

Formulae One racing game

You will need: 1 counter per player and a dice

- Decide how many times you will go around the track and if the winner will be the player with highest or lowest number of points at the end of the race.
- Take it in turns to roll the dice.
- Move this number of spaces. Roll again and substitute this number for n to find out how many points you score (P).
- Remember to keep track of your laps and points!

