

# Start Your Engines!

What you need:

1 racetrack template per player, with circles colored in (red, blue, yellow, green), laminated

Icon counting cars, cut out and laminated or red, yellow, green and blue car manipulatives

1 wooden dice with colors

1 wooden dice with color words

1 wooden dice with numbers (0, 1, 2, 3)

1 wooden dice with sets of dots (0, 1, 2, 3)

1 cup to shake dice in

How to play:

Each player gets a race track template. Select the first player. Player shakes 1 color dice and 1 number dice. Player selects the number of colored cars represented by the roll and places them on his or her racetrack, on the white circles. Play rotates to the left after that. If a player rolls a higher number than there are spaces left on their race track, then they miss that turn. First player to fill their board wins.



Icons for game

