

GB



6 years upwards



From 2 to 5 players



Contents: 45 cards, 11 «car pieces», 2 dices



Object: To be the first to win three rally rounds, or in other words obtain three «car pieces».



How to play: Each player receives six cards. The rest make up the stack. Players take it in turns to play in a clockwise direction. The youngest player starts and throws the two dice. The sum of the two dice indicates the number of kilometres to be covered (for example: $3 + 6 = 9$ km).

The numbers on the cards represent a number of kilometres. Once you have thrown the dice, add and/or subtract the kilometres on your cards to obtain the required result. You may use one, two or at most three cards.

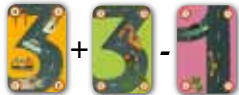
For example : you roll the dice.



To obtain 5 (in other words $2 + 3$), you can put down the following cards: $3 + 2$.



But you can also use a combination of 3 cards: $3 + 3 - 1$.



As you lay down your cards, announce the calculation by which you obtain the right result.

If a combination is correct, the cards are removed from the game. Continue in the same manner until one of the players runs out of cards. That player wins a rally round and a «car piece».

A new round begins and each player receives six new cards. If you cannot play, draw a card from the stack and miss a turn.

The first player to obtain three «car pieces» wins the game.

NB: Older children can use the four mathematical operations: adding, subtracting, multiplying and dividing.

