



SAVE THE PLANET

(in 5 easy steps)

Aliens have taken over our planet! Using the bucket of space junk provided, you must build a launching device to send the aliens back to their mothership!

Step 1: Build your launcher!

Step 2: CATCHERS: Select 3 members of your patrol to be Catchers and catch the aliens downfield. Each Catcher will select one mothership to catch aliens. Each mothership has a different point value.

Step 3: PILOTS: The rest of your patrol are Pilots. One Pilot launches at a time. The Pilot who is launching must be blindfolded. Each patrol member must launch aliens at some time during the game.

Step 4: After the Pilots have launched all the aliens to the motherships, Catchers will become Pilots, and Pilots will become Catchers. Catchers will leave motherships downfield. Pick up any of your patrol's uncaught aliens, and swap places with the Pilots. Pilots will leave your launcher and blindfold for the new crew.

Step 5: After time is up, the patrol will submit all motherships for scoring. Launchers will be disassembled and returned to the bucket.

Rules:

- you may only use the materials provided
- you may not cut or alter the materials in any way
- you do not have to use all the space junk but a MINIMUM of four pieces must be used
- aliens that do not land on the mothership are out of play until end of first round
- there are two rounds
- failure to "leave no trace" will deduct 1,000 points from your patrol's score
- pilots must launch behind their line
- catchers must catch behind their line
- you may not interfere with any other patrols catching, launching, or aliens