



Path and Punctures

How to play board game

What you need

- One six-sided die
- Playing pieces for 2-5 players

Setup

Before the game can start, each player will roll the die. The player who throws the highest number will have the first turn.

Gameplay

With all tokens on "Start", players take turns to roll the die and move their pieces following the numbers on the board. If a player rolls a 4, then the player moves their piece four places.

Paths

When a player lands on a 'bike path' square, read the text in that square aloud, then move the playing piece to the top of the path.

If a player lands at the top of a path, the player remains in the same spot until their next turn. The player does not move to the bottom of the path.

Punctures

When a player lands on a 'puncture' square, read the text in that square aloud, then move the playing piece down to the number below.

If a player lands on the bottom of a 'puncture' square, the player remains in the same spot until their next turn.

Winning the game

The first player that reaches the finish star, wins the game. To win, the player needs to roll the exact number to land on the star. If the player rolls a higher number than needed, their piece does not move and remains there until their next turn, when they can roll again.

52	53	54	55	56	57	59	60	61	62		
51			 Your school shared a WA Bike Month story on the Your Move website	 You didn't ring your bell before passing someone walking on the path							
50	49	48	47	 You don't have reflector lights on your bike	45	44	43	42	41	40	39
	 You rode to school every day this week						 You participated in WA Bike Month activities				38
26	27	28	 You noticed a hazard along the path and didn't report it to a teacher	30	31	32	 You didn't check your bike brakes before riding	34	35	36	37
25				 You organised a group bike ride							
24	23	22	21	20	19	18	17	16	15	14	13
									 You rode a bike without a helmet		
Start	1		3	4	5	6	7	8	9	10	11
		 You inspired another person to ride to school									

