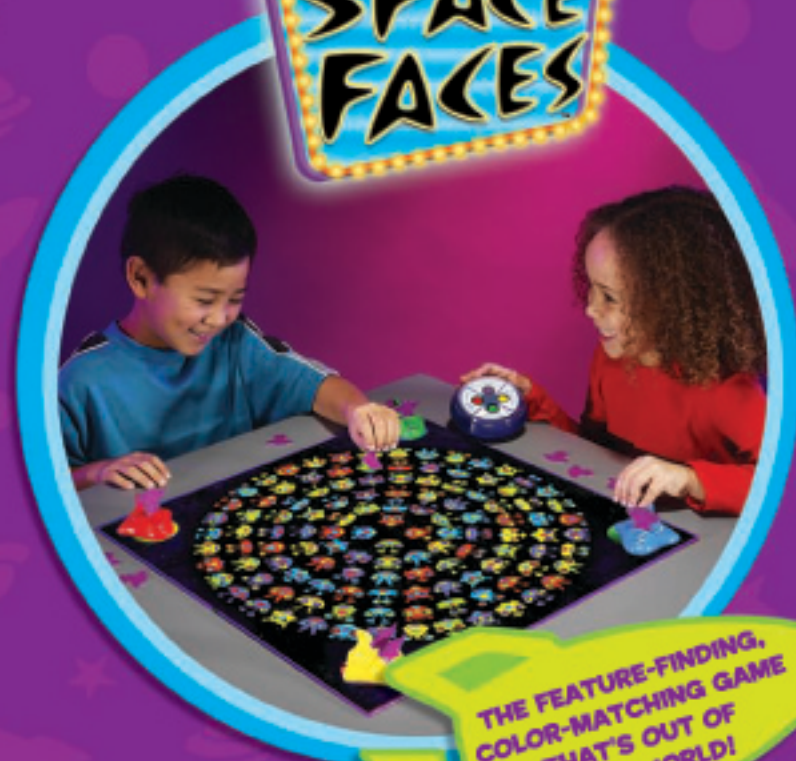


FOR 2 - 4
PLAYERS

SPACE FACES



THE FEATURE-FINDING,
COLOR-MATCHING GAME
THAT'S OUT OF
THIS WORLD!

SPACE FACES

THE SEARCH & RESCUE
MISSION THAT'S
OUT OF THIS WORLD!



© 2005 Educational Insights, Inc., Rancho Dominguez, CA 90220 (USA)
All rights reserved. Conforms to ASTM F 963. Made in China. Please
retain this information.

TELL EDUCATIONAL INSIGHTS: We welcome your comments or questions
about our products or service.
CALL: (800) 995-4436 Monday-Friday
OR VISIT OUR WEBSITE: www.educationalinsights.com

WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.



SPACE FACES

YOU'VE BEEN CHOSEN TO COMPLETE A SEARCH AND RESCUE MISSION IN OUTER SPACE!

You'll use the Alien Identification Device to identify which alien must be saved. With concentration and quick positioning, you'll locate and rescue the alien from drifting away in outer space. Be the first to bring five aliens safely on board your rescue craft and you win!



CONTENTS

Game board with 120 space faces

Alien Identification Device

Four rescue craft (red, blue, green, yellow)

20 purple aliens

GETTING READY

Set the board on a level surface. Each player takes five purple aliens.

Each player chooses a rescue craft and places it on its color planet.

HOW TO PLAY

- 1 Shake the Alien Identification Device to display the facial colors (eyes, nose, mouth, and skin) of a missing alien. (See Figure 1) There are 120 color combinations—no two aliens are alike!
- 2 Players begin scanning the board, looking for the alien with the facial features in the four displayed colors. (See Figure 1)
- 3 The first player to locate the alien shouts "Space Face" and places a purple alien on it. If correct, the player puts the purple alien in his or her rescue craft. (See Figure 2)

WATCH OUT!

If a player makes a mistake, he or she must wait out the rest of the mission and let the remaining players find the correct alien. The player can play again on the next rescue mission.

- 4 Play continues as each mission's "winning" player shakes the Alien Identification Device for the next mission.
- 5 The first player to rescue five aliens is the winner! (See Figure 3)



Figure 1



Figure 2



Figure 3