## **BUMPER CAR**



## **Game Instruction Sheet**



## PREPARATION:

1. Place the game on level table.

## RUNNING THE GAME:

- 1. Each player must roll the car from one extreme end so it bounces against the opposite end and stops at a prize compartment.
- 2. Player is awarded prize from compartment pointed to by the pointer.
- 3. If car does not bounce off at least one end, player must roll again.

FIRST PRIZE – POINTER ON WHITE
SECOND PRIZE – POINTER ON RED
THIRD PRIZE – POINTER ON GREEN
CONSOLATION PRIZE – POINTER ON BLUE
GAME SUPPLIES - 1 Car

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