

Race & Block

This is a game for two players

One player sits on each end of the chart paper.

The players must roll the dice to build their shapes onto the chart paper using the square tiles.

Each shape must either start at the player's starting line (the edge) or from another shape, having at least one side touch the shape that's already been played.

'Bridge Pieces' can be earned by rolling the same number twice in a row (if playing with one dice) or rolling doubles (if playing with two die). These pieces can be saved to be used to jump an opponent's piece.

To Win:

- The object of the game is to get from your side to the other players side of the chart paper.
- Players may choose to block the other players - a shape must be built where no shape has been built before.
- The player that reaches the other side of the chart paper first is the winner.

Variations:

- If playing with a limited number of pieces, the players must trace their shapes with marker and return the square tiles to the pile.
- If playing on personal game board, use dry erase markers to draw in the shape instead of using square tiles.

Version	A	B	C
Materials	Chart Paper (one) Markers (two - one for each player) Square Tiles (many - shared) Dice (two - one for each player)	Chart Paper (one) Markers (two - one for each player) Square Tiles (many - shared) Dice (four - two for each player)	Chart Paper (one) Markers (two - one for each player) Square Tiles (many - shared) Dice (four - two for each player)
Instructions	<p>*Both players roll their dice, the player with the highest number goes first (player one).</p> <p>Roll one dice</p> <p>Take the number of tiles that is shown on the dice</p> <p>Use the tiles to build a shape on the chart paper</p> <p>Return the tiles to the pile.</p> <p>Wait for player two to take a turn.</p> <p>(repeat)</p>	<p>*Both players roll their dice, the player with the highest number goes first (player one).</p> <p>Roll two dice</p> <p>Add the two numbers together. Take the number of tiles that equal to your sum.</p> <p>Use the tiles to build a shape on the chart paper</p> <p>Return the tiles to the pile.</p> <p>Wait for player two to take a turn.</p> <p>(repeat)</p>	<p>*Both players roll their dice, the player with the highest number goes first (player one).</p> <p>Roll two dice</p> <p>Multiply the two numbers together. Take the number of tiles that equals your product.</p> <p>One dice shows the length of the rectangle and the other shows the width. Use the tiles to build your rectangle on the chart paper.</p> <p>Return the tiles to the pile.</p> <p>Wait for player two to take a turn.</p> <p>(repeat)</p>
	Roll 2 in a row → Bridge Piece - Player receives a piece that allows them to jump over an opponent's piece.	Roll Doubles → Bridge Piece - Player receives a piece that allows them to jump over an opponent's piece.	Roll Doubles → Bridge Piece - Player receives a piece that allows them to jump over an opponent's piece.