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Game Instructions

Sentence Builder Racetrack Instructions

Players: 2-4

Age: 6 and up

Contents: Racing Track Game Board

4 Top End View Motorbikes (Yellow,

Green, Red, Blue)

What you will need...

2 dice

Sequence

- Each player rolls a dice to see who has first turn. The highest dice roll goes first, the next highest goes second, etc.
- Place motorbikes on chequered space pointing in a *clockwise* direction, i.e. pointing *west*.

- The game board race track has a sequence of spaces which have white lines painted on. These are the racetrack *straights*. The *straights* are designed for speed. To represent this, for each space that the white lines feature, the player can roll *two dice*. This is to reflect the high speeds that the superbikes can reach on the flat *straights*.
- Once players reach the chicane and curved tracks, they are to roll
 one dice. The one dice represents the slower speed and caution
 each player must display to navigate the tricky chicane and curved
 track safely.
- Each player on their first turn will start with 2 dice because they will automatically begin the game thundering down the initial straight.
- Other colours are represented on the game board. They are as follows...
- Red: lose a turn. The player loses control of the bike on a sharp bend.
- Green: reroll the dice *(free turn)*. The player skilfully navigates a tricky curve.
- Orange indicates free turbo reroll (two dice on free turn).
 - The first player to reach the chequered space wins the game. For variety, players can opt to begin the game pointed in an anti-

clockwise direction, facing east. An alternative is that half the players can travel in a *clockwise* direction, and the other half travel in an *anti-clockwise* direction. As before, the first player to reach the chequered space wins the game.

Playing pieces...

Photocopy and cut out the playing pieces and attach to card or laminate for extra durability. There are **two sizes** to choose from. Attach thick cardboard or wood under each motorbike to provide a nice separation from the game board.















