

A RACE FOR THE AGES

From the First Step to the Moon!

A memory-match adventure across land, sea, road, and space!



2-4
PLAYERS



AGES
7+



30-45
MINUTES

LAND ON
THE MOON!
Match Landing
and win!

5 ROCKET
Power up and
reach for the
stars!

4 CAR
Shift gears and
leave the pack
behind!

3 SAILING
Catch the wind,
ride the waves!

2 BIKE
Pedal hard and
keep your pace!

1 RUN
Speed, stamina,
and determination!

OBJECT OF THE GAME

Be the first racer to complete all 5 stages—Run, Bike, Sailing, Car, and Rocket—and land on the Moon!

SPECIAL SPACES

- PEEK** Look at cards based on your position (see Position Peek Guide).
- BOOST** Move forward extra spaces.
- OBSTACLE** Lose movement or move back.
- CATCH-UP** Helps trailing players close the gap.
- STAGE LEADER BONUS** First racer to enter Bike, Sailing, Car, or Rocket draws 1 Bonus Card.

HOW TO PLAY

- Flip over 2 cards from the grid. Everyone sees them.
- If you reveal the pair you currently need for your stage: Move the listed spaces, turn the cards face down, advance your tracker, and go again!
- If you miss: Turn the cards face down and move 1 space. **EXCEPTION:** On the Rocket Launch Pad, if you miss Liftoff, you do not move.
- Normal matched race cards stay in the grid for all players to remember.
- Bonus card pairs are claimed and removed when matched.
- Peek spaces help trailing players more—see Position Peek guide below.
- The first player to enter Bike, Sailing, Car, or Rocket draws 1 Bonus Card!

POSITION PEEK GUIDE

At PEEK spaces, look at this many cards!

- 1ST PLACE** Peek 1 card
- 2ND PLACE** Peek 2 cards
- 3RD PLACE** Peek 3 cards
- 4TH PLACE** Peek 4 cards

MEMORY MATCH CARDS (STAGE CARDS STAY IN THE GRID)

RUN	SPEED WALK 2	JOG 3	RUN 4	SPRINT 5	
BIKE	SLOW PEDAL 2	CRUISE 3	PACE 4	FAST PEDAL 5	BREAKAWAY 6
SAILING	CALM BREEZE 2	STEADY SAIL 3	FULL SAIL 4	FAST TACK 5	STRONG GUST 6
CAR	GEAR 1 = 2	GEAR 2 = 3	GEAR 3 = 4	GEAR 4 = 5	GEAR 5 = 6
ROCKET	LIFTOFF 5	BOOST 4	DRIFT 3	APPROACH 2	ENGINE OFF 1
					LANDING 0

Complete the Rocket sequence in order. Landing (0) gets you to the Moon!

BONUS CARDS (MATCH, TAKE & REMOVE!)

RUN	WATER BOTTLE	SECOND WIND
BIKE	ENERGY BAR	GEAR SHIFT
SAILING	TAILWIND	STEADY RUDDER
CAR	SHORTCUT	TURBO BOOST
ROCKET	GRAVITY ASSIST	NAVIGATION SCAN

WHY IT'S GREAT

- EASY TO LEARN** Simple rules—jump in and start playing!
- SHARED MEMORY CHALLENGE** Everyone remembers together in this engaging brain game.
- EXCITING CATCH-UP SYSTEM** Smart peek spaces and special spaces keep the race close and fun!
- FAMILY-FRIENDLY** Perfect for kids, parents, and game night with friends.
- THEMATIC JOURNEY** Travel from your first step on Earth to a historic landing on the Moon!

REMEMBER. MATCH. MOVE FASTER.
BE THE FIRST TO LAND ON THE MOON!



TRAIN YOUR BRAIN
Memory, focus, and
quick decisions.



LOTS OF REPLAY VALUE
Every game is a
new challenge!



FUN FOR THE WHOLE FAMILY
Easy to learn. Hard
to forget!