

## **British Motor Museum Board Game Rules**

**Roll the die and zoom around our racetrack themed board game. Who will reach the finish line first? Watch out for the oil spills!**

To play this board game, you will need to print the board game download onto four A4 pages and glue or tape the tabs provided to make one big game board. You will also need a six sided die.

You may wish to make your own playing pieces (see our craft video) or you may use counters, toy cars or small toys you may have at home.

This is a game for two or more players aged 5+.

### **Rules:**

- Your objective is to be the first player to cross the FINISH line!
- Place all of the playing pieces on the START square.
- Everyone now takes a turn to roll the die. The person with the highest number takes their turn first, followed by the person who rolled the next highest number and so on. If two people roll the same number, they should both try again.
- Move your playing piece the number of squares you rolled.
- Some of the numbered squares are blank but some have instructions on them – some will help you to get to the FINISH SQUARE quicker, some will hold you up!
- If you land on a PETROL PUMP square, you must miss a turn.
- If you land on a square telling you that you have run out of fuel, you must go BACK to the nearest PETROL PUMP square and wait your next turn there.
- If you land on a square that tells you that you must go to MR. CARTER'S GARAGE, you must go there and only leave once you have rolled an even number. You can only try to roll an even number when it is your turn.
- Keep a look out for cars from the British Motor Museum and some fun motoring facts along the way! Good luck and have fun!