COUNT DOWN™

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THIS GAME IS DEDICATED TO THOSE MEN WHO HAVE GIVEN SO MUCH OF THEMSELVES TO LAUNCH OUR CIVILIZATION INTO OUTER SPACE—AND, ESPECIALLY, TO THE BRAVE FEW WHO HAVE SACRIFICED THEIR LIVES.

Introduction

Due to highly successful rocket technology, great interest in this field of science has been shown not only by engineers and technicians, but by the general public as well. Young people, in particular, have been following progress in space flight with great attention and enthusiasm. Space research and space flight will significantly affect all of our futures.

COUNT DOWN is designed to acquaint young and old with the American project APOLLO—Man's first flight to the Moon. Simplified and limited to essentials, the game communicates understanding of this complex and costly undertaking—the most daring adventure Mankind has ever undertaken. We hope that COUNT DOWN will offer not only many hours of play—fun and stimulating competition, but will also contribute to your understanding of the complexity and challenge in Man's planned travel to the planets.

OBJECT OF THE GAME

The object of the game is to construct a rocket and complete a count down. The first player to achieve a count down is declared the winner.

NUMBER OF PLAYERS

Count Down is designed for two to six players.

a) *2 players:* each takes one rocket station and the control board which goes with it (two stations remain vacant).

b) *3 players:* each takes one rocket station and the control board which goes with it (one station remains vacant).

c) *4 or 5 players:* each takes one rocket station and the control board for this station. When there are 5 players, the Game Manager does not participate actively in the game.

d) *6 players: Station #4 remains vacant.* Two players work together as a team on station #1, two others on #2, and two on #3. They travel individually with their small, colored rockets, but need to build only one large rocket, complete requirements for one control board, and make one successful count down.

EQUIPMENT

COUNT DOWN Playing Board
36 Astronaut Playing Cards
4 plastic rockets
6 wooden rockets
Money
20 Yellow Chance Cards
8 Green Espionage Cards
12 Pink Sabotage Cards
2 Dice
36 Markers

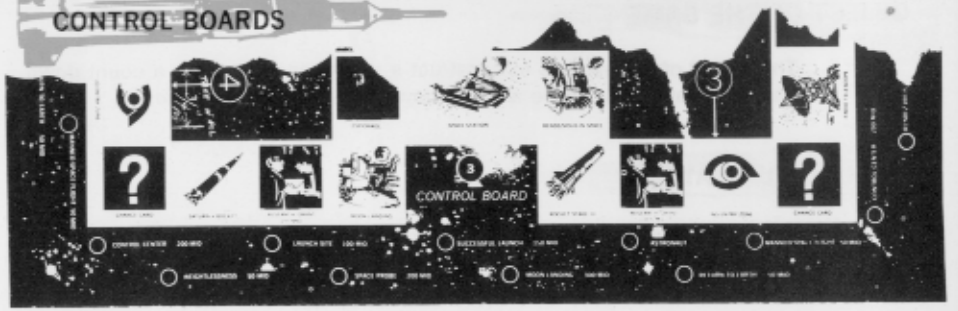
HOW TO PLAY

The players first *elect a Game Manager* who controls the bank, distributes cards and rocket parts, and is the umpire in case of any disputes. The Manager can limit himself to these activities or take an active part in the game.

Each player, in turn, rolls the dice. He receives from the bank *an amount of money equal to the number he has rolled times 100 "mio,"** (the player who rolls a 12 is given 1200 mio). The player with the highest number places his small wooden rocket on Rocket Station #4. The player with the lowest number places his rocket on Rocket Station #1. The other players, according to the number they have rolled, place their rockets on Rocket Station Two and Three respectively.

*1 Mio = $1,000,000

CONTROL BOARDS



Control Boards which match the number of each player's station can be found on the *end panels* of the Playing Board. The game must be played in such a way that *each player complies with the nine conditions listed on his Control Board* (Successful Launch, Astronaut, Moon Landing, etc.). As each condition is fulfilled, a *marker* is placed on it.

Note: All four Control Boards have different sets of conditions. For example, player 1 may need the condition "Rocket-Transport" while player 2 needs "Radar" at the same point. In games with 2, 3, or 6 players: If a player lands on a space for which no player needs the corresponding picture card, he may roll the dice once more.

The player who receives the lowest amount of money starts the game by rolling the dice and moving his colored rocket the number of spaces indicated in a *clock-wise direction.* According to the space on which a player lands, he will: 1) receive a rocket part; 2) receive an astronaut (playing) card; or, 3) earn a surprise card, agent's card, financial income, etc.

When Player #1 has completed his turn, Player #2 (the player to his left) rolls the dice followed by Player #3 and #4. THE FIRST PLAYER WHO HAS COMPLETED CONSTRUCTION OF HIS ROCKET, AND IS ABLE TO MARK ALL NINE CONDITIONS OF HIS CONTROL BOARD, MAY THEN TRY FOR A SUCCESSFUL COUNT DOWN. A SUCCESSFUL *GAME-WINNING COUNT DOWN* INVOLVES SCORING *25 POINTS OR MORE* ON THREE SUCCESSIVE ROLLS OF THE DICE (SEE "WINNER").

EXPLANATION OF THE DIFFERENT FIELDS (Spaces)

#1 player's Rocket Station

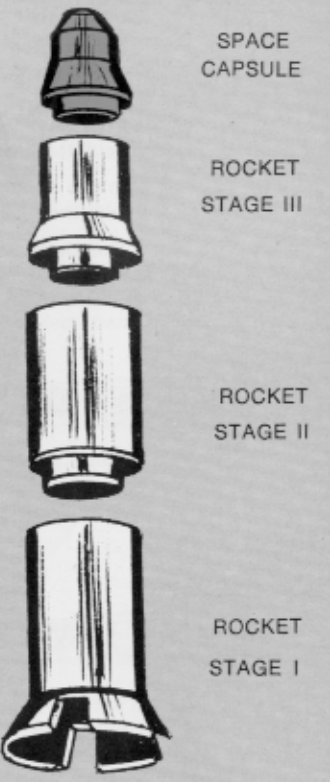
ROCKET STAGE I
ROCKET STAGE II
ROCKET STAGE III
SPACE CAPSULE

The player who lands on one of the above spaces may purchase the corresponding rocket parts from the Game Manager (as long as the supply lasts). *He places the part on his Rocket Station* where he attempts to build the entire rocket during the course of the game.

SATURN V ROCKET

If a player lands on a space picturing the complete Saturn V rocket (marked "Saturn V Rocket"), he is entitled to buy all 3 stages and the space capsule at a flat rate of 500 Mio. (If all four parts are no longer available, a player may purchase those parts remaining at the following prices:

First Rocket Stage: 200 Mio
Second Rocket Stage: 100 Mio
Third Rocket Stage: 100 Mio
Space Capsule: 300 Mio



CONDITION FIELDS

(Astronaut Playing Card Spaces)

The game board has a "space" for each of the conditions on your Control Board; for example, "Launch Pad," "Weightlessness," Rendezvous," etc. If the number rolled takes you to such a space, *you may purchase the corresponding card* from the Game Manager at the price given on that card. Place the card face up before you and mark the condition, which has been fulfilled, on your Control Board. (It is frequently useful to purchase cards you do not need to complete your Control Board. You can sell such cards to other players during the game for *up to double their value,* or exchange them for cards which you need). If you land on a space, for which the corresponding card is already gone, you may roll once again.

SURPRISE FIELDS

When you come to a space with a question mark, take a "Surprise Card" and follow the instructions.

FINANCE FIELDS (Professor with Envelope)

The lucky player who lands on one of these spaces receives income from the Game Manager. The amount is stated on the space.

ASTRONAUT TRAINING FIELD

Physical demands on astronauts are enormous. Training is necessary! You either get up and do 10 knee bends or pay 100 Mio to the Game Manager because of poor physical condition!

"NO ADMISSION AREAS"

Below each Rocket Station there is a *"No-Entry" Zone.* With the exception of the owner, it may be entered only by:

a) a friend who comes to trade or exchange.

b) a player who has the corresponding "Agent's Card."

In the event that the owner of the "No-Entry" zone does not wish to trade with the visitor, he can send him back to his Rocket Station.

The owner can protect himself from "agents" provided he has *a "Secret Service" card.*

AGENT'S FIELDS

When a player lands on an Agent Field marked "Espionage," he takes a green card. When he lands on a field marked "Sabotage" he takes a pink card. Instructions on these cards must be followed precisely.

SECRET SERVICE

If an agent is "arrested" in the "No-Entry" zone of an opponent, and is penalized by losing three turns, he can buy his release by paying 300 Mio to the owner of the "No-Entry" zone.

THE WINNER

The player who completes his rocket, complies with all conditions, and marks them on his Control Board may immediately try for the final COUNT DOWN. He rolls the dice three times in a row and must get a total of 25 or more. If he doesn't get 25 points or more, he may try for his COUNT DOWN again on his next turn provided that he still has a complete rocket.

IMPORTANT POINTS

1) A player rolling number 10, 11 or 12 may choose whether he wishes to go *forward or backward on the playing board.*

2) Rocket Stages and Space Capsule—Landing on a space designated "Stage I," "Stage II," "Stage III" or "Space Capsule" entitles the player to buy these parts from the Game Manager. It may happen that a particular part is no longer available but is already on the station of another player. One player may own several identical parts. *The required part may be purchased* from such a player, but only if the person who is purchasing does not yet own the part. The player who has two or three identical rocket parts *must sell,* in such a case, at the fixed original price.

3) "Chance Cards." If you have a "Chance" card, which entitles you to receive a particular Astronaut Playing Card from the Game Manager, you may get it only if that card is available. *You are not* entitled to a replacement. If card is unavailable, have Game Manager give you 100 Mio.

4) Trade and Exchange

The players may trade. They can trade or sell Astronaut Playing cards and rocket parts and, in some instances, also "Chance Cards," but only under the following conditions:

a) when two players land on the same space.

b) when you land in the "No-Entry" zone, of another player, as a friend.

c) when a player comes to a "Condition Field" for which he needs the card (because it is listed on his "Control Board") and another player already has this card. *The owner must sell* such a card for trading purposes when he does not need it himself (not called for by his "Control Board") or when he has two of the same type. The value of these cards is to be negotiated between the printed price and double that amount. If *double the price* is offered, an owner *must sell.* Rocket parts may be bought and sold only at original prices. Exchange of parts not involving money is permitted when two parties mutually agree to the trade.

5) Auctions

When the Game Manager has only *ten cards left,* he may auction off *five* of them. Auctioning begins at one-half of the price printed on the card. Selection of the five cards is up to the Game Manager. *Cards with photographs of actual astronauts may not be auctioned off.* These cards have no prices.

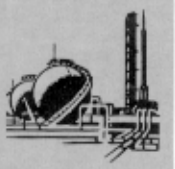
GENERAL INFORMATION ABOUT THE OFFICIAL NASA APOLLO PROGRAM

MOON LANDING in 14 stages:

1. Start of the 3-stage Saturn V rocket with the spacecraft APOLLO housing three Astronauts.
2. After 2½ minutes, first stage burns out; after 6½ minutes, second stage (altitude 99 miles) burns out. They are dropped and disintegrate.
3. The third stage carries the APOLLO spacecraft into holding path, acceleration to 24,855 miles and entry into Moon corridor.
4. Apollo guide—and engine—unit separates from the third stage, turns, and is linked to the Moon Landing Unit (LEM).
5. In the vicinity of the Moon two Astronauts enter the Moon Landing Unit (LEM) and separate it from the Pilot Unit.

6. LEM lands on the moon.
7. The two Astronauts explore the moon surface.
8. LEM takes off from the Moon leaving gear behind.
9. Rendez-vous maneuver, LEM with Pilot Unit.
10. All three Astronauts are again the Pilot Unit; LEM is separated.

11. Return to Earth.
12. Separation of the propulsion unit.
13. Pilot Unit, with heat screen forward, enters earth's atmosphere.
14. Landing by parachute.



CONCLUSION

COUNT DOWN is a unique and stimulating game intended to familiarize you with space flight principles. The NASA Apollo program outline was used as a guide to assure the most realistic and sophisticated game plan. In this fascinating program, Man will attempt to land on the Moon, explore its surface and return to Earth. Acting as an adviser in the creation of COUNT DOWN, NASA supplied a considerable amount of photography and documentary material. As a result, America's most important space undertaking is brought into your home through the development of this exceptional game.

The captions accompanying the 36 documentary photographs are designed to explain the APOLLO space flight program and to explain it technically.

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200 FIFTH AVENUE
NEW YORK, NEW YORK 10010