

ORBIT

REGISTERED IN U. S. PATENT OFFICE

RULES FOR PLAYING Parker Brothers Space Game

For 2, 3, or 4 Players

COPYRIGHT © 1959 BY

Parker Brothers Inc.

SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U.S.A.

OBJECT:

The object of this game is to be the first player to move each one of his space ships from Earth to a different planet.

EQUIPMENT:

There are twenty-four wooden discs, six each of four different colors representing space ships, two spinners, and a playing board.

PREPARATION:

Each player selects six space ships of the same color and places them on the table so that he can play them to the board as play progresses. All players spin and the one who gets the highest number goes first.

THE PLAY:

The first player spins again. He then takes any one of his space ships and starting from Earth moves the number of spaces indicated on the spinner towards any planet that he chooses. Each dot on the various paths indicates one space. Likewise each triangle and each picture of a space ship represents a space.

Players always move in a clockwise direction as indicated by the arrows when going around any planet. However, any time that a player lands on (not necessarily by exact count) a space marked with a red triangle he may change his direction and head for another planet by moving through the connecting path. He may not change his direction again on that same turn. Once a player reaches a new planet, he again must move in a clockwise direction.

The next player to the left now takes his turn in the same manner. After a player's first move he may on any turn start out a new space ship or move any one of his own space ships which is on one of the paths. He may *not* split his move between two or more of his own space ships.

LANDING ON PLANETS:

Whenever a player lands one of his space ships by exact count on the space ship pictured on the path of a planet he may move his space ship onto the planet. If a player's spin carries his space ship beyond the space ship pictured, and if he can not or does not wish to move another space ship, he must continue to circle the planet or move to another planet until such time as he spins a number which will land him by exact count on a planet entrance.

No player may land more than one of his own space ships on the same planet.

RETURNING AN OPPONENT'S SPACE SHIP TO EARTH:

Any player who lands his space ship by exact count on an opponent's space ship must return the opponent's space ship to Earth. A space ship which has been returned to Earth may be started again as in regular play.

WINNING THE GAME:

The first player to land all six of his space ships on any six planets wins the game.

POINT GAME

Rules for the Point Game are similar to those of the regular game with the following exceptions:

The first player to land all six of his space ships on any six of the various planets, receives the score indicated on each of these planets plus a bonus of five points. Each player adds up the points of the various planets he has landed on, and the player with the highest score wins the game.

Questions on this game will be answered gladly if proper postage is enclosed. Address PARKER BROTHERS, Salem, Mass.