

# SPACE RACE

A MAGICAL JOURNEY OF SOLAR SYSTEM  
WITH LIGHT SPEED OF FUN !!

NOT MEANT FOR KIDS UNDER 8 YEARS.



WARNING : NOT SUITABLE FOR CHILDREN UNDER 3 YEARS DUE TO SMALL PARTS

CAUTION: Not for children under 3 years due to small parts. Adult supervision recommended. Read the instruction sheet carefully before use and keep it for reference. Colours and contents may vary from illustrations.



## CONTENTS:

100 -Q & A -CARDS (WITH MULTIPLE CHOICE ANSWERS), GAME BOARD, 32 PLANET CARDS ( 8 CARDS\* 4 SET) SPINNER, 4 GAME PAWNS, 2 DICE, 4 SPACE SHIP STANDS, 1 TOY SPACE SHIP FOR THE WINNER & DETAILED INSTRUCTION SHEET

## OBJECTIVE

TO GO BACK TO THE EARTH BY COLLECTING PLANET CARDS WHILE TRAVELLING THROUGH THE PLANETS STEP BY STEP. THIS WOULD BE DONE BY SUCCESSFULLY GOING THROUGH THE QUESTIONS AND ANSWERS ROUNDS AND REACHING THE END POSITION ( REF TO FIG.). FROM HERE YOU CAN FLY BACK TO EARTH. THE 1 ST PLAYER TO DO SO WOULD BE THE WINNER OF THE SPECIAL TOY SPACE CRAFT



THE SET UP : PUT THE GAME BOARD ON A MAT OR ON A TABLE. POSITION THE 4 SPACE SHIP STANDS ON THEIR RESPECTIVE COLOURED ZONES. PLACE THE 4 COLOURED COINS IN THE CENTRE ON "START."THE YOUNGEST PLAYER GETS TO START FIRST AND ALSO CHOICE OF COLOURS.



## GETTING STARTED -

1- GETTING OUT OF SUN- YOU NEED TO ROLL ONE DICE AND GET A "1" ON THE DICE TO COME OUT OF THE SUN. NOW , ASK THE QUIZ MASTER TO SPEAK OUT A QUESTION FOR YOU. IF YOU ANSWER IT CORRECTLY , YOU LAND ON PLANET MERCURY SYMBOL

## PLANET CARDS-

EVERY TIME YOU LAND ON A PLANET SYMBOL, YOU GET A PLANET CARD. OBSERVE THE SYMBOL OF THE PLANET. READ ALOUD THE FACT WRITTEN ON THE CARD. AFTER ALL, THE PURPOSE OF THE GAME IS TO EDUCATE THE KIDS ABOUT SPACE AND FACTS ASSOCIATED WITH IT. EVERY PLAYER WOULD DO SO ON HIS TURN.



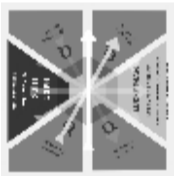
## MOVING ON-

YOU WOULD NEED A "2" ON THE DICE TO GO TO THE NEXT PLANET - THE VENUS



NOW, THE PLAYER GETS THE PLANET CARD FOR VENUS. HE READS IT ALOUD AND OBSERVES THE SYMBOL.

## SPINNER CARD



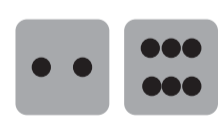
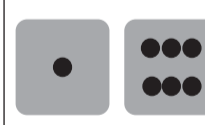
FROM HERE ON IN THE GAME, A SPINNER CARD IS INTRODUCED TO MAKE IT MORE INTERESTING. THE PLAYER SPINS THE POINTER. ALLOW THE ARROW TO STOP COMPLETELY AND SEE THE ZONE ON WHICH IT STOPS. IN 4 OUT OF 6 ZONES , THE PLAYER HAS TO ATTEMPT THE QUESTION. ONE IS A " BAD LUCK" ZONE AND ONE IS A " GOOD LUCK" ZONE. FOLLOW THE INSTRUCTIONS OF THE ZONE AND MOVE ACCORDINGLY. THE SPINNER CARD WOULD GOVERN THE GAME TILL THE END. IF YOU WANT TO FINISH THE GAME QUICKLY YOU MAY PLAY IT WITHOUT THE SPINNER ALSO, BUT THATS NOT ADVISABLE AS THAT WOULD REDUCE THE FUN ELEMENT OF THE GAME

WHEN YOU ARRIVE ON EARTH SYMBOL, YOU GET THE EARTH PLANET CARD WHICH YOU HAVE TO READ ALOUD. SAME PROCEDURE IS FOLLOWED FOR ALL THE REST OF PLANETS.

NOW, THE PLAYER GETS THE PLANET CARD FOR VENUS. HE READS IT ALOUD AND OBSERVES THE SYMBOL.

## THE NUMBER REQUIRED TO MOVE FROM THE PLANET SYMBOL TO THE NEXT STEP:

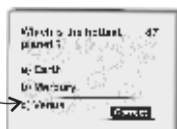
1- MERCURY 2- VENUS 3 - EARTH 4- MARS 5- JUPITER 6- SATURN 7- URANUS 8- NEPTUNE



USE 2 DICE FOR THESE 2 PLANETS

PURPOSE OF USING THIS DICE IS THAT THE KIDS REMEMBER THE SEQUENCE OF PLANETS IN THE SOLAR SYSTEM

QUESTION AND ANSWERS - THE 100 QUESTION AND ANSWER CARDS REMAIN WITH THE QUIZ MASTER. HE SHOULD KEEP THEM IN SUCH A WAY THAT PLAYERS DONT SEE THE ANSWER. THE PLAYER MAY ASK FOR CHOICES. THE CORRECT ANSWER IS MARKED



THE PLAYER CONTINUES TILL HE GIVES RIGHT ANSWERS. THE CARD IS THEN PUT AT THE BOTTOM OF THE PILE. IF THE ANSWER IS WRONG IT IS THE NEXT PLAYER'S TURN. THE QUESTION CANNOT BE PASSED. THE FIRST PLAYER REACH THE 'END' IS THE WINNER AND TAKES THE SPECIAL SPACE SHIP TO FLY BACK TO THE EARTH !!

PLEASE WRITE YOUR FEEDBACK ABOUT THE GAME ON - happykidz21@gmail.com

ABOUT THE CONTENT- WE HAVE TAKEN A LOTS OF EFFORTS TO COLLECT THE DATA FROM VARIOUS SOURCES. THESE ARE TRUE TO THE BEST OF OUR KNOWLEDGE. BUT DATA SHOULD BE VERIFIED INDEPENDENTLY IF YOU ARE USING IT FOR ANUOTHER PURPOSE OTHER THAN PLAYING