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# LAY'S LUNAR LANDING GAME

FOR 2, 3, OR 4 PLAYERS, AGES 4 TO 12

**THE OBJECT OF THE GAME** is to be the first to make a Lunar Landing on the moon. A Lay's Three Little Pigs Astronaut Team mans each spacecraft in the race to the moon. Up to four craft may enter the race at one time.

## TO BEGIN THE GAME

1. Each player should choose his spacecraft.
2. Shuffle the stack of 32 CARDS and place them by the Lunar Landing Board.
3. Decide who shall play first by spinning the Space Dial. The player who spins the highest number of "Move Forward" spaces plays first. The others play in turn to the left.
4. The space race begins at the Blast Off area on the Lunar Landing Board.

## TO PLAY

1. A player spins the Space Dial and does whatever it instructs him to do. This will be one of three things:
  - a. Move Forward a certain number of spaces OR
  - b. Move Back a certain number of spaces OR
  - c. Draw a CARD.

(IMPORTANT: From BLAST OFF through JETTISON STAGE 3, a player accepts only FORWARD spins because the spacecraft has to go fast to free itself from the pull of Earth's gravity. The player is to ignore orders to MOVE BACK any number of spaces or to DRAW A CARD until JETTISON STAGE 3 is completed.)

2. Directions on a CARD are to be followed immediately, except in the case of a LAYSer BEAM CARD. All CARDS should be placed face up in a separate stack after they are played.
3. Five of the CARDS are LAYSer BEAM CARDS. A LAYSer BEAM CARD can be used at any time. It allows a player to ignore any instruction that might delay his lunar landing. However, a LAYSer BEAM CARD can be used only once. The player should keep his LAYSer BEAM CARD by his place at the Lunar Landing Board until he wants to use it. A used LAYSer BEAM CARD is placed face up on the used deck of CARDS.
4. When all the CARDS have been drawn, reshuffle the stack, place face down by the Lunar Landing Board and continue playing.
5. Players should follow directions on the Lunar Landing Board as indicated.
6. Once his spacecraft has gone into orbit around the moon, a player continues in orbit until he gets a spin that stops him right on MOON PATH, the only space that permits a landing. (For example, if he is 2 spaces away, and he spins a "Forward 3 Spaces," he must "fly-by.")
7. When his craft stops on MOON PATH, the player must stay there until he spins a "Forward 1 Space." He ignores all other instructions once he has landed on MOON PATH.
8. The first one to land on the moon is the winner.

