



THE CAP RACE

Ages 7+ | Individual | 1+ Players

AIM OF THE GAME



- Move by flicking the caps along the track.

EQUIPMENT



- Chalk, ropes/string or play building blocks to mark out a race track and plastic bottle caps to race with.

HOW TO PLAY



- Lay out the track on a flat surface. This can be marked out using chalk, ropes or string, wooden or play building blocks or any other objects that are safe to place on the ground and that won't break if hit by a plastic cap.
- Once the track is ready, the players take turns in moving their cap with a flicking movement of the fingers. The first to reach the finish line is the winner, or if playing on your own try to reach the finish line in as few flicks as possible.
- If the cap goes off the track, you must replace the cap where it originally was and miss a go.

GAME VARIATIONS



1. If your cap hits an opponent's cap, you miss a go.
2. If playing with more players you may want to play as pairs, taking turns to flick the cap.
3. Use different round objects to race with, either a marble or a scrunched up piece of paper.
4. Change the track design to create a circuit to play with laps or use different surfaces and obstacles to play with.