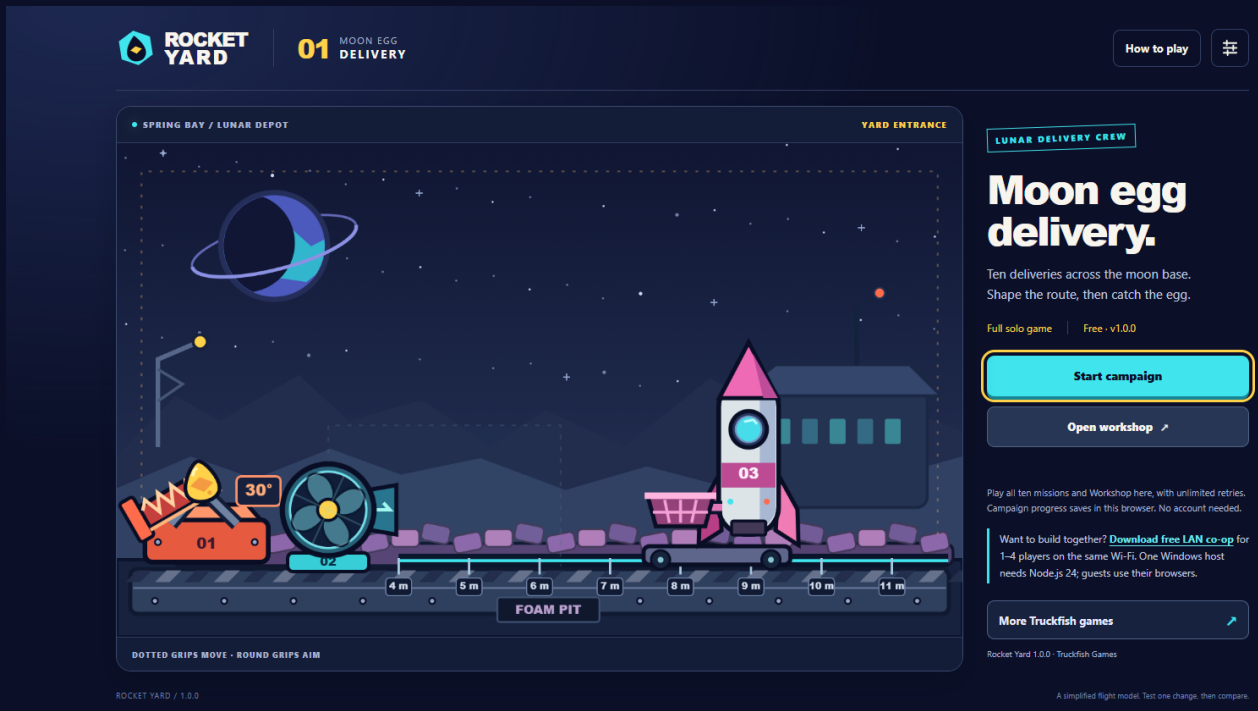
ROCKET YARD

Build a route. Catch a moon egg.



The free browser edition, captured from version 1.0.0.

Set ramps, fans and bumpers, then watch the flight. Ten campaign deliveries teach new tools; the Workshop gives you room to try your own machine.

Play solo in a browser

Open the full campaign and Workshop. No download or account. Unlimited retries.

Open browser game

Build with a crew

Free private LAN co-op for 1-4 players. One Windows host needs Node.js 24. Guests use browsers on the same Wi-Fi.
Get the free LAN ZIP

truckfishgames.com/games/rocket-yard/

Your first delivery

Catch the egg after following the mission route. Numbered beacons must be crossed in order; some routes also require spring or bumper contacts.



A cleared delivery: the flight crosses beacon 1 and reaches the basket.

01 Read the goal

The mission panel tells you which route and contacts count. Locked tools keep each lesson focused. The tray shows the available extra parts.

02 Change one setting

Predict the result, then move or aim a permitted tool. The fan pushes along its beam. Spring ramps kick on touch; bumpers reflect the egg.

03 Launch and compare

Launch egg starts the test. Use the solid latest path and dotted previous path to see what changed. A catch must also meet every mission requirement.

Controls

Drag dotted grips to move parts. Drag round grips to aim.

Tab to a grip, then use arrow keys. Hold Shift for a bigger step.

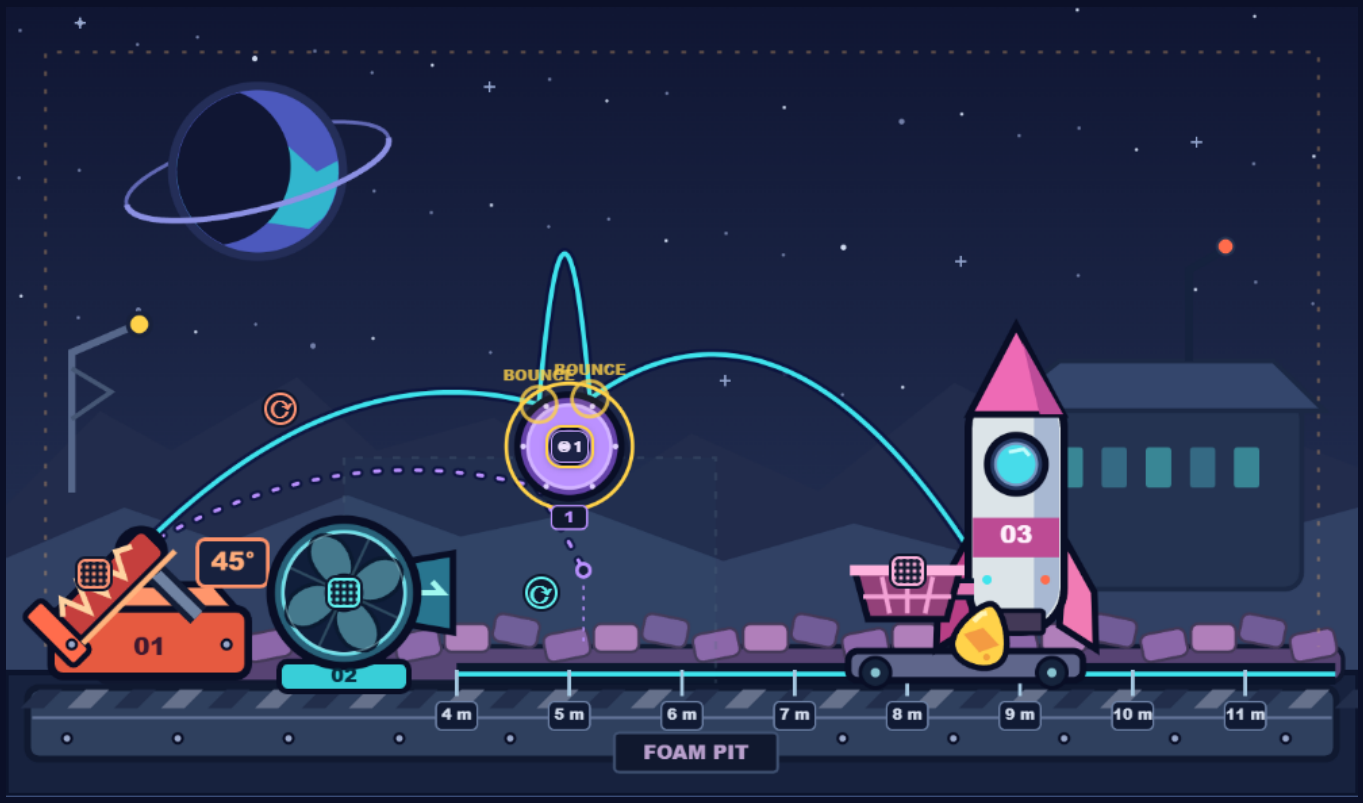
0 degrees points right, 90 up, 180 left and 270 down.

Type whole degrees in angle boxes. Select an extra for position, direction, fan power or Remove.

Parts wait while the egg is in flight. Adjust them after landing.

Keep the next idea moving

01-03	04-06	07-10
Launch Bay	Parts Foundry	Delivery Line



Workshop: a bumper and two flight paths make the change visible.

Retry with purpose

Show hint gives a nudge, then more specific help. Reset setup restores the mission machine and clears both traces while keeping clears and attempt count.

Use Next after a clear. Mission map lets you revisit completed routes or choose the next unlocked mission. The final delivery has an ending and replay route.

Keep your campaign

Progress, selected mission and current setup save in this browser. Return to the same address and choose Continue campaign.

Saves belong to this browser and device. Clearing site data removes them. In LAN play, stopping the host clears rooms but leaves browser Continue data.

Workshop allows up to eight extra parts. Campaign missions set their own inventory limits. Settings lets you reduce motion or hide flight paths.

Bring a crew on your Wi-Fi

A parent or another player can host the yard on Windows. Up to three guests join in their browsers on the same trusted Wi-Fi or wired network.

Start the host

1. Download the free LAN ZIP and extract the entire folder.
2. Install Node.js 24 from nodejs.org if it is missing. There are no npm packages to install.
3. Open Start Rocket Yard.cmd. Keep its window open. Choose Start campaign or Open workshop in the browser.
4. Choose Invite crew and share the private link with your guests. They open it, choose Join the crew and work on the same machine.

Everyone can help

Crew members can adjust available tools, launch, reset and choose unlocked missions. Everyone sees the same released edits and flight. Campaign progress is shared inside that room.

If a guest cannot connect

Keep the host computer awake and its server window open. Use the printed LAN address, not localhost. Check that both devices use the same network; guest Wi-Fi isolation may block connections. The launcher does not change the firewall, network profile or router.

If port 4372 is busy, open a terminal in the extracted folder and run:

```
node server.mjs --lan --port 4380 --open
```

Stop the host with Ctrl+C in its window. Keep private invites inside the crew. LAN play uses unencrypted local HTTP; do not forward a router port or expose the host to the internet.

Free LAN download

Install Node.js

Play browser solo

More Truckfish games

The hosted browser game is solo. Co-op uses the LAN download; there is no public online lobby.