

# The Game of ASTRON

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Manufactured by John Waddington, Ltd., Leeds.

Protected by Patent Application Nos. 1915/54 and 8834/54.

The unique feature of Astron is its movable Base mounted on rollers. Treat the moving parts with care. Turn the rollers slowly and steadily and always in the direction of the arrows printed on the box sides. Do not move the Base in either direction further than is necessary for the playing of the game and never beyond the point where the words "Danger! Turn Back" appear, or the Base may be torn from the rollers.

Astron is a game for any number of players from two to six, playing either as individuals or in teams.

The object of the game is to navigate a Space Ship from Earth to Saturn, calling at a number of Space and Stellar Stations and scoring points for each successful landing. The winner of the game is the player (or team) to score the highest number of points.

## HOW TO SCORE POINTS

Points are won by each Ship as follows:

First Ship to land on Space or Stellar Station	..	5 points
Second "	"	"
Third "	"	"
Fourth "	"	"
Fifth "	"	"

There are five Space Stations and three Stellar Stations (Moon, Mars and Saturn) giving a possible total of 40.

It will be seen that after five Ships have landed on any one Station no more points can be won there. Players must therefore, throughout the game, assess their chances of landing and scoring at each Station and possibly abandon all attempts to land on some of them so as to have a chance of being first on others.

## HOW TO NAVIGATE

Navigation is accomplished by using cards marked "Forwards", "Backwards" and "Sideways". There are also six other cards bearing special instructions.

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## HOW TO PLAY

Set the "Universe Base" (the movable strip attached to the rollers) so that the word "Start" appears in the bottom right-hand corner. Select Space Ships and take-off positions. Appoint a "Base Mover" and a Dealer. It will be the duty of the former to move the Base (by turning the roller marked "Play") onwards **one** space after each round of turns (*i.e.*, after every player has had one turn) or to move it at other times according to the playing of the special "Cosmic Uphaeval" cards. It will be the duty of the Dealer to shuffle all the cards, deal six to each player (five only if there are fewer than four players) and to place the remainder in a pile face downwards. Thereafter he will deal one card from the pile to each player **after each round**.

When all the cards have been used from the pile the Dealer will take up the discard pile, shuffle the cards and proceed as before.

The player piloting No. 1 Ship begins by playing a card, face upwards, from his hand (thereby beginning a discard pile) and moves his Ship according to the value and direction allowed by the card. The other players follow in numerical order, each trying to move his Ship towards, and on to, the Space and Stellar Stations as they appear in turn.

## RULES

1. Players must first play a card before moving their Ships and they must move them exactly the number of spaces allowed by the card played.
2. Players must move in their turn if they are able. A player unable to move loses one point; he nevertheless discards one card and receives a replacement from the Dealer.
3. Ships may pass over each other **sideways** but (owing to the exhaust heat) they may not pass over each other forwards or backwards.
4. Only one Ship is allowed in any one space.
5. If a Ship is placed on a space immediately in front of another Ship the latter must at once move backwards one space (leaving one clear space between the two Ships) or, if this is impossible (*i.e.*, if the rearward Ship is already on the edge of the playing area) it must move sideways until clear. Any ship moving in this way, and having to move into a hazard, will suffer the appropriate penalty. (*See* Rules 6, 7 and 8).
6. No Ship can score twice on the same Station. It may however land on the same Station as often as desired. A Ship has "landed" when a player, in his turn, places it on a Station or if the movement of the Base, by him or by any other player, brings the Station to a halt beneath it.

7. **Landing on Planets.** In order to score on Stellar Stations, Ships must move **directly** from Space on to the Station in one move. A Ship which moves on to any other part of a planet makes a bad landing and **loses one point**. It can only become free again by moving back into Space in one move or by waiting for the movement of the Base to set it free. If a Ship has to wait for the movement of the Base to set it free whilst thus "grounded", the player misses his turns; he nevertheless continues to discard one card and receives a replacement from the Dealer each time his turn comes round.

**Having made a bad landing it is impossible to score on the Stellar Station without first moving back into Space.**

A Ship which has scored on a Stellar Station is free to move across "land" without penalty.

8. **Hazards.** Streams of Meteors, Cosmic Ray Showers, Electronic Blackout Areas and Asteroids. A Ship landing on or passing through any of these hazards **loses one point**.

9. **The Comet and Saturn's Rings.** The Comet is deadly. Any Ship landing on or attempting to pass over it is lost and must be withdrawn—but its score stands. Saturn's Rings are also deadly but they can be crossed safely so long as they are cleared in one move by the playing of a suitable card. The Rings cannot be "crossed" by the movement of the Base. Otherwise a Ship landing on any part of the Rings is lost and must be withdrawn—but its score stands. A player who's Ship is withdrawn places all his cards on the discard pile.

10. **Ending the game.** Every player who succeeds in landing on Saturn (No. 8) has completed the game. He withdraws his Ship and places his cards on the discard pile. The game stops when the notice "Game Over" appears at the edge of the playing area. The Base must not be moved beyond this point.

*It is possible for two Ships to land on Saturn at the same time (as a result of the movement of the Base). In this event both score the same number of points:*

- Five if they are first;*
- Four if one other Ship has landed;*
- Three if two other Ships have landed;*
- Two if three other Ships have landed.*

Every Ship that has not succeeded in landing on the Saturn Station (No. 8) but is still free in Space (*i.e.*, has not been caught on Saturn's Rings or Centre) **scores one point for surviving**.