

Space Rocks! Game Instructions

Roll a die to determine which player or team will go first. Play always passes to the player on the left. The rules for play depends on which zone their piece is in.

Leaving the Parent Body (Moon, Mars, Vesta, or Bennu)

The first player or team rolls a die. If they roll an odd number, their turn ends. If the player rolls an even number, then an impact has occurred, which may blow your rock into space to become a meteoroid. Another player picks a card and reads the question aloud for the active player to answer. If they answer correctly, they can move forward to the Meteoroid Zone before their turn ends.

The Meteoroid Zone: Once in the meteoroid zone, a player needs to roll a 5 or a 6 to approach Earth. If they roll 1-4, their turn ends. If the player rolls a 5 or a 6, then their space rock is approaching Earth. Another player picks a card and reads the question aloud for the active player to answer. If they answer correctly, they can move forward to the Meteor Zone before their turn ends.

The Meteor Zone: Once in the meteor zone, a player needs to roll an odd number to land on Earth. If they roll an even number, their turn ends. If the player rolls an odd number, and answers a question correctly, they can move forward to the Meteorite Zone before their turn ends.

The Meteorite Zone: Once in the meteorite zone, a player needs to roll a 1 to determine whether they landed in Antarctica, where they are more likely to be discovered by scientists. If they roll 2-6, their turn ends. If the player rolls a 1, and answers a question correctly, they land in Antarctica and win.

