

LUNAR-TIK

The object of the game is to take a rocket to the Moon, go into orbit around the Moon. Then land on the Moon, collect rock samples as quickly as possible. Take your Lunar Module back into orbit, link up with the Command Module and return to Earth. However, your stay on the Moon will be a hilarious experience. The collecting of samples can be absolutely maddening, as the movement of the Lunar Disc causes samples to appear and disappear before your eyes. Even when you are successful in landing on a mineral site you require, you may be in for an awful shock when you draw the sample card. Also, you should not be too surprised if, after completing your collection, on your way back to orbit, someone deliberately takes a sample they cannot keep, in order to try and move the Lunar Discs to throw you off course.

It is mad, it's fun, and when all players are on the Lunar Disc together the more frustrating it becomes.

BEFORE STARTING TO PLAY: Shuffle each of the sample packs of cards—Gold, silver, copper, and tin, and place face down in the appropriate squares on the board. Make sure that the "landing sites" at the edge of the revolving moon are lined up with the entry paths from the orbit circle round the Moon.

Place your "Space Rockets" (both parts together) in the red square marked START on your launching site.

NOTE: All the cards are used, regardless of how many players.

R U L E S

TO START: Each player in turn attempts to throw a 6. To obtain power for "Blast Off", one must throw a 6. **DO NOT MOVE THIS NUMBER.** This gives you clearance to "Blast Off" and once you have thrown the number you may then have a second throw, without passing the dice on to the next player. You then move the number thrown on your second throw.

The throwing of a six (6) **DOES NOT** entitle you to another throw.

On completion of each throw the dice is passed to the player on your left. The game continues with each player in turn moving the number of places indicated by the throw of

the dice until you reach FIRING STAGE, you DO NOT have to throw the exact number to reach the RED SECTION, but regardless of the number thrown when you do reach this space, you stop. This completes your move.

To activate the SECOND STAGE FIRING, you must now throw an EVEN NUMBER, 2, 4 or 6, BUT AGAIN DO NOT MOVE THE NUMBER THROWN. This only activates the firing. Once you have thrown an even number you have a second throw, without passing the dice to the next player. Move the number thrown on the second throw.

Continue in the same manner to the THIRD STAGE, when the same procedure takes place. When you reach the red space—STOP. This time you must throw an ODD NUMBER, 1, 3 or 5, but this again only fires the motor and a second throw is taken to indicate how many spaces are moved. Your flight then continues into Lunar Orbit, which is the complete ring of spaces around the Moon. You enter this orbit where your trajectory meets with the circle. You pass straight into orbit and may carry on in an anti-clockwise direction to complete the number last thrown.

(Remember, when going up, you move in orbit ANTI-CLOCKWISE. When returning, you move CLOCKWISE. See Note : RETURNING HOME.) That completes your throw. Once in orbit of the Moon you keep moving in an anti-clockwise orbit the number of spaces indicated by the dice each time it is your turn to throw, until you throw 1 or a 6.

This separates the Lunar Module from the Command Module and you move directly down to the Moon's surface, landing on the spot linked to the space in orbit where you are lying when the 1 or 6 is thrown. Moving down to the Moon's surface completes that throw. The Command Module is left in orbit.

Note 1 : In orbit two craft may not rest in the same square. You may overtake, but should the completion of your move bring you to an occupied square, then you rest in the square behind it, thereby moving one less space than the number thrown.

Note 2 : Should the landing site be occupied, you have completed "separation" and just wait until your next turn when the site has been vacated. You then move down to the landing site, then take your throw to determine how many spaces you move.

ON THE MOON : The object is now to collect six mineral samples. You are requested to collect one Gold sample (coloured gold), then one Tin sample (coloured

red), two Copper samples (coloured blue) and two Silver samples (coloured silver). You will also note that according to the rotation of the Moon various samples' sites contain Iron samples (coloured yellow). These samples are of no value and the site, whilst containing Iron, is merely another move on your journey.

SAMPLES MAY BE COLLECTED IN ANY ORDER.

Once on the Moon, you move in any direction you please, but each and every throw must be completed in one direction. No two players may rest on the same spot. You may overtake another player, but if the completion of your throw would land you on an occupied space you must move in an alternative direction, even should this mean returning the way you came. The only time this rule may vary is when you are "boxed in" and cannot complete the number of moves shown on the dice. You will then move one space less than the number thrown and this completes your turn.

To land on any sample site, you must throw the exact number required ; if you throw too many, you pass over the sample site (the site, of course, counting one move). To reach a site at a dead-end, you must throw the exact number ; if you throw too many, you must move away from the site.

COLLECTING SAMPLES. Each time you land on a site (except Iron) you take the top card from the appropriate pack. If the sample is OK, you keep the card, but carry out any other instructions on it. If the sample is rejected, you carry out the instructions on the card and replace it at the bottom of the pack. *ONLY ONE SAMPLE MAY BE COLLECTED AT A TIME.*

NOTE : Each time the Moon is rotated, the samples on each site change and should your throw land you on a site containing a mineral of which you already have your quota of samples you must still take the card, obey the instructions and return it to the bottom of the pack. **YOU CANNOT KEEP IT.**

Whilst resting on a site that changes its mineral content, you must move on from this site with your next turn. You cannot collect the sample.

RETURNING HOME : As soon as you have collected your six samples you must make your way back to your Command Module in orbit. For this, you have a choice of action. (1) You can make your way back to the nearest point of entry to your Command Module in orbit, bearing in mind the Moon may be rotated before you arrive there ; (2) Make

your way to the nearest point of entry, move into orbit (one move) and proceed in a CLOCKWISE direction until you meet the Command Module.

In either case it is not necessary to throw the exact number required to reach the certain square where the Command Module is. Once you have reached it this completes your move regardless of the number thrown, providing the journey from the Moon orbit is counted as one move.

REMEMBER: Once regaining orbit, you cannot move in an anti-clockwise direction.

LINKING UP: Now you have the most complicated movement of the game. Whilst in this position, for each turn you have, you must have two throws and you must throw a pair to link up. If your first throw is 4, your second must be a 4. You cannot link up without throwing two numbers the same. However, once you have succeeded in linking up you take a third throw—and move on in a CLOCKWISE direction the number of spaces indicated on the dice until you move out of orbit on your return path to Earth.

Six spaces out you must make a course correction. When you reach this space, STOP, regardless of the number thrown on the dice. That completes that move. At your next turn you must attempt this important correction by throwing a 3 or a 4. Until you do this, you cannot continue. However, when you do throw a 3 or 4, NO NOT MOVE, but take a second throw, to determine the number of spaces you move. You continue on your return path until you reach the next Red square. Here you stop, and that completes your move. Here you make your final course correction. To do this, you must throw 1 or a 2, and, as before, you do not move this number, but throw again, to determine the number of spaces you move.

You now continue until you reach the Earth's atmosphere. When you reach the Red Section three spaces from Home, STOP; that completes your move, as you now encounter the HEAT BARRIER and must reduce your speed.

Throw a 6 or 5 to pass through the HEAT BARRIER. When you succeed, move one space into BLUE. That completes that move. To open parachutes, throw 4 or 3, and move to GREEN. For safe landing, you must now throw either 2 or 1. As soon as you have thrown this you are safely home.