

SPACE LAB Strategy Game Directions

 **WARNING:**
CHOKING HAZARD—Small parts.
Not for children under 3 yrs.

Components:

- ▷ Game board
- ▷ 24 Planet Rock Samples
- ▷ 1 Die
- ▷ 4 Space Ships
- ▷ 1 Fuel token

Object of the Game:

Players work cooperatively to collect three Rock Samples from each planet, filling their Sample Log, before running out of fuel. Fuel level is indicated on the Fuel Gauge, and increases or decreases depending on play!

Set Up:

- ▷ Each player selects a Space Ship color and places it on the Fuel Station. Place the Fuel Token on the Fuel Gauge at "F" (Full).
- ▷ Place three matching Planet Rock Samples on each planet.

How to Play:

- ▷ Youngest player goes first.
- ▷ On your turn, roll the die. If you roll:
 - ▷ 1-4 - Move your Space Ship the same number of spaces clockwise around the board, and reduce the Fuel Gauge by one notch.
 - ▷ Warp - Move your Space Ship to any spot on the game board.
 - ▷ Fire - Reduce the Fuel Gauge by one notch but do not move your Space Ship.

Moving Around the Board:

- ▷ **Planet Spaces** - Each time a player lands on a planet, collect one Planet Rock Sample and place it on the Samples Log. If there is no sample, reduce the Fuel Gauge by one notch.
- ▷ **Asteroid Belt** - If there are samples in the Samples Log, player must return any one sample to its corresponding planet. Otherwise, play moves to the next player.
- ▷ **Fuel Station** - Increase the Fuel Gauge by one notch. There are two ways a player may enter the Fuel Station:
 - ▷ When a player rolls "Warp" on the die, that player may choose to go to the Fuel Station to increase the Fuel Gauge by one notch.
 - ▷ While moving a Space Ship around the game board, a player may choose to stop at the Fuel Station to increase Fuel Gauge by one notch. The player does not have to land on the Fuel Station by exact count, but will forfeit remaining moves for that turn.

Complete Your Mission as a Team!

Players lap around the game board clockwise until all Planet Rock Samples have been collected. If the Fuel Gauge reaches "E" (Empty) before all samples have been collected, the game is over.

Variants:

For easier and quicker game play, make either or both of the following adjustments:

Reduce the number of Planet Rock Samples to one or two per planet, and do not reduce Fuel Gauge when landing on a planet where samples have already been collected.