

Path and Punctures



How to play

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.

