

# Where in Space is CARMEN SANDIEGO?® Game

## OBJECT

To be the first person to collect 3 planets and reach Carmen Sandiego.

## CONTENTS

- Solar System Game Board
- 9 Planet Pieces
- 20 Astronaut Question Cards
- 20 Planet Question Cards
- 9 Planet Answer Cards
- 9 Stars
- 4 Playing Pieces
- Instructions

## SET UP

1. Players place on **Star** on each planet on the board.
2. Players place each **Planet Piece**, **Astronaut** and **Space Shuttle** over its picture on the game board (**Planet Pieces** cover the **Stars**).
3. Players shuffle the **Planet Question Cards** and place them question-side down.
4. Players shuffle the **Astronaut Question Cards** and place them question-side down. The youngest player chooses whether top or bottom questions on the **Astronaut Question Cards** will be used throughout the game. Top and bottom questions are the same degree of difficulty.
5. Players place **Planet Answer Cards** with planet pictures facing up.
6. Each player chooses a **Playing Piece** and places it at START (the Sun).

## MOVEMENT

The youngest player goes first. Players roll the die and move along one of the star paths towards a planet. Each star on the path counts as one space. Players may, at their option, move less than the number of spaces rolled, but must move at least one

space on every turn. A player cannot touch the same space twice in one turn. At the end of a player's turn, play continues clockwise.

## LANDING ON A PLANET

### LANDING ON A PLANET WITH A PLANET PIECE

When a player lands on a planet with a Planet Piece on it, the player on his/her right (the Reader) picks the top Planet Question Card and reads the question. The player on the planet (the Guesser) answers the question. The Reader reads the corresponding answer on the Planet Answer Card (the questions on the Planet Question Cards and their answers on the Planet Answer Cards are numbered 1- 20). If the Guesser answers the question correctly, then he/ she takes that Planet Piece off the board, and his/ her turn is over (the Star remains on the planet). Some answers include additional information in parentheses which players do not have to include in their answers. If the Guesser answers the question incorrectly, then he/ she does not take the Planet Piece and his/ her turn is over.

For example: When you land on Mars, you are the Guesser. The person to your right (the Reader) picks the top Planet Question Card, looks at the number (for example, #9) and reads the question aloud. You answer the question. The Reader then looks at #9 on Mars' Planet Answer Card to see if you answered correctly. If you answered correctly, you take Mars off the board, and your turn is over. If you answered incorrectly, you do NOT capture Mars and your turn is over.

### LANDING ON A PLANET WITH A STAR

When a player lands on a planet that has only a Star (because a player has already captured the Planet Piece), the player answers a question from a Planet Question Card (as above). If the player answers correctly, he/ she takes that Star off the board. Players use Stars to steal Planet Pieces from other players (see "**Stealing a Planet from Another Player,**" below). Players CANNOT take a Star if there is still a Planet Piece on the planet.

When a player lands on a planet that does not contain a Planet Piece or a Star, his/ her turn is over. The player does NOT answer a question.

## **STEALING A PLANET FROM ANOTEHR PLAYER**

Once a player has collected 3 Stars, he/ she may steal a Planet Piece from one of the other players. Players may only use Stars to steal planets at the beginning of their turns. Players may collect more than 3 Stars, but it only takes 3 Stars to steal a planet. After stealing a Planet Piece, the player places his/ her 3 Stars back on the board. Stars may be placed on any planet (provided it does not already have a Star or Planet Piece), or on the Astronaut, Space Shuttle or Carmen Sandiego spaces. No space may have more than one Star on it at a time.

## **LANDING ON SPECIAL SPACES**

A player may jump ("hyperspace") to any space on a star path if he/ she answers a question correctly while on the Space Shuttle, Astronaut or Carmen Sandiego space. (Don't forget to return the Space Shuttle or Astronaut after hyperspacing.)

When a player lands on one of these spaces, the player to his/ her right (the Reader) picks the top Astronaut Question Card from the deck and reads the question aloud. Answers appear in italics beneath the question (some answers include additional information in parentheses, which players do not have to include in their answers).

If the player answers the question correctly and there is a Star on the space, he/ she captures that Star AND may hyperspace to any space on a star path.

If there is not a Star on the space and the player answers the question correctly, he/ she still may hyperspace to any space on a star path. Players cannot hyperspace directly to the Space Shuttle, Astronaut, Carmen Sandiego space, or a planet. If the player answers the question incorrectly, his/ her turn ends.

## **WINNING THE GAME**

The first person to reach the Carmen Sandiego space (on the bottom right of the board), with 3 planets, wins the game.