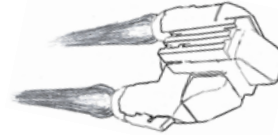


FOR A FEW EXTRA METERS

A breathtaking racing game for young players who can add up.

REQUIRED TO PLAY

- A six-sided die.
- Small objects to represent the runners (Lego spaceships, toy horses, pawns, drawings...).
- Create a circuit with squares large enough to contain runners.



Theme : Race
Mechanics : Push your luck
Age : 5 yo+
Players : 2+

HOW TO PLAY

Everyone puts their runner behind the first square. Youngest player starts.

Each player in turn rolls the dice as many times as they wish until

- they decide to stop and move their runner as many squares as the sum of the dice rolled.
- or roll a 6 and move their runner as many squares as the number of times the die was rolled.

If a player rolls a 6 at the beginning of their turn, they re-roll the die until they get a different number. These re-rolls only count as one rolled die.

The first player to pass the last square is declared the winner.

EXAMPLES

1) Sarah starts her turn: she throws the die and gets a 5. She decides to continue and gets 2. She continues and rolls a 3. She decides to stop and moves her runner $5+2+3=10$ spaces.

2) Louis starts his turn: he throws the die and gets 6. At the beginning of the turn it doesn't matter: he throws it again for free and rolls a 5. He decides to continue and gets 4. He continues and gets a 3. He continues and rolls a 6, so he has to stop. He has rolled four dice (5, 4, 3 and 6), so he moves 4 squares.

IDEAS

- If you have enough dice, it is more practical to roll 'extra' dice rather than re-rolling the same one: if you get a 6, you just have to count the dice rather than having to remember how many rolls have been made.
- You can make the race more impressive by making it bigger than a sheet of paper: from the bedroom through the living room to the kitchen, for example. To do this, use playing cards to symbolise the squares and line them up, one behind the other, from the starting point to the finish. You can also use blank playing cards or cut out squares from paper.
- If you are a simulationist, you can decide that if two players pass the finish line during the same turn (i.e. if they have played the same number of turns each) they are tied.