

# Between a rocket and a hard place

## Instructions

### Premise

Each player is a rocket company trying to make it to a new earth planet (“Planet B”). To make it to Planet B, players must pay a tax in the form of placing emission blocks on a canopy representing the Earth’s atmosphere.

### Set-up

Place rocket pieces at . Place Liftoff and B-corp anywhere at the base of the tower.

Wrap the grey ring with Atmosphere paper on the labeled side and secure with a rubber band. Turn the ring over so the paper is on the bottom and secure the square end to the top of the tower board.

### Rules

1. Set all pieces at the start of the board. Starting with the youngest player, rotate through players counter-clockwise.
2. On each player’s turn, the player can draw either a Liftoff card or a B-Corp card. Liftoff cards will allow the player to advance on the board, but players will also have to place a certain number of emissions blocks on top of the atmospheric canopy. B-Corp cards will typically not allow the player to advance, but will allow the player to remove a designated number of emissions blocks from the atmospheric canopy.
3. If the atmospheric canopy breaks, all players who are beneath the atmospheric canopy lose. All players above the atmospheric canopy continue to advance.
4. Continue to take turns until the atmospheric canopy breaks or the first player reaches Planet B. The first player to reach Planet B wins the game.