



The Rocket

2 players

15 min

Reasoned
chance

20th century

France

Here the space base. Attention to departure! 3 ... 2 ... 1... Take off! Will you be the commander of this mission to the stars?

This game is an adaptation, taken from a book by Lucette Champdavoine.

Material

1 rocket, 2 teams of 3 astronauts, 1 dice numbered 3 points.

Game's goal

Gather the first of his team of astronauts in the cockpit to command the big departure.

Progress

- **In the beginning**

The astronauts begin the game off the rocket, each on its own.

- **Progress**

In turn, the player rolls the die and moves along the ladder, which leads to the cockpit, any of his astronauts by the number indicated.

It is possible to pass over another pawn, either his own or that of his opponent.

There can only be one astronaut per box.

If the arrival square is occupied by an opposing astronaut, the new entrant takes his place and sends the competitor back to the start.

It is not mandatory to make the exact number to cross the door leading to the cockpit.

- **End of the game**

When a player has gathered all his astronauts in the cockpit, he waits for his opponent to arrive to take off. The team driving the rocket wins the game.