

# Walt Disney's

## TOMORROWLAND

### ROCKET TO THE MOON GAME

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SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA

MADE IN U.S.A.

For 2, 3, or 4 Players

#### INTRODUCTION:

Each player is the owner of a rocket ship designed to reach the moon. In order to launch the rockets, players must first reach the Rocket Launching Platform. Then each player is given a chance to show how well his rocket is made by trying to fly to the moon.

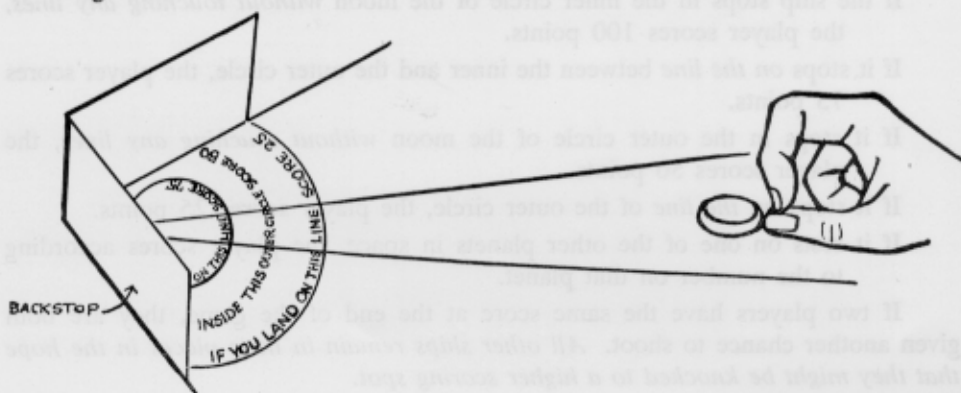
#### EQUIPMENT:

A folding game board, beautifully illustrated by Walt Disney, showing a portion of TOMORROWLAND, the Rocket Launching Platform, and scenes from outer space.

One spinner, which indicates the moves of the rocket ships.

Four rocket ships, one each of four colors. These are of such modern design that they closely resemble "flying saucers." This shape helps the rockets to glide through space.

One backstop to prevent the rockets from flying off the gameboard. Note the perforated outline on the platform in the box. When punched out along the perforated lines, the backstop can be folded on the creases and set up as shown in the diagram.



#### PREPARATION:

Remove the sheet of cardboard from the box and punch out the backstop around the dotted lines. The next thing to do is to bend the backstop along the creases so that it may be set up as shown in the diagram. It should be placed at the corner of the flat gameboard with the two tabs of the backstop placed under-

neath the board. The tabs have been slotted so that one end can be inserted into the other to hold the stop firmly. This backstop will prevent the rocket ships from going off the board.

Now give each player one rocket ship.

Choose a player to start the game.

### PLAY OF THE GAME:

The first player begins the game by spinning the arrow. In order to place the rocket on Space No. 1, a player must first spin a 5. He then places his ship on Space No. 1 *and spins again*. Players move around the track according to the number on the spinner, and must follow the directions written on each space upon which they land. The Rocket Launching Platform must be reached *by exact count*. If a player does not spin the correct number, he must forfeit his turn until he does so.

If a player's rocket ship lands on a space already occupied by another rocket, *the first rocket* is sent to BUMP REPAIRS and moves on from there on his next turn. BUMP REPAIRS is the only space on the board that may be occupied by more than one rocket ship at one time.

The first player to reach the Rocket Launching Platform receives a bonus of 50 points. This is added to his score at the end of the game because he was the first to have his rocket ready for launching.

When a rocket ship has reached the Rocket Launching Platform, the player may test his ship by "shooting for the moon." This is done by flicking the piece toward the moon (snapping the forefinger against the thumb as shown in the diagram). If the ship does not go beyond the Earth Horizon, the player is given another chance. If it goes beyond the Earth Horizon but does not reach any moon circle, the rocket ship must remain there in the hope of being pushed on the moon by another rocket. If a rocket ship goes off the board, the player may shoot again.

The game is over after all players have launched their rocket ships toward the moon.

### SCORING:

*Scores are not counted until all players have launched their rocket ships.*

If the ship stops in the inner circle of the moon *without touching any lines*, the player scores 100 points.

If it stops *on the line* between the inner and the outer circle, the player scores 75 points.

If it stops in the outer circle of the moon *without touching any lines*, the player scores 50 points.

If it stops *on the line* of the outer circle, the player scores 25 points.

If it rests on one of the other planets in space, the player scores according to the number on that planet.

If two players have the same score at the end of the game, they are both given another chance to shoot. *All other ships remain in their places in the hope that they might be knocked to a higher scoring spot.*

### WINNING THE GAME:

After all the rocket ships have been launched, players check their scores. The player who was first to reach the Rocket Launching Platform may now add 50 points to his score.

The player with the highest score wins the game.