



Rocket Game

Blast into space with this best-selling counting and matching game!
Spin the spinner and pick a card – will your rocket loop-the-loop
the most to win the game?

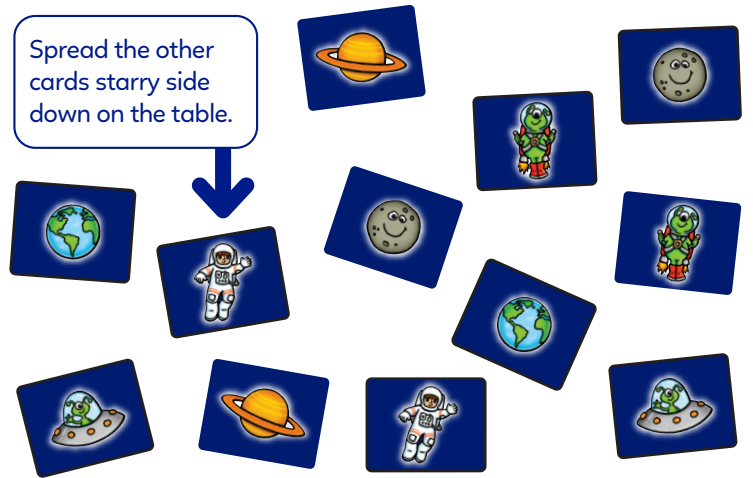
Contents

• 24 vapour trail cards • 6 rocket cards • 6 launch pad base cards • 1 spinner

Setting up the game



Spread the other cards starry side down on the table.



1 Spin the spinner

The youngest player starts. Spin the spinner and choose a matching card from the table.



2 Vapour trails

Turn the card over. If it is a vapour trail card, join it to the trail above your launch pad. Play passes to the next player.



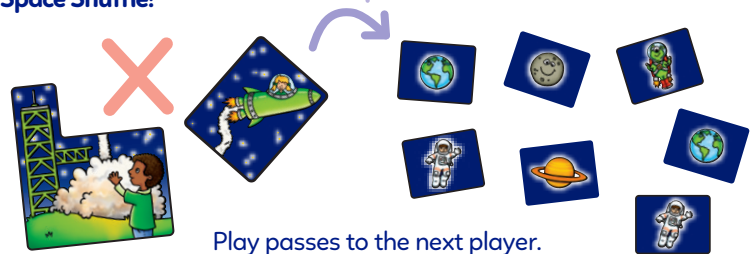
3 Space shuffle!

If you turn over a rocket card which matches the colour of your launch pad **before** you have any vapour trail cards, return the card face down to the table.

Then mix up the cards, shouting "Space Shuffle!"

If you turn over a rocket card which matches the colour of **another** player's launch pad **before your** vapour trail cards are topped off (see fig. 4) return the card face down to the table.

Then mix up the cards, shouting "Space Shuffle!"

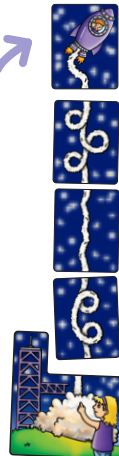


4 Topping off trails

If you turn over a rocket card which matches the colour of your launch pad and you **have** a vapour trail, use it to top off your trail.



If you turn over a rocket card which matches the colour of another player's launch pad **after** your vapour trail has been topped off, place the rocket at the top of that player's trail.



Once a player's trail has been topped they still turn over cards on their turn. If they turn over a vapour trail card it must be taken out of play.

If you spin the spinner and there are no matching cards left on the table, play passes to the next player.

5 Count up

Play continues until all players have topped off their vapour trails. Each player then counts the **loop-the-loops** in their vapour trail.

6 The winner

The winner is the player who has the most loop-the-loops at the end of the game!

