



Travel Across the Galaxy

Rules of the game

- Up to three players can start the journey! Select a green, blue or yellow counter.
- The youngest player starts. The players take turn to throw the dice (in clockwise order). Players move forward by the number thrown.
- If you land on a special space, you have to follow the instructions for the corresponding colour symbol.
- If another player is already in a space, you can move their counter back one square.
- The winner is the first person to land exactly on the green planet.



If you land on a space that is your colour, you get to throw the dice again!



On an alien planet you come across some strange beings. Sit out your turn while you draw one of them.



Engine trouble! You have to go back the last planet to get spare parts.



Your special engine works perfectly and you fly on at the speed of light. Roll again!



You are pulled into the black hole - lose any excess points. Roll again:

1 – 2 = Back to



3 – 4 = Counter change! Fly on with another player's spaceship. The other player is given your counter and moves back to



5 – 6 = Follow the dotted line and move forward!



You're flying through a meteor field and you're making slow progress. On your next turn: Your score is the number thrown minus one!



Your on-board computer's gone wild! It's going back three spaces!