

SETTING UP THE GAME

Take out the 4 piece game board and put it together on a flat surface.

Take out the Star Trek Mission depicting the faces of Spock and Kirk and shuffle them. Take out the Star Trek cards depicting a white star on the front and shuffle these before placing on the board on the Planet in the bottom right hand corner.

Each player now chooses a coloured playing piece and puts the piece onto Earth. Each player now throws the dice and the highest number starts the game. Play will move to the player on the left and so on.

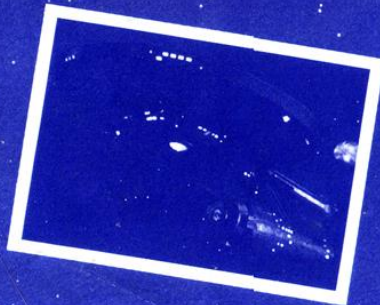
Each player is now given 4 cards from the Star Trek Mission pack. These cards give the destination you will need to reach on your game mission. If you are dealt 2 cards with the same destination then place one to the bottom of the pack and take another card. You must have 4 different destinations on your mission.

THE AIM OF THE GAME

The aim of the game is to travel around the board and reach the 4 destinations before being the first player to reach Earth.

MOVING AROUND THE BOARD

You may move anywhere you like but it must always be in a forward direction. Therefore you cannot move backwards onto a square you passed in your previous move. Decide how you want to achieve your mission and throw the dice and move the correct number of spaces. If you land on a Star Trek



square depicting a Star logo pick up a Star Trek card and follow the instructions. These cards can bring good or bad luck.

REACHING A PLANET DESTINATION

When you reach a Planet you must land on that Planet. You do not need to throw an exact number but once landed your go is over. Hand in your Mission card for that Planet and on your next go prepare to take off for your next destination. To take off you must always throw an odd number, i.e. 1, 3 or 5. If you throw an even number your go is over and you have to wait until your next go. When you are leaving a Planet you may go back to the path you came from to land on the Planet. This is the only time in the game that you do not need to move in a forward direction.

BLACK HOLES

On the board there are several Black Holes which could help or hinder you. When you land on a Black Hole the player on your left picks up your playing piece and places it on one of the other Black Holes of his choice. This may hinder you if he knows your Mission cards or it may help you by putting you a nearer a Planet you need to reach.

WINNING THE GAME

Once you have reached all 4 Planets to win the game you must be the first player to reach Earth. To land on Earth you must throw the exact number. If you throw a number that is too high you must wait until your next go to try again.

