

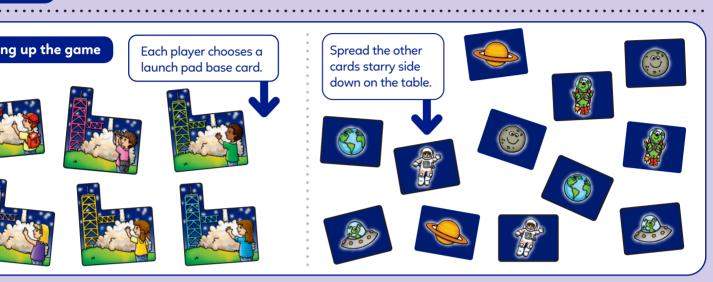
Rocket Come

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







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





Vapour trails

Turn the card over. If it is a vapour trail card, ioin it to the trail above your launch pad.

Play passes to the next



Space shuffle!

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

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





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,

If you turn over a rocket card

shouting "Space Shuffle!"



Play passes to the next player.



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 players



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.

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.

