Driver

Easy Race

Basic Rules

1. Place your car on the chequered flag.
2. Youngest player goes first.
3. Roll 1 dice and move your car that many spaces around the black track.
4. Winner is first to complete **3** laps.

Hazards and Powerups

Water on the track. Roll the dice and go ***back*** that many spaces

Turbo boost. Have another go.

Puncture. You must head to the pit stop by following the red track as soon as possible. Once there, miss a turn to repair your punctures. Then get back in the race!

Hard Race

Basic Rules

1. Place your car on the chequered flag.
2. Roll 1 dice, highest number goes first.
3. Roll 1 dice and move your car that many spaces around the black track.
4. Winner is first to complete **5** laps.

Hazards and Powerups

Water on the track. Roll the dice and go ***back*** that many spaces

Turbo boost. Have another go, unless you have a puncture.

Puncture.

- For every puncture, you must subtract 1 from your roll. So if you roll a 6, you can only move 5 spaces.
- If you get 3 punctures, you are out of the race.
- Head to the pit stop by following the red track when ever you want. Once there, miss a turn to repair your punctures. Then get back in the race!

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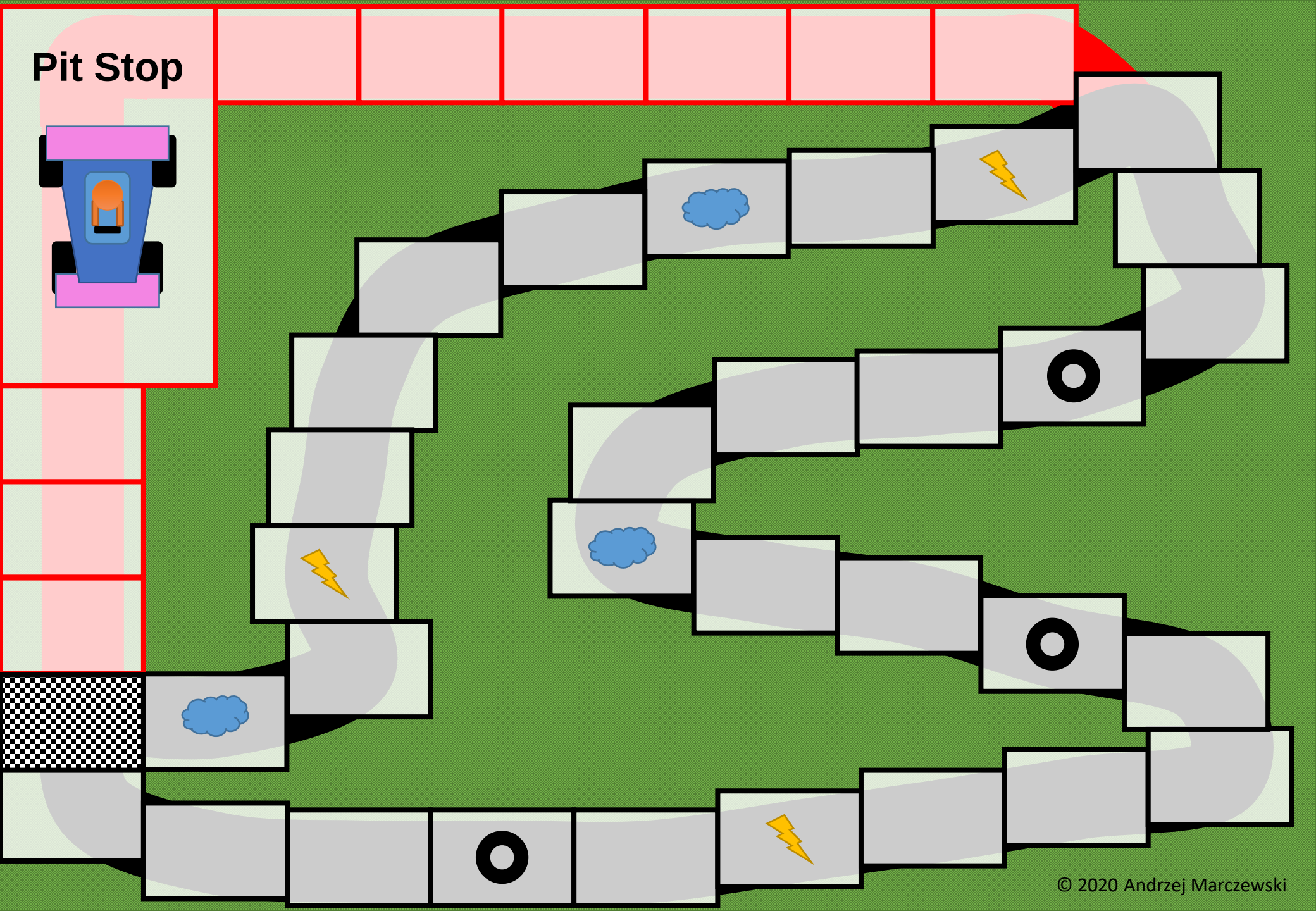
Pit Stop
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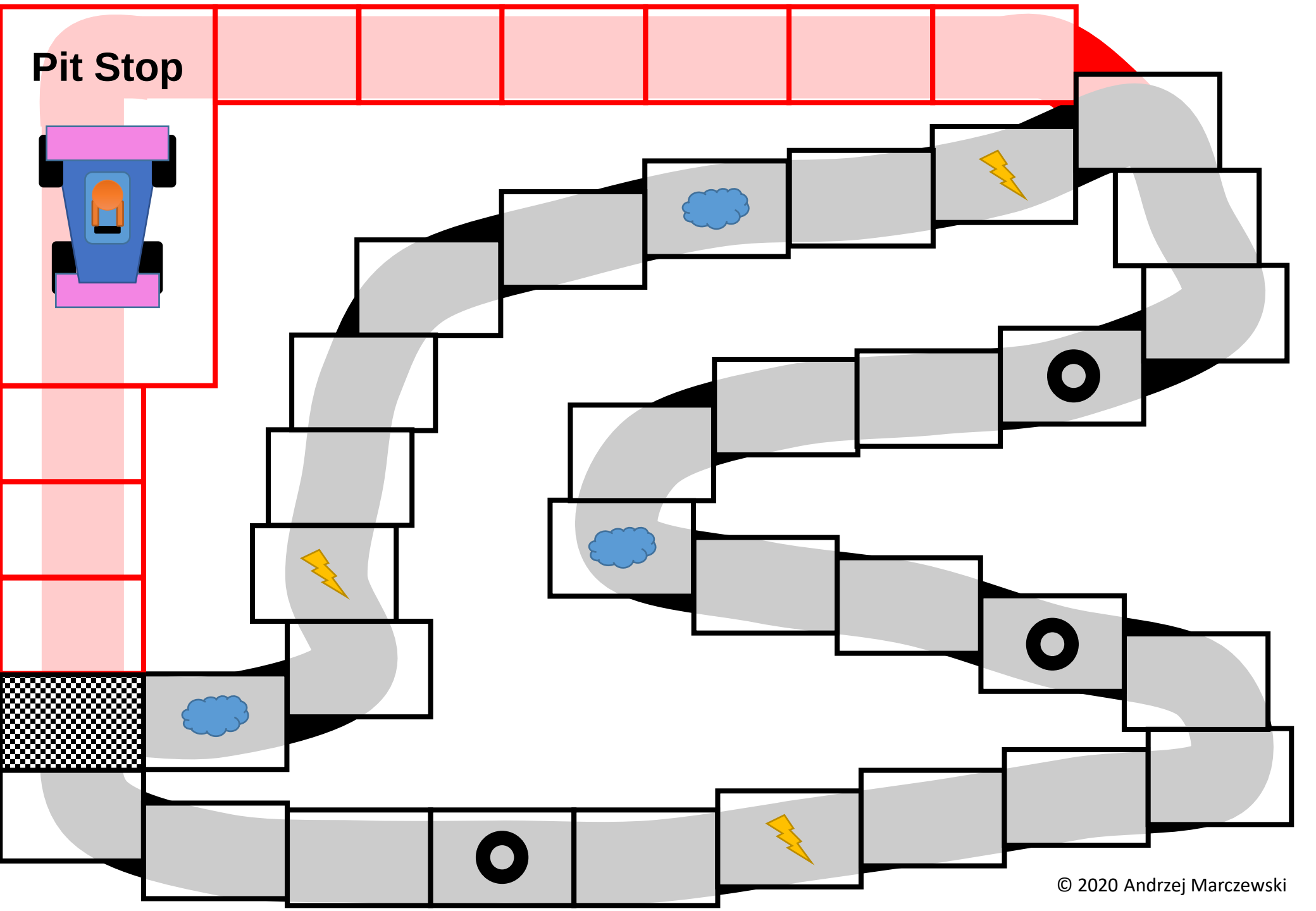

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