

Wallace & Gromit's ROCKET RACE

Aim of the game

Be the first player to collect and slot together all the pieces of your rocket to create a spaceship that Wallace and Gromit would be proud of!

Before you begin

Lay out the game board and give each player a playing piece. Each piece should be placed on the corresponding 'launch pad' around the edge of the board.

Shuffle the chance cards and place them next to the board. Make sure the dice is to hand.

Lay out the rocket pieces in 8 separate piles next to the board this is the parts store.

Playing the game

Everyone takes turns to roll the dice and move clockwise around the board, visiting each part station, to collect the parts for their rockets. The parts count down from 8 to one, like the countdown to a rocket launch, and you slot them all together to build your rocket. You do not need to roll an exact number to land on a part station. So, if you're 3 spaces away and you roll a 4, just move the 3 spaces onto the station and collect your piece from the parts store.

Place the pieces on your 'launch pad', slotting them together as the game progresses and continue moving clockwise around the board to the next part station.

Around the board, you'll come across a number of 'steal' and 'chance' action spaces.

Steal spaces:

If you land on a 'steal' space, check out the other players' rockets. If anyone has the rocket piece that you need next, you can steal it from them! However, you can only take a player's most recently acquired piece. For example, you land on a 'steal' space and the next piece you need is a 5; player A's most recent piece is a 5, and player B's most recent piece is a 4 - you must steal the 5 from player A, as player B's 5 piece is protected by their 4 piece.

Chance spaces:

If you land on a 'Chance' space, take a card from the pile and read out the statement. Some cards will help you in your mission; there are cards which let you move forward 2 or 3 spaces, cards to take you straight to your next part station and cards which let you roll again. There are also some extra-special 'part protector' cards. If you're lucky enough to get one of these cards, it will stop any of the other players stealing your parts. You can keep this card until you collect your next rocket part and it should then be returned to the bottom of the pile. Other chance cards will slow you down; some cards send you back 2 or 3 spaces, some make you return parts of your rocket to the parts store and others make you miss a turn. If you receive a 'miss a turn' card, hold onto it until you've missed your turn, and then return it to the bottom of the pile.

If you roll a 6, move your piece around the board (playing a 'Chance' or 'steal' space if you land on one), then roll the dice again. If you land on another action space after your second roll, you do not play that space. You should always roll again if you roll a 6.

The game continues in this way until one of the players has completed their rocket.

Hints and tips

Make sure you watch where you're going! If you miss the part station that you need when you're moving around the board, you cannot go backwards to reach it. Instead, you must continue around the board again until you get back to the station you need.

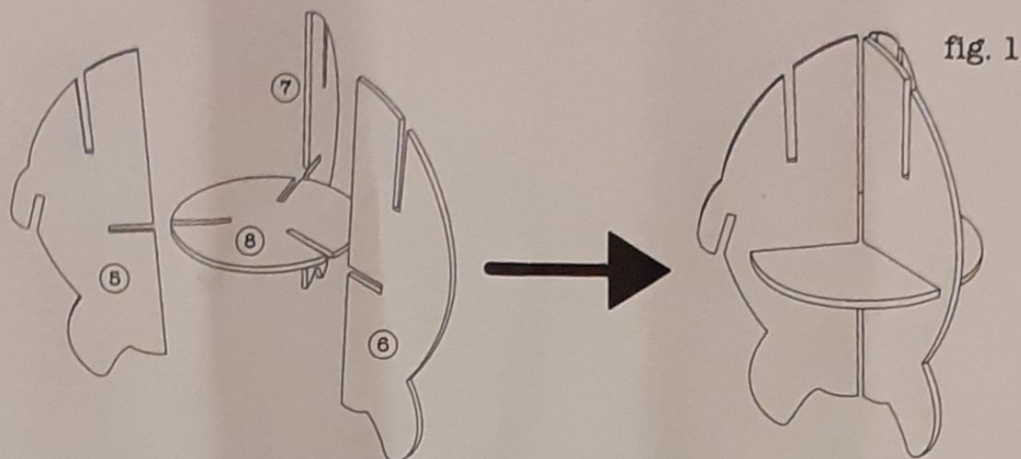
There are arrows around the board to show you which direction to move your pieces in.

The player who takes the light blue 'launch pad' must do a circuit of the board before collecting the first part of their rocket. They cannot leave their 'launch pad' and move straight onto the number 8 part station.

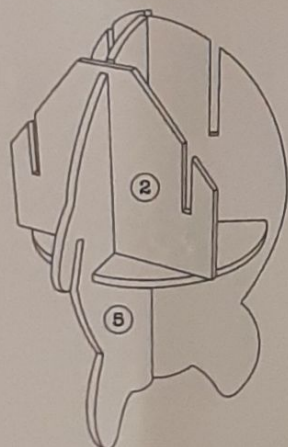
You could decide who starts the game by having each player roll the dice until someone rolls a 6.

If you want to play a more tactical game, you don't have to move straight to your next part. If stealing from someone else will give you an advantage, and you roll the right number on the dice, you can move past the part station and steal a part from another player by landing on a 'steal' space.

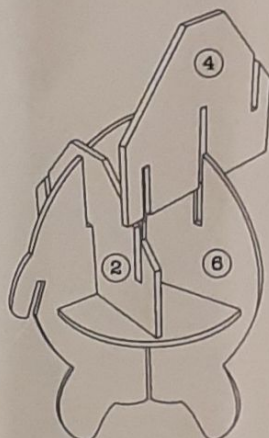
Build your rocket



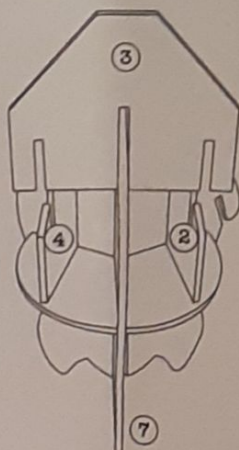
To build your rocket, start with piece 8 and push pieces 5, 6 and 7 into the 3 slots.



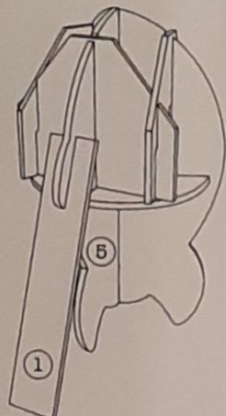
Slide piece 2 into the slot on piece 5.



Slide piece 4 into the slots on pieces 2 and 6.



Slide piece 3 into the slots on pieces 2, 4 and 7.



Finally, slide piece 1 into the slot on piece 5 and your rocket is ready for take off!



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CONTENTS	WARNING
Instructions Game Board 8 x Playing Pieces 64 Rocket Pieces (to build 8 rockets) 30 Chance cards Dice	Not suitable for children under the age of 36 months due to small parts which may break off into small pieces and present a choking hazard. Completely remove all plastic tags and packaging attachments before giving this toy to children. Conforms to EN71. Retain this information for future reference. Colours and contents may vary to those shown on the packaging. 8+ years