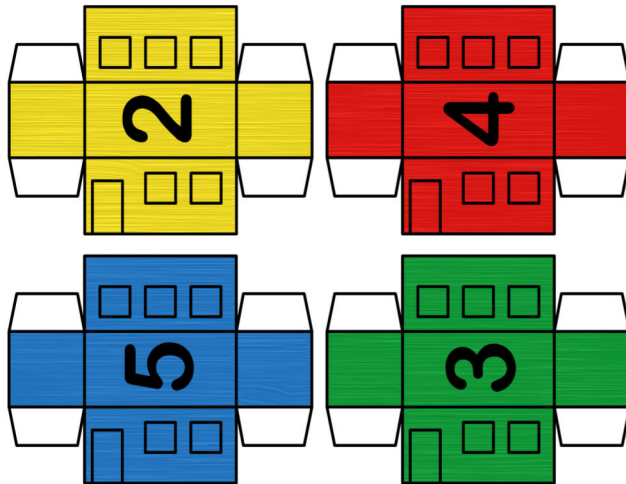


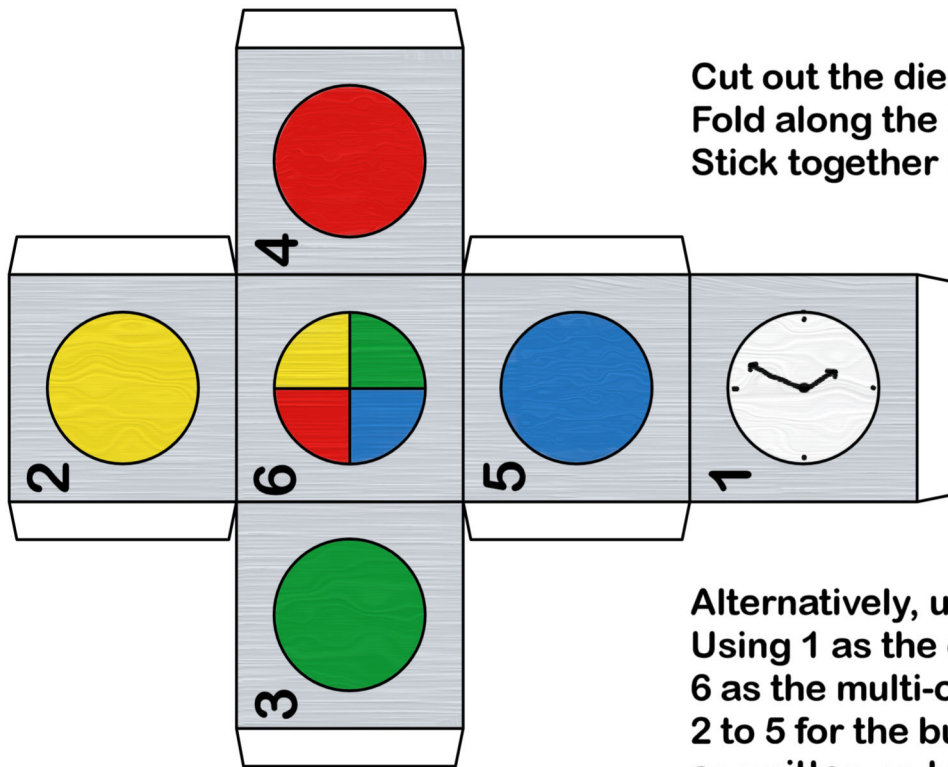
The Bus Game: Pieces

Print on thick paper or card



Cut out the four buses.
Fold along the lines.
Stick together using the tabs.

As an alternative,
you can use Lego bricks
as playing pieces



Cut out the die.
Fold along the lines.
Stick together using the tabs.

Alternatively, use a normal die.
Using 1 as the clock face,
6 as the multi-colour side,
2 to 5 for the buses,
as written on top of them.



Cut out the sun and moon.
Stick together back to back.
Use as a time track counter.
Alternatively, use a coin

THE BUS GAME: RULES

GOAL

In **The Bus Game**, you must move four coloured buses from one bus depot to the other before bed-time. You can play alone or work together with your friends and family.

THE BOARD

There are four roads between the two bus depots. Each road has a different coloured edge and four sections marked by black lines. Two sections are crossroads! Each bus travels along their own coloured route.

The time-track has two sections. The top section is for the morning. It has a sun on the left end. The bottom section is for the afternoon. It has a moon on the right end.

SETTING UP THE GAME

Put the four coloured buses in their coloured spaces in one of the depots. It doesn't matter which depot you start from.

Put the circular time-track counter on the 6am clock on the time-track. Turn it to face sunny side up.

PLAYING THE GAME

Each player takes it in turns to roll the die. They then move a bus, if they can, or the counter on the time-track.

If a single colour is rolled on the die, the player moves that colour bus to the next section of road. If the bus is at the end of the road, it moves into the bus depot and is safely home. If the bus is already home, it cannot move any further.

Watch out for **traffic jams**! Only one bus can be on a crossroads at a time. If another bus is already there, your bus cannot move. **Beep! Beep!** Try again next turn.

If the side with four colours is rolled on the die, the player gets to choose which bus to move. They cannot move a bus that is home or that is stuck in a traffic jam.

If the side with the clock is rolled on the die, all the bus drivers **stop for tea**. Move the counter on the time track to the next clock.

If the counter passes the end of the morning track, turn it over to the moon side and put it on the 2pm clock on the afternoon track.

Everyone wins if you get all four buses home before 8pm. Congratulations!

But if the counter reaches 8pm on the time-track, the buses didn't make it home before bed-time. Don't worry, you can start a new day and try again!