

# A 40-square board to customise

2–4 players · One die · Make up your own challenges



## Your game starts here

Write or draw challenges in the empty squares. Before playing, agree what happens after success or a miss.

Our game is called:

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To complete a challenge:

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If we cannot complete it:

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## Game rules

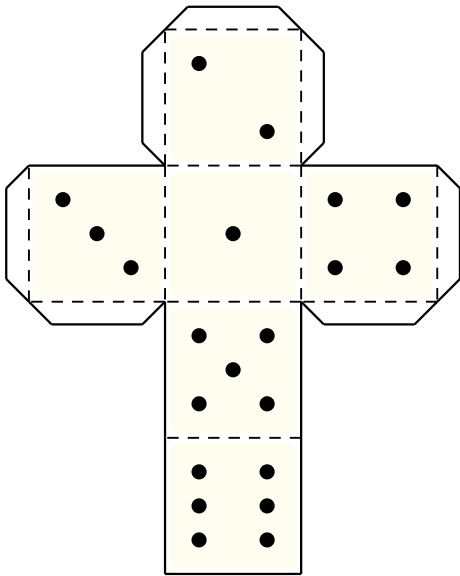
1. Base race for 2–4 players. Choose a counter each. Start off the board and take turns moving the number shown on one die.
2. Reach 40 exactly to win. If you overshoot, bounce back by the excess. Counters may share a square.
3. To customise: before playing, write a destination (such as “go to 12”) or a short challenge in some squares. Agree whether a failed challenge costs a turn. Keep the rules unchanged during play.
4. Our rules: \_\_\_\_\_
5. Squares and challenges: \_\_\_\_\_
6. \_\_\_\_\_

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Prepare the game · One die and eight counters to choose from

Print at 100%. You can use a die and counters you already own. If you make this kit, ask an adult to help with cutting when needed.

## 1. Make the die



1. Cut along the solid outline.
2. Fold along the dashed lines.
3. Glue the tabs on the inside.
4. Let it dry and check it rolls.

——— Cut

----- Fold

## 2. Choose your counter

Cut out the eight circles. Each player chooses a different picture. Keep the spare counters for another game.



Thicker paper or light card helps the die and counters last longer. Keep all three pages together for your next game.