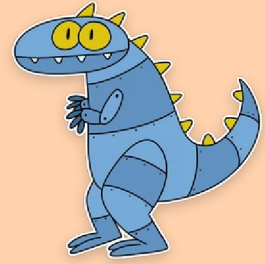


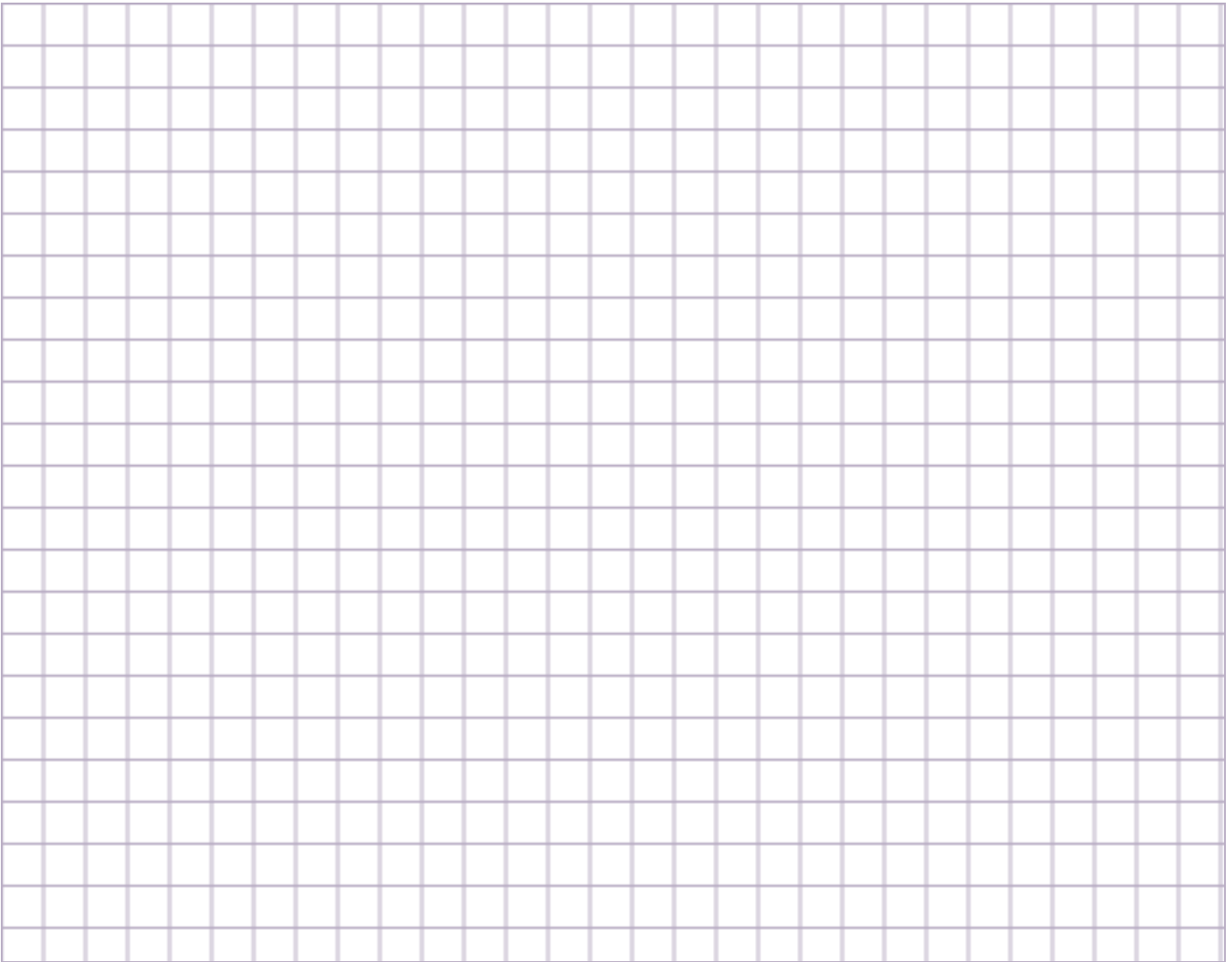
Grid Racetrack

Draw a track, then race! Speed up too much and you'll crash.

Name: _____ Date: _____



Draw a looping track two to four squares wide. Mark START.



Rules

- ☐ Take turns moving your dot
- ☐ Each move can be one square faster, slower or the same
- ☐ Touch the edge and you lose a turn
- ☐ First past START wins