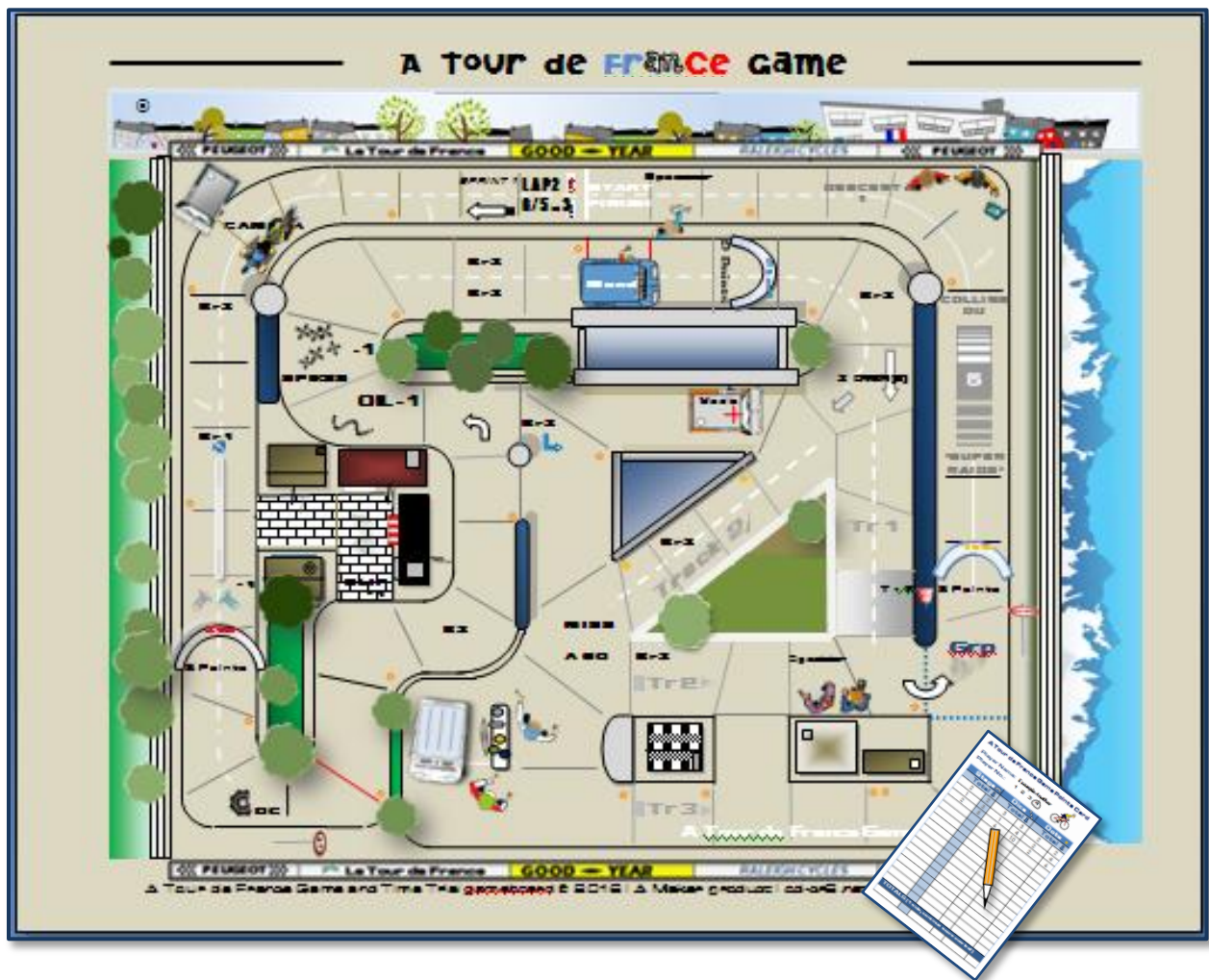# A Tour de France Game

Board game side

The board game is just like any other board game. Players (Riders) throw dice in turns and move spaces on each throw to reach the finish line first after completing two (2) laps.

The game has a number of rules and penalties to follow*.

Riders are required to collect and score (record) a variety (3) of points and total them at the end of a game to decide resulting positions.

- See: http://sd-cr8.net/atdfg rules 007c2.pdf

A Tour de France Game

'Fastest time' instructions (+ crazy streets)

① Magnet Racer

(MagnaRacer)

1. Place the MagnaRacer on the starting line of the course.

2. Place the stick with magnet under the board to drag the MagnaRacer around the track.

② Beat the clock 00:00

1. The aim of the game is to choose a course and time yourself making a lap or laps.

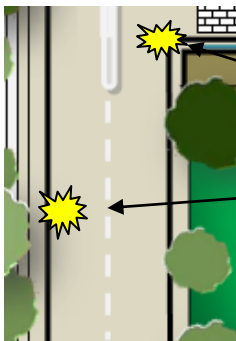2. There are many routes, twists (crazy streets) and turns one can use to make a course.

Riders will need a timer e.g. stopwatch.

Try making one lap and set your time.

How quick are you?

Try to beat your time on your next

③ Rules of the road

The MagnaRacer should not touch any edges of the streets (curbs, pavements and 'street furniture'.

Add 1 second to your time if you hit any edges and do not keep in line with the course.

Complete laps around the course skillfully and realistically by trying to copy a lifelike racing line. This will mean you complete your lap faster.

(4)

Obstacles

Make 'obstacles' that can be placed around the course to make it more challenging:

Players can make e.g.:

Spectators – avoid knocking over
Extra riders – dodge and ride through (overtake)
Stage bridges - avoid crashing into.
Street signs – avoid crashing into

Keep small parts away from the reach of children 6+.

Seek medical help immediately If small parts are swallowed,

Players are required to act with care and use game parts responsibly, and to supervise co-players and children of a young age responsibly.

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