LEARNING RESOURCES®

LER 5079

Grades 2-5
2-4 players

Blast off to fun & learning!

Planet Quest™

Contents:
- 132 Planet Cards
- 4 Astronaut Markers
- Game Board
- Spinner

- Build science knowledge
- Explore the universe
- Identify and name the planets
- Learn about the solar system
- Enhance social skills

⚠ WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Special Note:

All facts and figures in this game are current as of the year 2004. Any new discoveries past this date may not be included.

Contents

Game board with spinner, 4 astronaut place holders, and 132 True/False Question Cards.

Set-up

Separate cards into piles for each planet, the Sun, and Mystery Card set.

Place cards, picture side up, in the storage compartments in the box.

Each player chooses an astronaut and places it on Earth. Players may move their astronaut in any direction on their first turn.

Object of the Game

By correctly answering true or false questions, be the first player to collect and put in the correct order a Sun and one of each of the planet cards.

How to Play

On your turn, spin and follow the directions. Move your astronaut in any direction, skipping over any occupied spaces. Each time you land on or pass over a planet, say the name of the planet. Then draw a card from that planet's pile and have the player to your right read the question to you. If you cannot correctly name the planet, you do not get a chance to earn that planet card.

If you pass over more than one planet, you get a chance to earn a planet card for each planet you passed over.

If you answer the question(s) correctly, keep the card(s). You may collect more than one card for each planet.

If you answer a question incorrectly, return the card to the bottom of the pile from which you drew.

Special Spaces

If you spin Wormhole, move your astronaut to the planet of your choice and answer a question for that planet. You need to name this planet correctly before you answer a question card.

If you spin Steal a Card, take a card of your choice from another player. You do not have to answer the question.

If you spin Switch Places, exchange your astronaut with another player's. If the other player's astronaut was on a planet, you can try to earn that planet's card by answering a question. If they were on the asteroid belt, you do not lose a turn.

If you spin Swap a Card, you may choose a card from any player. They must give up that card in return for one of yours. You may choose which card to give them. If you don't have any cards, spin again.

If you land on the Black Hole, move your astronaut to the Sun and answer a Sun question.

If you land on Halley's Comet, swap a card with another player. You choose which cards to swap. If you don't have any cards, it is the next player's turn.

If you land on the Asteroid Belt, you lose a turn.

If you land on the Wormhole, move your astronaut to the planet of your choice. Name the planet and answer the question.

If you land on Spiral Galaxy or Supernova, take a Mystery Card. If you answer the question correctly, you may use this card as a wild card. Swap the Mystery Card for any planet card you need. Then return the Mystery Card to the bottom of the Mystery Card pile. The Mystery Card must be used on the turn you earned it. Swap the Mystery Card for any planet card you need.

Variations for Younger Players

Play using the rules above but do not read or answer the questions. Just correctly name the planet to collect the card.

Glossary

Asteroid
A rocky space object that can be a few feet wide to several hundred miles wide. Most asteroids in our solar system orbit in a belt between Mars and Jupiter.

Astronaut
A scientist who observes and studies planets, stars, and galaxies.

Axis
An imaginary straight line around which an object spins.

Black Hole
An invisible object in outer space formed when a massive star collapses from its own gravity. A black hole has such a strong pull of gravity that not even light can escape from it.

Comet
A big ball of dirty ice and snow in outer space.

Crater
A hole caused by an object hitting the surface of a planet or moon.

Energy
The power to do work.

Galaxy
A giant collection of gas, dust, and millions or billions of stars.

Gas
A form of matter which is not a liquid or a solid. A gas will spread out to fill up all of the space that is open to it.

Gravity
The invisible force between objects that make objects attract each other.

Gravitational Pull
The attraction that one object has for another object due to the invisible force of gravity.

Hurricane
A very strong windstorm where the wind blows in a circle at more than 29 miles (46.6 km) per hour. Heavy rains often come with the winds.

Kilometer
1,000 meters. A kilometer equals 0.6214 miles.

Light Year
The distance light can travel in one year, which is approximately 5,903,000,000,000 miles (9.49×10^{12}km).

Meteor
An object from space that becomes glowing hot when it passes into Earth's atmosphere.

Meteorite
A piece of stone or metal from space that falls onto Earth's surface.

Meteoroid
A piece of stone or metal that travels in outer space.

Nuclear Fusion
A process where atoms are joined and tremendous amounts of energy are released.

Orbit
(1) The path followed by an object in space as it goes around another object. (2) To travel around another object in a single path.

Revolve
To move in an orbit or circle around something.

Rotate
To turn around a center point, or *axis*, like a wheel turns on a bicycle.

Satellite
An object that moves around a larger object. There are natural satellites such as moons and there are man-made satellites such as the Hubble Space Telescope.

Solar
Having to do with the Sun.

Sunspot
A dark area on the Sun's surface that is cooler than the area around it. Sunspots are caused by magnetic storms on the Sun.

Supernova
An explosion of a star that causes that star to shine millions of times brighter than usual.

Original game concepted by Jim Bado. Planet Quest™ *is dedicated in loving memory of Jacob James Ivancic Huth, 1992-2002. He reached for the stars and he got there.*

LEARNING RESOURCES®

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