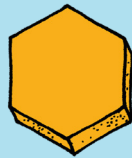
Game objective:

Keeping in mind route, risk and energy— make an efficient drone delivery.

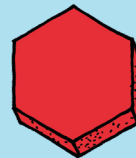
The board illustrates locations around the Solent. Areas are marked according to risk. Drone take-off and landing sites are also marked on the board.



low risk



medium risk



high risk

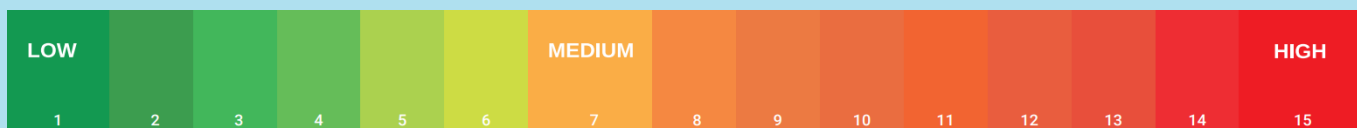


Take-off/
landing sites

5 ⚡

Players start with a total of 100 energy (20 tokens) each round. 5 energy points will be lost each turn and placed in an 'energy consumption' pile to be counted at the end.

Each player will get a risk scale to be displayed in front of them.



Depending on the colour of the hexagon the player lands on each turn, the risk slider will be adjusted accordingly.

Move slider by +2 boxes if player lands on a red hexagon.

Move slider by +1 box if player lands on an orange hexagon

Do not move slider if player lands on a green hexagon.

Do not land in any of the hexagons next to another player, you will be penalised by +4 risk.

Each player will pick a mission card from the deck and read it out to their fellow players.

Depending on the mission, players will locate their take-off and landing sites on the board and place their round counters. Drone pieces will be placed on the take-off site.

Each player is required to pick a card from the flight update deck each turn and act accordingly and place them in front of them. Do not place them back in the deck.

Landing on a hexagon marked by a speech bubble means players pick up a comment card and read it to fellow players. All players must comment.

Leaderboard must be maintained each round.