RACE TRACK

Race track is a practically unknown game in Spain that makes a truly remarkable simulation of a car race.

In the race we propose you to simulate there are going to be three cars (three players).

In order to indicate the position of each car and its movement in the racetrack, mark each play with a dot and join this dot with the previous one in a straight line, using a different color for each car.

The **rules** that allow to simulate the race are:

1. All the dots and the straight line that join two points must be included in the track (if a car leaves the track, is eliminated from the race); besides, a dot can only be occupied by an only car (that is to say, crashes are not allowed).

2. The absolute value of the difference between the vertical move forward of a play and the following one can only be 0 or 1, and the same for the horizontal move forward.

    For example, if in a play my car has moved 4 units upwards and 2 to the right, in the following one, I will only be able to move 3, 4 or 5 upwards and 1, 2 or 3 to the right. According to this rule, the first movement is of 1 horizontal unit, or vertical or both.

3-JU-C-3,4,5

By this so ingenious way accelerations or screeching of breaks, and changes of direction are simulated (a car cannot abruptly change its direction nor its speed).

The winning car is the first one in crossing the finish banner. With these rules, as it happens in a real race, it is fundamental to anticipate in advance the curves and the best form to take them, since otherwise the car can leave the track or been forced to draw up the curve in an inadequate way, and thus the car will be delayed in the race.

Choose the racetrack and the car for each player (A, B, C). Draw lots to decide the starting positions, and… **Mind the curves!.**

YOU WILL NEED:

Board of the game, one of the circuits, 3 felt-tip pens of different colors and a rough.