

To play you need Flash Cards for the questions. 1 player token for each player.



ALL EXPLORERS BEGIN AT SPOT ONE. DETERMINE WHO WILL GO FIRST. TAKE TURNS IN A CLOCKWISE DIRECTION. ANSWER A QUESTION CORRECTLY TO ADVANCE TO THE NEXT SPOT. THE FIRST EXPLORER TO REACH THE CAVE WINS.

Laminate and cut out these player tokens



LAMINATE AND CUT OUT THESE PLAYER TOKENS

Finish Line

BEGIN THE GAME WITH ALL PLAYER TOKENS ON THE START/FINISH SQUARE



DETERMINE WHO GOES FIRST

START

TAKE TURNS IN A CLOCKWISE PATTERN



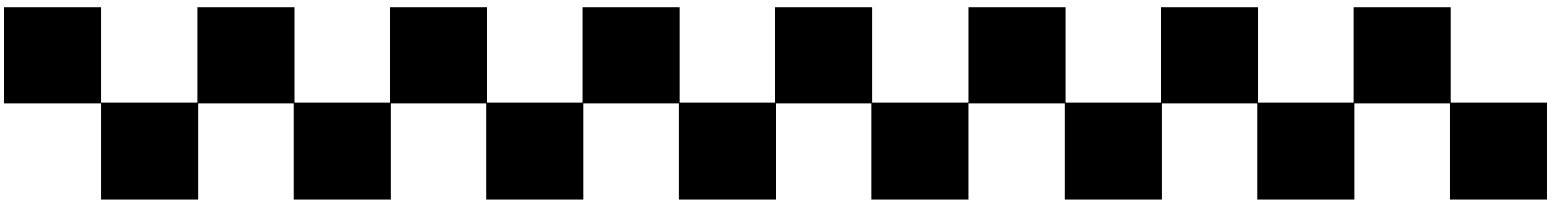
ANSWER A QUESTION CORRECTLY TO ADVANCE TO THE NEXT SQUARE.

THE PLAYER TO COMPLETE THE MOST LAPS BY THE END OF THE SET TIME IS THE WINNER



To play you need Flash Cards for the questions. 1 player token for each player. A ten minute timer.

Lap Count Chart



FINISH LINE

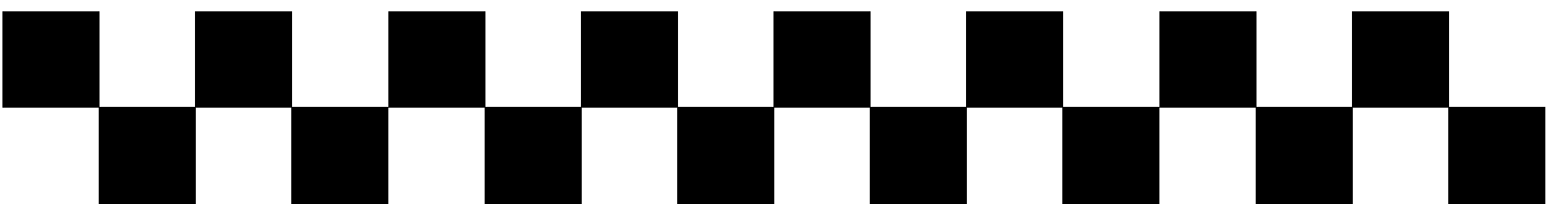
LINE

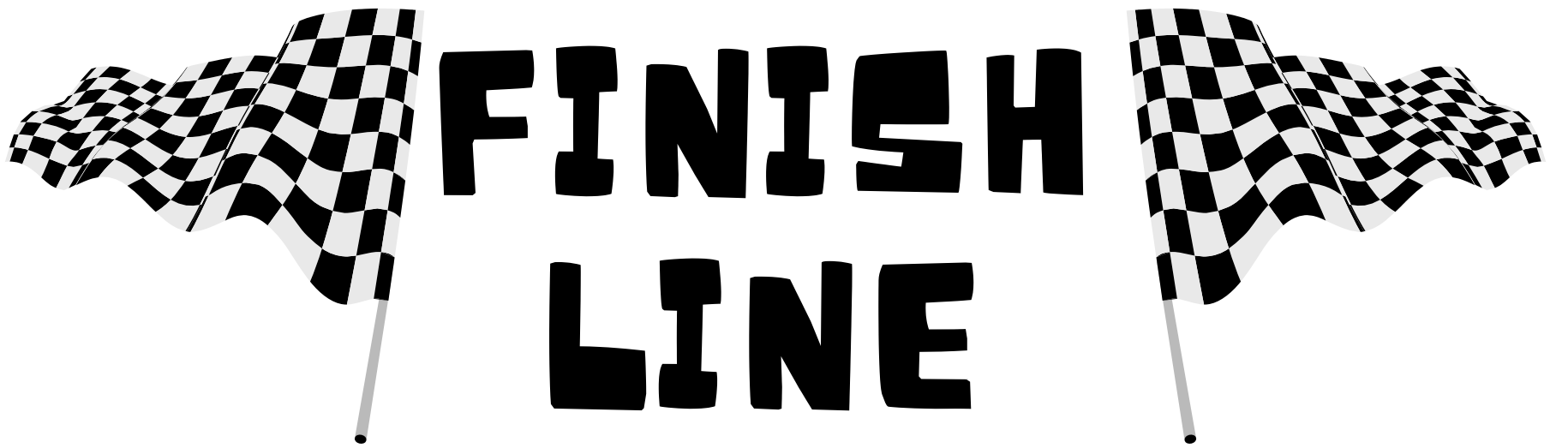
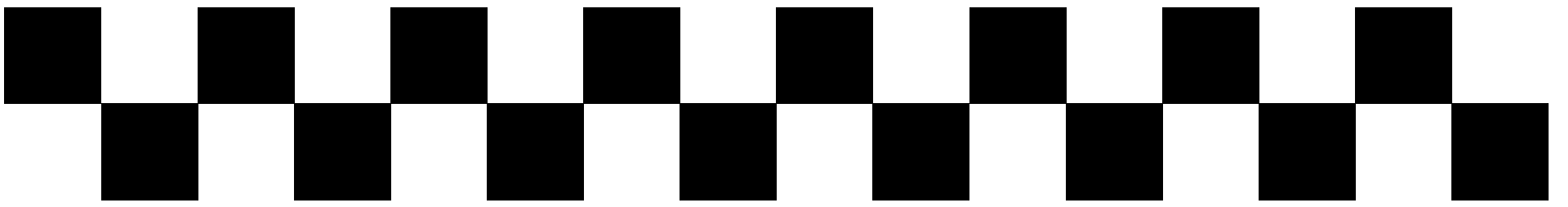


LAP COUNT CHART

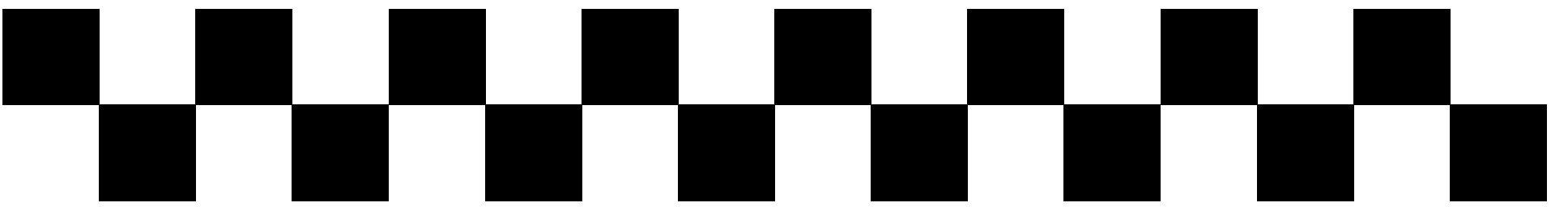


Print and Laminate this lap count chart so that players can keep score with a dry erase marker. Make a tally mark by your racer for each lap finished

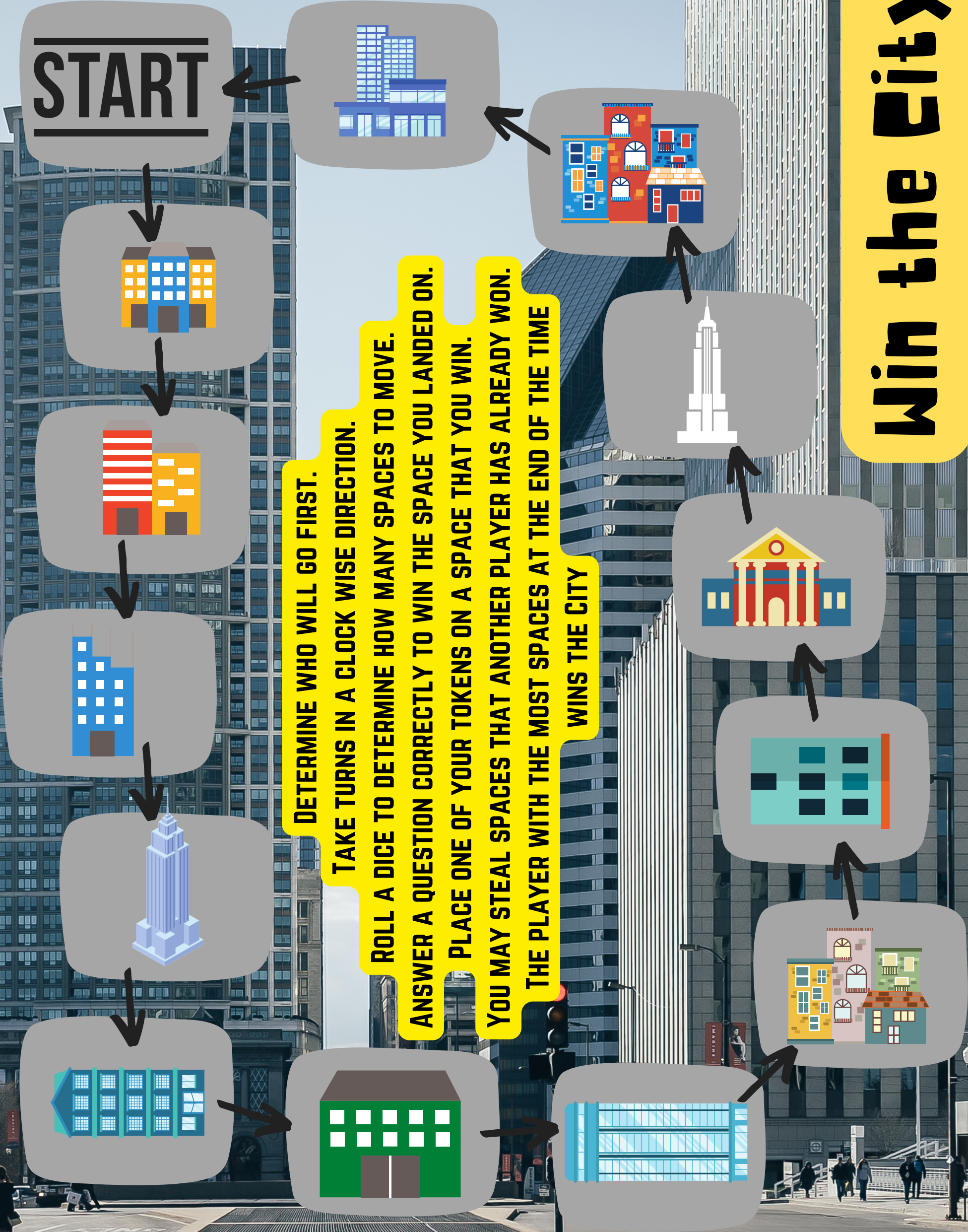




laminare and cut out these player pieces



Win the City



DETERMINE WHO WILL GO FIRST.
TAKE TURNS IN A CLOCK WISE DIRECTION.
ROLL A DICE TO DETERMINE HOW MANY SPACES TO MOVE.
ANSWER A QUESTION CORRECTLY TO WIN THE SPACE YOU LANDED ON.
PLACE ONE OF YOUR TOKENS ON A SPACE THAT YOU WIN.
YOU MAY STEAL SPACES THAT ANOTHER PLAYER HAS ALREADY WON.
THE PLAYER WITH THE MOST SPACES AT THE END OF THE TIME WINS THE CITY

To play you need Flash Cards for the questions. 4 player Tokens. 12 matching player triangles for each player.
A dice or dice app. A Ten minute timer.

Win the City

PLAYER TOKEN SETS
LAMINATE AND CUT OUT

