

# PLANETS

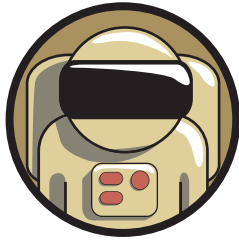
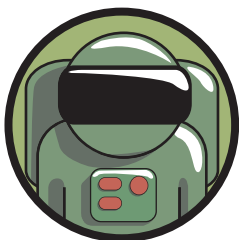
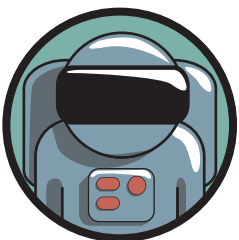
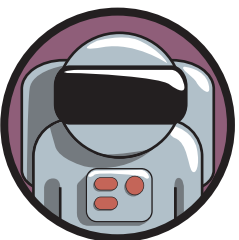


# PLANETS

*Interstellar travel is easy. All you have to do it get from start to finish. Draw a card then go to that destination. If you draw a destination, which is behind on the intergalactic highway you may have to travel backwards! Single stars are for advancing one space on the intergalactic highway. Double stars advance two spaces. You must draw the exact number of stars to advance to the finish. If you draw 42 the nearest alien spaceship will pick you up as hitchhikers! Don't despair; if you're on the alien ship and draw 42, you'll be transported to the end of the intergalactic highway and win!*



# ADVENTURERS



## TO PLAY

Print and cut out all sheets. If more than two players are playing print two star-sheets. There should only be one copy of each planet, spaceship, and the 42 card. Pick from one of the different colored adventurer astronauts, shuffle the deck and start playing!  
(Full directions on page 2)

**START**

**FINISH**

