

Launchpad 23

The challenge: Be the first to build a complete and balanced 5 stage rocket! *The problem:* Rocket parts roll out of the factory on a random schedule, and are often misrouted to other launchpads!

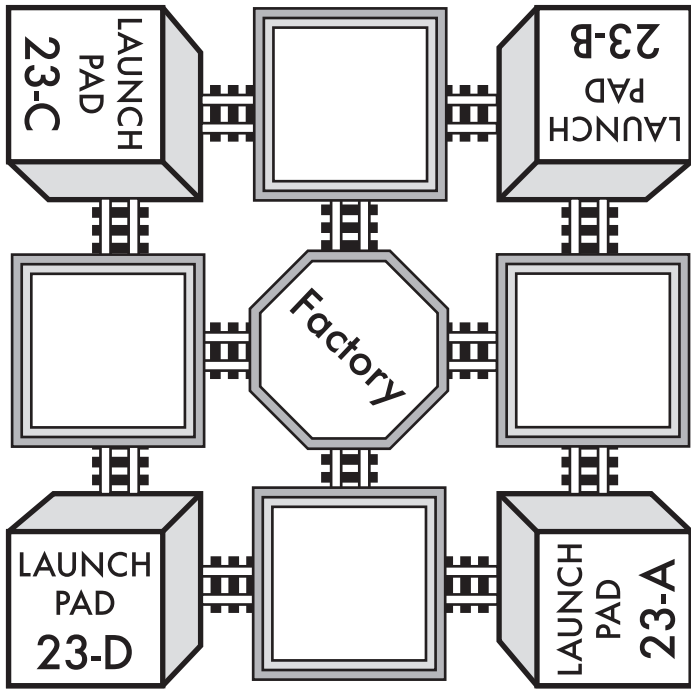
Equipment: 2 Rainbow Stashes, IceDice dice, 3x3 grid

Number of players: 2-4

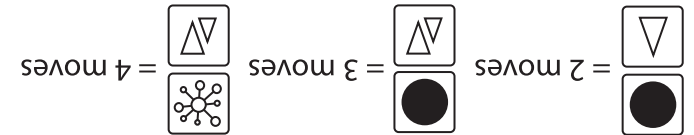
Who Starts: The player who can best make the claim of being a Rocket Scientist gets to go first.

Setup: Assign a corner, or "pad", to each player. Each player chooses a piece to start with, and puts it on their pad.

Goal: Build a complete and balanced rocket on your pad. Such a rocket contains exactly 5 pyramids, 1 of each color, all of the same size.



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Number of Actions: You get 2 moves per turn, plus an extra move if your pyramid die shows 2 pyramids, and/or an extra move if your color die is wild. Examples:

Auto-Sort by Size: All rocket parts should be stacked by size, with smaller pieces on top of larger pieces.

Adding a Part: On your turn, roll the IceDice. Add a piece of the type indicated to the center square. If you rolled a double-pyramid, you choose which size. If you rolled the atom, you choose the color.

How to Play: Players will take turns, first adding a new piece to the board (as determined by the dice) then taking 2, 3, or 4 actions (also depending on the dice), moving parts from one spot in the launch complex to the next.

Questions? Please look for the FAQ at LooneyLabs.com!

Total System Failure: You may choose to use one action to remove all of the pieces on your pad and return them to the bank.

Parts Shortage: If the piece the dice tell you to add to the board isn't available, you may choose either to roll again, or remove the part from one of the rockets it has already been installed into (other than your own). If you steal the part, it still gets placed on the center square. If your roll gives you a choice of pyramid sizes, and only one size is available, you MAY choose to steal the unavailable size.

Moving Parts: You can move any piece on the board, except for those on someone else's pad. Just take the part you want out of the rocket and move it to the adjacent space. Yes, you CAN move a part into another player's rocket. No, you are NOT required to do anything with the new part that appeared in the Factory during your turn.

