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3D Rocket Game

INSTRUCTIONS

Materials needed:

Paper

Thin cardboard or access to a laminator and plastic sleeves.

Sticky Tape

This is a game for all ages and based loosely on an old English game called Shove ha'penny.



1. To make the game first print out the two parts that make up the board and the other parts that make up the rocket and the counters. Then either laminate or stick onto thin cardboard.
2. Make up the board by putting the two semi circles together and sticky taping them. If you look closely on the board you will see three short red slots on the outer red ring. Cut along these as well.
3. Then you are onto making up the rocket. Roll up the main body of the rocket and sticky tape along the side.
4. Make the nose cone then place it onto the main body of the rocket. Stick the tabs over the rocket body sticking down the tabs around the top. To cover up these tabs you will then see a long blue strip which you then tape around the top over the tabs.

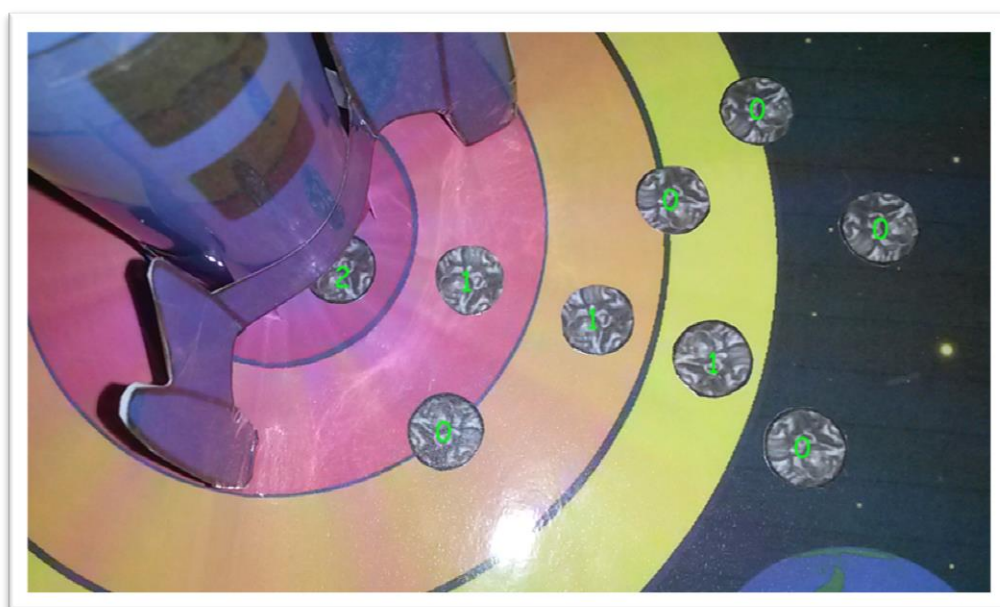


5. Next you have to stick together the three rocket engine parts. Sticky tape them together around the engines. So you are left with a triangle. The white parts of the tabs should then fit perfectly through the holes you have made in the board. Once they have been put through the board. Spread them out and stick them onto the back. You then simply slot the main body of the rocket into the middle of the triangle and the game is ready.



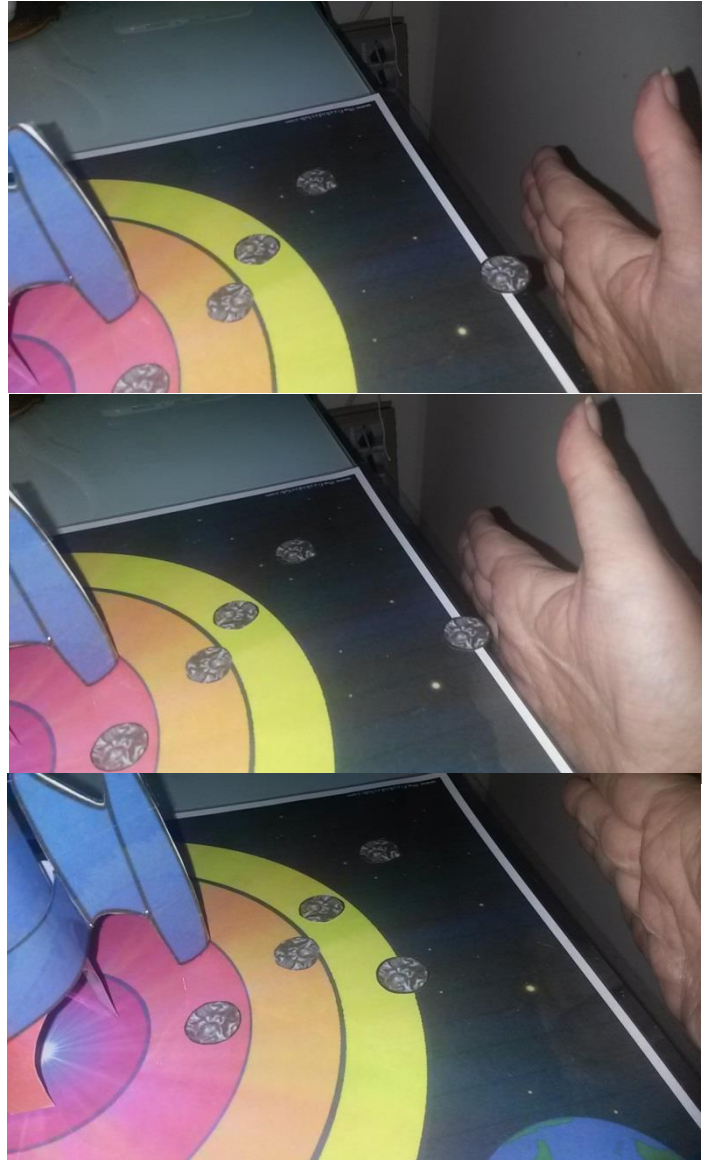
Game Rules

The Meteors are the counters and the stars are used as points. The aim of the game is to collect as many stars as possible and the first one to get ten is the winner. This game is for any number of players and as long as the child is not too young to put the small parts in their mouth then they are probably old enough to play.



Each player has five goes and then it moves onto the next player. To win a star a player has to place a meteor on either end of the board so that it is just hanging over the edge. That player then has to hit (nudge) the meteor with the flat of their hand so that the meteor slides across the board between the rings of the rocket.

If the meteor lands between the lines of the rocket rings (but mustn't touch them) then that player will earn a star. However points will not be decided until that player has had all five goes because if a player hits a meteor onto one of the rocket lines they do have the opportunity of knocking it into place with their next meteor. But be careful because you can also knock a meteor that is in the right place onto a line. It is one star for every ring that the meteor is between except if a meteor lands in the central red ring then they get two stars. Therefore the object of the game is not to knock each other's meteors out but to nudge your own in. If a player (especially the younger children) hit a meteor and it doesn't reach the outer rings then that meteor doesn't count and they can hit it again. The numbering in green on the picture above confirms the points.



Once that player has finished their turn and the stars have been added up for that go then the all the meteors are taken off the board ready for the next player to begin again. Once one player has collected all ten stars they have won and the game is over.

