

## How to Play Shoot-the-Moon

The secret to getting the ball to roll up hill is to first spread the rods gradually apart, which for a short distance allow the ball to actually roll down a slope, gathering momentum. Be careful not to drop the ball!

As the momentum slows, (before it starts rolling back down) spread the rods quickly apart to drop the ball into one of the numbered pockets. The goal is to reach Pluto which gives you the highest score of 5,000 points. But don't drop the ball too soon or you'll be left with a negative score.

Any number of players can play with the winner being the first to achieve a predetermined total score, such as 10,000 or 20,000 total points.

The real trick with this game is finesse, much like it is with pinball. For a high score, you must build up the ball's momentum. The farther apart you spread the rods, the greater the ball's momentum. But, too far apart, and you risk the ball falling through prematurely and settling in one of the low-scoring pockets. It takes a deft touch and lightning quick reflexes to achieve the highest score (the 5,000 pocket) consistently, and in going for that high score, you often risk failure.

### Point Scoring:

Mercury	-250 Points
Earth	250 Points
Mars	500 Points
Jupiter	1,000 Points
Saturn	2,000 Points
Pluto	5,000 Points

Assembly Diagram below:

