

ROCKET RACE™ INSTRUCTIONS

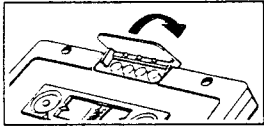
FOR 2 PLAYERS

CONTENTS:

- 1 Flipsider Game Unit
- 4 Magnetic Playing Pieces

OBJECT: Travel to Pluto with your rocket and return to your home planet first to win the game.

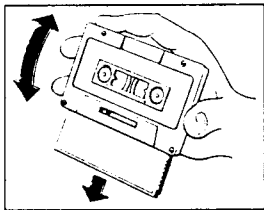
SET-UP:



1
Figure

1. REMOVING THE MAGNETIC PLAYING PIECES:

Using your thumb, slide the cover back, as shown. Shake the pieces out. Slide the cover forward to close.



2
Figure

2. OPENING THE GAMEBOARD:

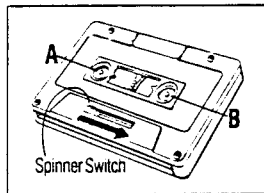
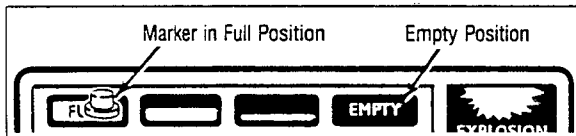
Flip the gameboard out with a few quick shakes, as shown in Figure 2.

3. SETTING UP THE PIECES:

Choose two of the same color playing pieces. Your opponent does the same.

ROCKET MARKERS: Place one of your playing pieces on either its blue Earth home planet or its red Mars home planet. This piece is your rocket marker.

FUEL MARKERS: Place your other playing piece on its matching color fuel gauge in the *full position*. Your opponent does the same. This is your fuel marker. See below.



3
Figure

4. SPINNING THE DUAL SPINNER: To spin Spinner A and Spinner B, slide the spinner switch over as far as it will go and release it. See Figure 3.

NOTE: Whenever a spinner arrow points to a line, spin again.

GAME PLAY:

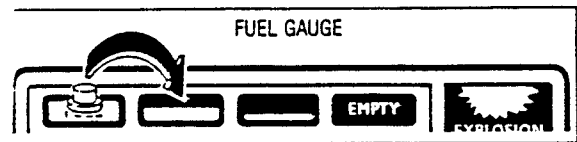
The blue Earth rocket always goes first.

ON YOUR TURN:

Spin the spinner and move your rocket marker on the gameboard squares the **NUMBER** showing on either one of the spinners. Sometimes your rocket may not be able to move at all, depending on what is spun. After you spin and move your marker (if you can), your turn is over.

SPINNER A—THE SUPER SPEED SPINNER: In order to move the number of squares showing on Spinner A, you must use fuel. When you use this spinner, move your fuel marker one space to the right on the fuel gauge, then move your rocket the number of squares showing on Spinner A. See Figure 4 on back page. Your turn is over.

NOTE: When your fuel marker is on the *empty* position or the *explosion* space, you cannot use Spinner A.

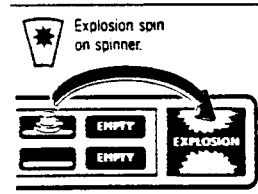


4
Figure

you use Spinner A, you must move your fuel marker one space to the right.

PINNER B—THE DRIFT SPINNER: If you are out of fuel or choose not to use fuel, you **MUST** use this spinner on your turn.

- If you spin the number 1, you can move your rocket marker one square on the gameboard (you're drifting, without using fuel) and your turn is over.
- If you spin a 0, your rocket cannot move and your turn is over.



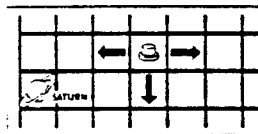
5
Figure

5. SPINNING THE EXPLOSION:

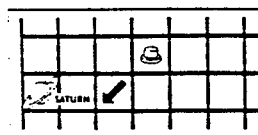
If you spin an explosion at any time, you immediately lose all your fuel. Move your fuel marker to the *explosion space* on your fuel gauge. You cannot move your rocket marker on this turn.

MOVEMENT RULES FOR YOUR ROCKET MARKER:

- You can move up, down, left or right, but you **CANNOT** move diagonally. See Figure 6.
- You can move through and land on the spaceships illustrated on the gameboard.
- You can move through your opponent's rocket marker and your opponent's home planet but you cannot land on them.
- You cannot move your rocket the number showing on Spinner A if your fuel marker is on *empty* or the *explosion space*.
- You cannot land on the Asteroid Belt Squares, so you must use fuel to get through them. See Figure 7.

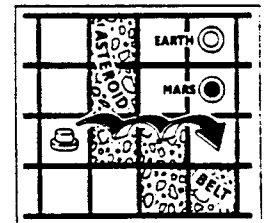


LEGAL MOVES



ILLEGAL MOVE

6
Figure



7
Figure

In order to move through the Asteroid Belt in this example, you must use fuel and spin a 3 on Spinner A.

REFUELING YOUR ROCKET:

Anytime you land on a space showing a planet, you refuel your rocket and move your fuel marker to full. You don't have to land there by exact count and this ends your turn. **EXCEPTION:** You cannot refuel on your opponent's planet.

EXPLODING ON A PLANET:

If your rocket is on a planet when you spin an explosion, move your fuel marker to the explosion space and you lose your turn. On your next turn, you can refuel again, and then spin and move.

WINNING THE GAME

Go to Pluto and return to your home planet first to win the game.

NOTE: You don't have to land on your home planet by exact count to win.