

# MATCH SPRINT

A game by Sean Martin, 2012

Cycling game that simulates a match sprint race.

**Number of players:** 2

**Suggested age of players:** 6-99

**Playing time:** 3 minutes.

## COMPONENTS OF THE GAME

Twelve space-long track

2 riders

2 dice (not provided)

## GENERAL RULES

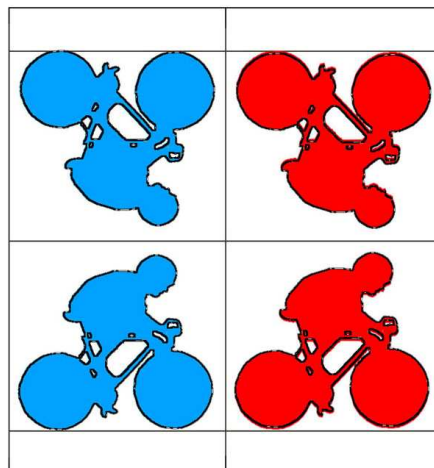
- a) Both riders start the race on square 1.
- b) It is always the trailing rider's turn. If the riders are in the same space, the outermost rider (the second to arrive at such a space) is considered to be trailing.
- c) On your turn, you have three choices: move one space forward, roll one die, or roll both dice (and, of course, move that many spaces forward).
- d) The winner of the race is the first rider to cross the finishing line.

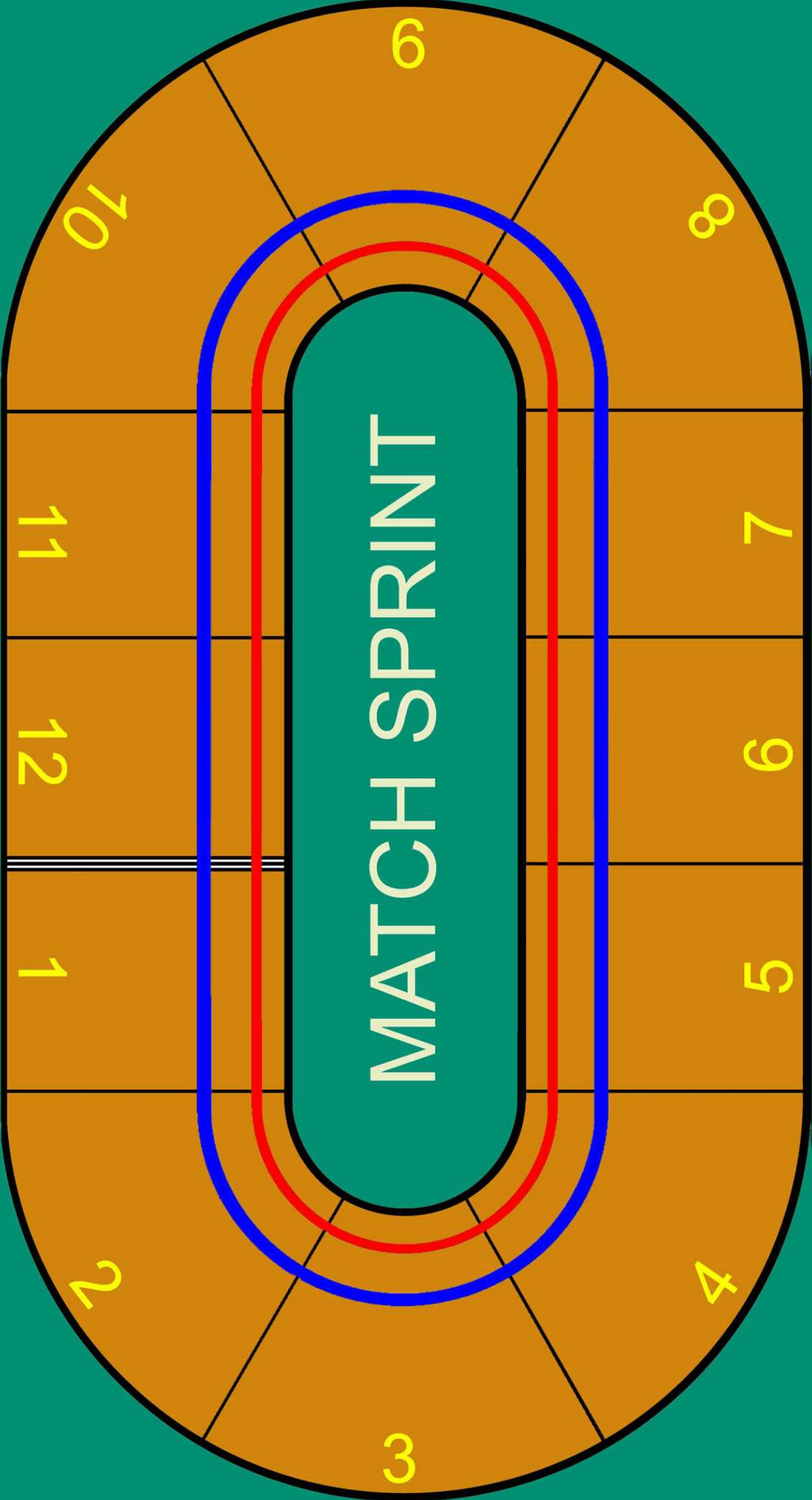
## VARIANTS

For a more tactical game and a closer similarity to "real" match sprint competitions, longer races (2 or three laps) can be played.

As in "real" match sprint races, two races can be played alternating the starting positions of the riders. In the case of a tie, a third race is played in which the starting rider is chosen at random.

Again as in "real" match sprint competitions, more than two players can play an elimination tournament with quarter of finals (if needed), semifinals, and a final





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6

8

7

6

5

4

3

10

11

12

1

2