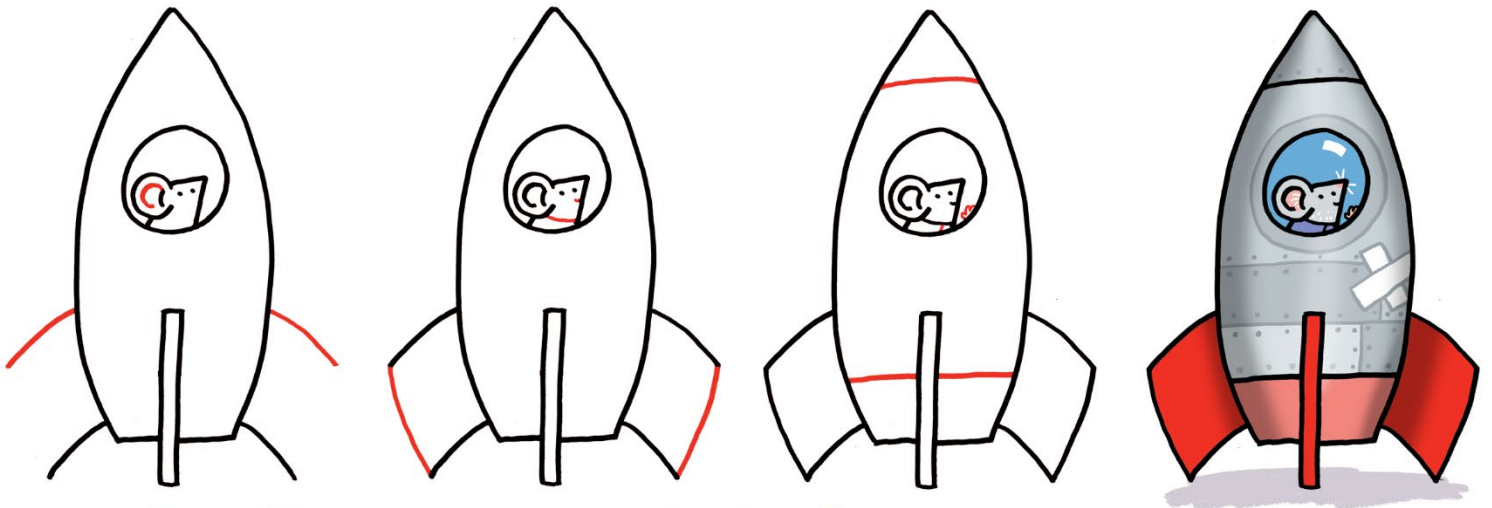
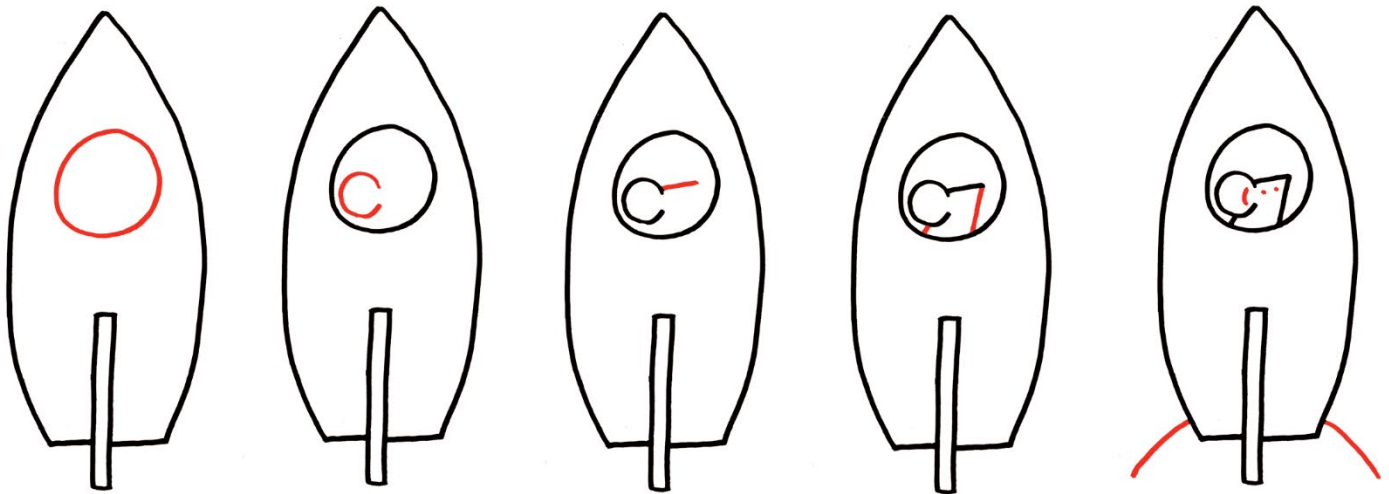
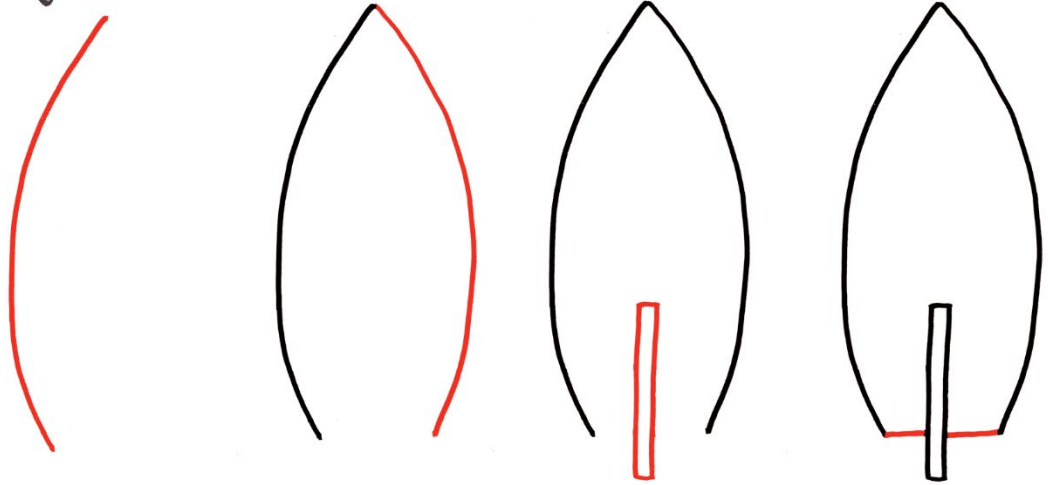
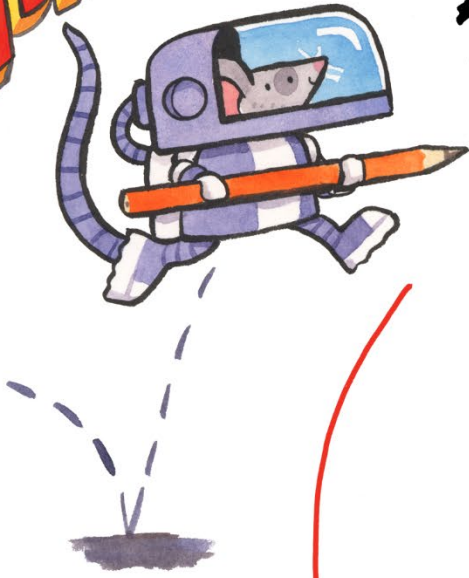
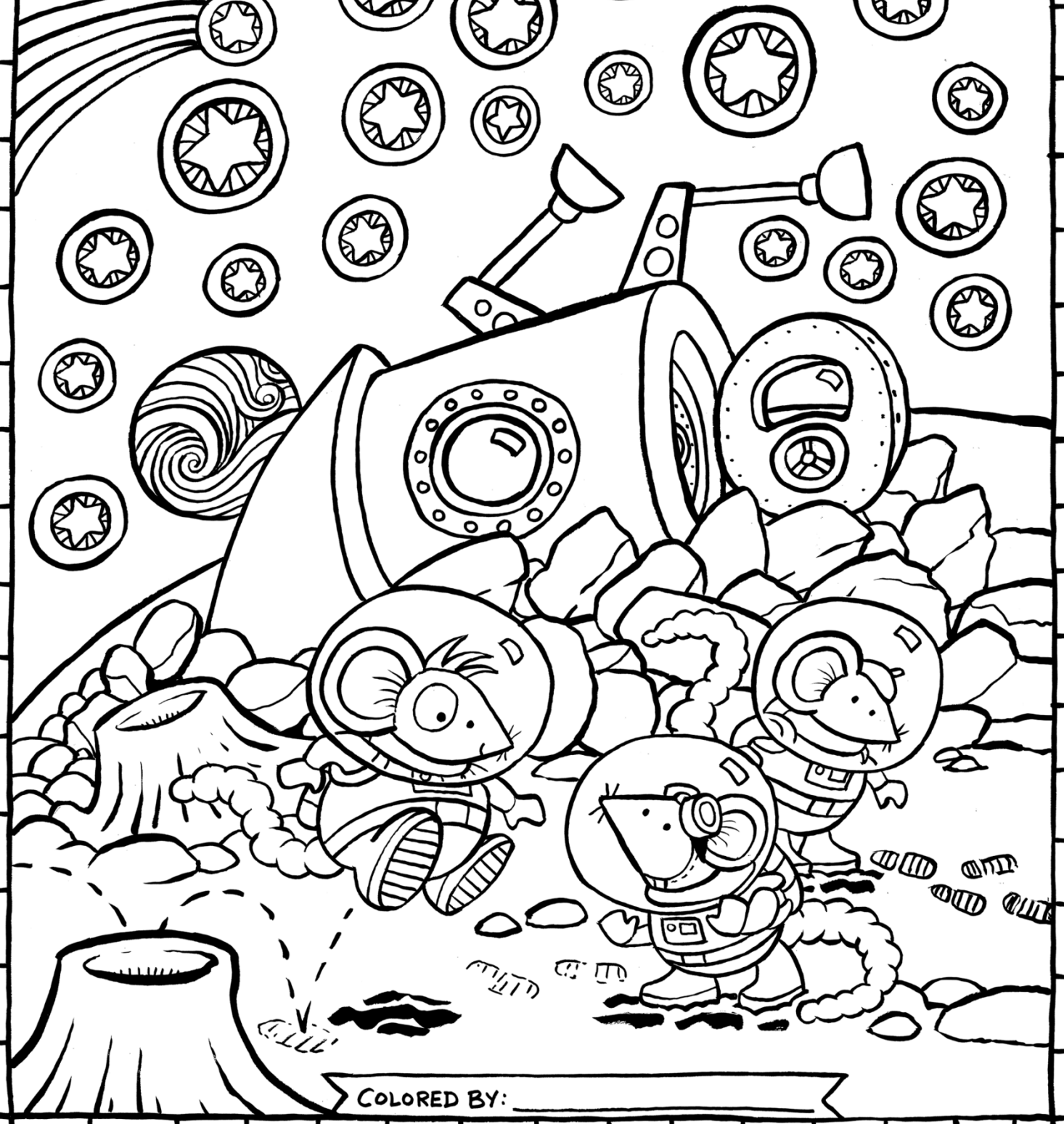


LET'S DRAW PONTIKI'S ROCKET!



ADVENTURE MICE

MICE ON THE MOON

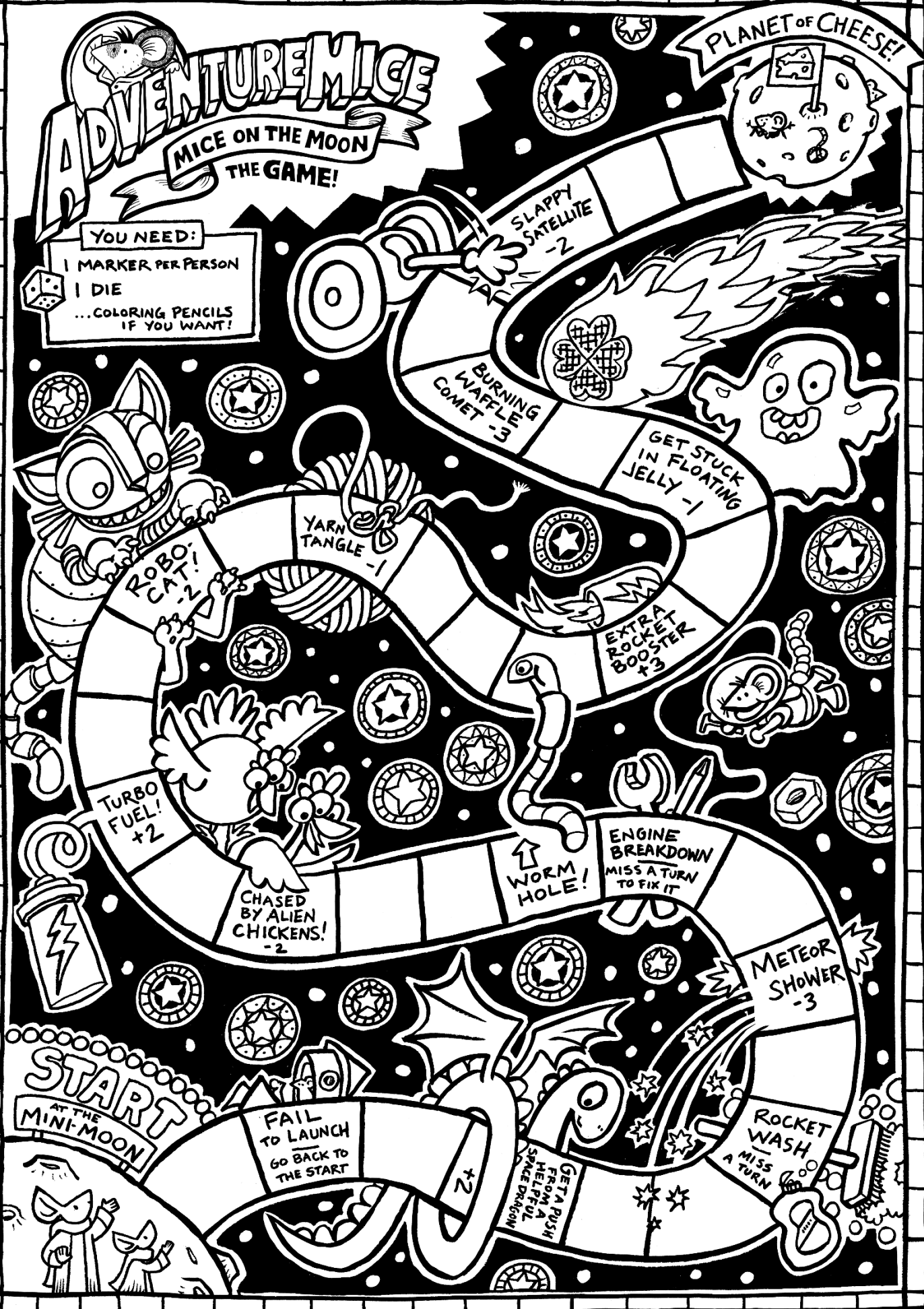


ADVENTUREMICE

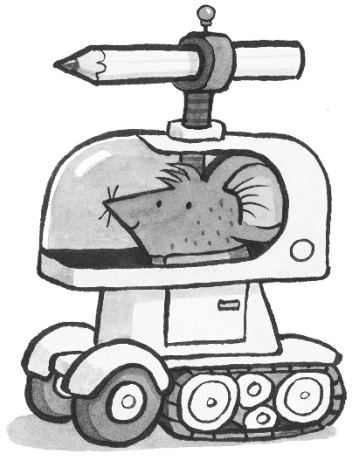
MICE ON THE MOON THE GAME!


YOU NEED:
 1 MARKER PER PERSON
 1 DIE
 ...COLORING PENCILS
 IF YOU WANT!

PLANET OF CHEESE!

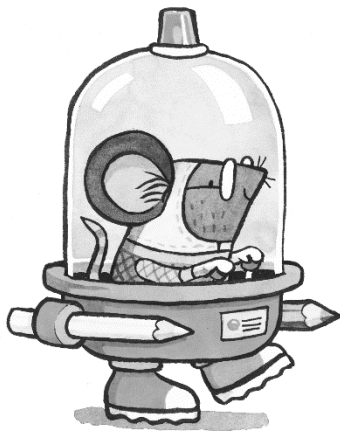


HOW TO DESIGN YOUR SPACE BOARD GAME



- 1 Write and draw the planet where your game starts.
- 2 Decide where the game ends: write and draw the exciting thing or place the players will race to. 
- 3 Add perils! What strange things might make your space voyage more difficult? Draw the perils, then write numbers showing how many spaces these perils would set back the players. (For example, you could write “-2,” “-3,” or “miss a turn.”)
- 4 Add things that might help the voyagers! Draw them, then write numbers showing how many spaces they might send players forward (“+2” for example).
- 5 Color your game - if in doubt, add stars!
- 6 Find a marker for each player and a single die. Roll the die to see who goes first.
- 7 Play your game!

TOP TIPS!



Count out the advances or setbacks you set to be sure that you haven't trapped players in an endless loop going forward and backward! For example, if you have a player advance three spaces (+3), it's best if they go forward to land on a blank space.

Some of your perils might be very real things that could happen in outer space. But some might be simply wild flights of the imagination that make you laugh!

