

Race To Earth

Moon Translation - You have been on an extended space mission of discovery to various Moons in the Milky Way. It is now time to return to Earth. You are orbiting Europa in Quadrant 2. You need to reach earth in Quadrant 4. You will be using Coordinate Cards (how many places to move along the x/y axis) to help transport you home by translating or sliding into different orbits.

Rules of the Game:

1. Who goes first? Each player chooses a Coordinate Card. Add the numbers together (remember your addition rules where positive and negative numbers are concerned). The player with the higher sum plays first.
2. Return the Coordinate Cards to the pile and reshuffle
2. The first player places their spacecraft over Europa in Quadrant 2.
3. Choose a Coordinate Card
4. Translate or slide your spacecraft to the new coordinates based on your Coordinate Card.
5. The next player takes a turn.
6. A player cannot land over an area already occupied, skip a turn.
7. If the coordinates on your coordinate card take you off the grid, skip a turn.
8. Once a player reaches Quadrant 4 (any part of the spacecraft can be in Quadrant 4) calculate the coordinates that should be used to land on Earth but DO NOT MOVE.
9. Move to the calculated coordinates on your next turn.
10. The first player to reach Earth is the winner.

About the Coordinate Cards:

The Coordinate Cards instruct the player how many places to move along the x and y axis. Each card has one set of coordinates.