

THE SPACE RACE GAME

constellation

THE
GREEN BOARD
GAME CO

UN JEU DE COURSE SPATIALE



The date is 3001. You are one of the four finalists in the great annual space race around the constellations. By tradition the race always starts in the Corvus constellation, and the youngest contestant chooses which hemisphere is to be raced through.

Each spaceship captain has to choose three constellations at random from the hemisphere (northern or southern sky) chosen for the space race. Cards with an orange strip represent the northern hemisphere and cards with a green strip represent the southern hemisphere. Those constellations which appear in both hemispheres have both orange and green strips.

Each captain has to place a pawn (flag) on any of the squares which their constellation passes through. There is one flag for each constellation. Players must then travel to those constellations, collect their flags and return to the Corvus constellation to be crowned "Space Race Champion"!

Pretty straightforward, except for the alien spaceships, wormholes, space debris, black holes and the actions of the other finalists...the title of "Space Race Champion" has to be earned!

Object of the Game

To be the first captain to visit your three constellations, collect your flags and return safely to the Corvus constellation.

Players

2 to 4 players, ages 10 and up

Game Materials

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|--------------------|-----------------------------------|
| 1 Game Board | 4 Spaceships (1 for each captain) |
| 2 Alien spaceships | 12 Pawns (3 for each captain) |
| 1 Die | 1 Pack of Constellation cards |
| 1 Rules booklet | 1 Pack of Question/Action cards |

Setting up the game

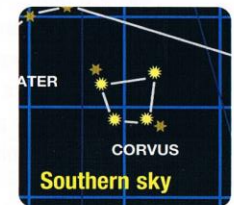
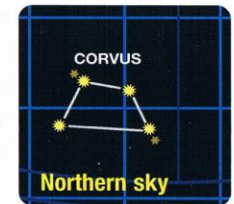
Place your spaceship on one of the four squares of the **CORVUS CONSTELLATION**.

The constellation cards for the appropriate hemisphere must be shuffled and three dealt to each captain. These must be placed so all captains can see them.

The remaining cards are placed by the side of the board face down.

Each captain must place their three pawns (there are three yellow, red, blue and white pawns to be used as flags) on any square their constellation passes through. This is the target square each player is aiming for on their constellations.

- The two Alien spaceships are placed anywhere on the board by the youngest player.
- The question/action cards are to be shuffled and placed in a pile by the side of the board.



Moving around the board

The youngest captain goes first and rolls the die. Play moves to the left. Spaceships can be moved in any direction except diagonally.

The captain to the right picks a card from the top of the question/action card pile.

If a question card is picked:

The questions are graded in difficulty. The first question is for younger children, the second is slightly harder and the third is more difficult. It is up to you which question to ask!

If the captain answers the question correctly, they can move their spaceship the number of spaces shown on the die or you can elect to move either of the alien spaceships the number of spaces shown on the die. (This could be a great tactical move – see below).

If the question is not answered correctly the captain cannot move their spaceship.

If an action card is picked:

The card is passed to the captain whose turn it is and the action must be followed.

It is now the next players turn.

Flags

There are three flags per captain. To remove a flag from the constellation the captain must land exactly on this square. The flag can then be picked up and placed on the appropriate corner of the board.



Alien Spaceships

There are two Alien spaceships. If you move an Alien spaceship on to a square occupied by a flag of any opponent, your opponent must replace that constellation card with another one from the top of the pile. The opponents flag is then moved to the new constellation. This is great if the opponent is closing in on his own flag (sneaky move to make, but this is a competition after all!)



If an Alien spaceship moves onto the same square as your spaceship you must take an extra Constellation card and return to the Corvus constellation (this is a good tactic when an opponent is on their way back after collecting their three flags!) However, it cannot be used if a captain has all three flags still to collect. Alien spaceships can also travel down wormholes if you want to be extra sneaky!

Wormholes

On the board are green wormholes. You can enter a wormhole on any green square and exit on any other green square.



Rolling a six

If a captain rolls a six they have the choice of moving their own spaceship, an opponents spaceship or an Alien spaceship. No question has to be answered or action taken.

Race Winner

The Constellation Space Race winner is the first captain to return to the constellation of Corvus after collecting their three flags and placing them in the appropriate corners of the board. Good luck!

Game Variation

You can also use the Alien spaceship to move one of your own flags if you are a long way from the constellation. This is a good way to change a distant constellation for another. Beware, you are taking a risk doing this as you could get a Constellation even further away!

The game can be played without using the question/action cards for younger space captains!