

Space Zapper

You need: a dice, two different-coloured counters, a classmate, a photocopy of the grid copymaster

GAME

Space Zapper is a game for two people.

How to play:

- Start by putting your counter on the base station.
- Take turns to throw the dice and move the number of spaces shown on the dice. You can move across or up and down from one square to another in the same turn.
- Each player tries to get to the space station and back to the base station, scoring as many points as they can.
- You score points according to where you land at the end of your turn.

Land on	Score
blue alien ship	1 000
yellow alien ship	500
red alien power source	200
green alien power source	100
first person back to base station	5 000

- The game finishes as soon as one player gets back to the base station.
- The player with the highest score wins.

