

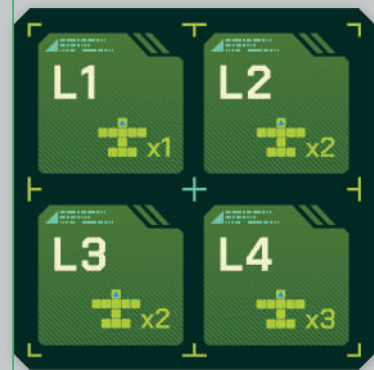


Gameplay video
and more
product informations

Credits

Design: Rain Xia, Jason Zhi
Artwork: Feifei Lee, Huanggua, Freddie Huang

Solo Mode 1 player

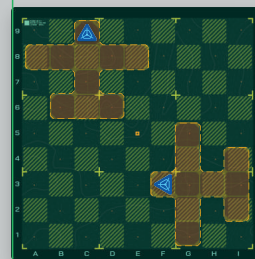


Scan the single-player mode image on the back of the start card. This mode has four difficulty levels. Start the game by using JOYO to scan the difficulty level you want.

The gameplay is the same as "1 vs. 1" play. Difficulties levels L2 and above have a count-down timer, so try to find the planes before time expires!



L1
The game map randomly generates one plane.



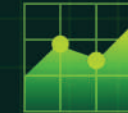
L2
The game map randomly generates two planes.



L3
The game map randomly generates two planes with greater difficulty.



L4
The game map randomly generates three planes.



RECON

RULE BOOK

AGES 8+
PLAYERS 1-2
MINS 2-15
PLAY WITH JOYO

Scan QR-code for
Gameplay video

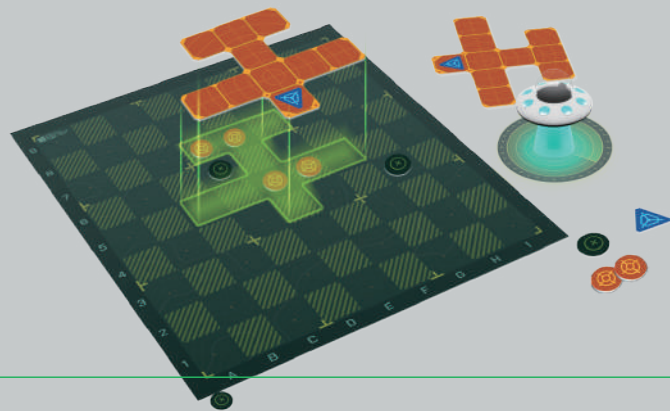


Background

You are the last line of defense against enemy aircraft hiding in your airspace! Use your cunning and spatial reasoning to scan the skies and find the enemy planes before they strike!

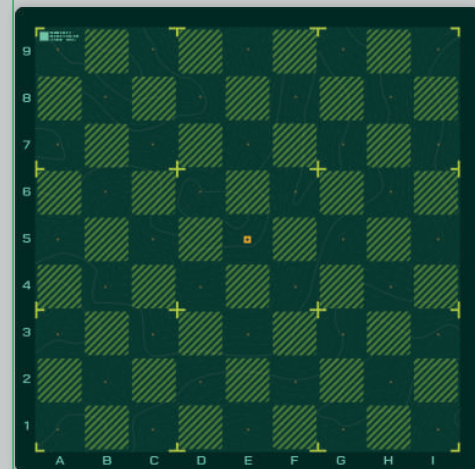
Game Overview

Use JOYO to scan the board to find the enemy aircraft. You can guess where they are hiding using JOYO's feedback and spatial reasoning based on the aircraft's shape. The player who finds the heads of two aircraft first wins!

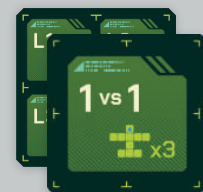


1

Content



1 game board



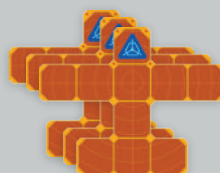
1 start card (double-sided)



30 marker tokens



3 aircraft head tokens



3 aircraft templates



1 radar card

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Setup



- 1 Take out the JOYO console and press and hold the power button to turn it on.
- 2 Place the game board on the playing surface.
- 3 Take out the start card and place it near the board.
- 4 Place the radar card next to the board.
- 5 Arrange the marker tokens near the board as necessary.
- 6 Place the aircraft templates so players can use them freely during the

3

1v1 Mode 2 player

Getting Started

Use JOYO to scan "1 vs. 1" on the start card to generate a random three-plane layout. The planes do not overlap or cross the boundaries of the game

Scan for Planes

Decide which player goes first. The game begins when the starting player scans a blank space on the board to find a hidden aircraft.

Detection

Keep track of the space you've scanned (using a marker token is okay), then use JOYO to scan the

LED Color
Green
Orange
Blue

Result
Blank space
Aircraft body
Aircraft Head

Place Your Token

Place a marker token of the corresponding color on the blank space you just scanned.

Game Over

The players take turns and repeat the above steps until one of them finds two aircraft heads and wins the game!

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