

STOP the SPEEDING Car!

Will the driver get away with speeding or will the policeman catch him first?

Player 1: The Driver

Player 2: The Policeman

How to play:

Draw a Speed Limit card and place it on the side of the playing board. This is the speed limit for the round.

Player 1 goes first. Roll the die & move the number of spaces indicated on the die.

Then Player 2 goes. Roll the die & move the number of spaces indicated on the die.

Take turns rolling the die until one player reaches the "speed limit" indicated on the Speed Limit card.

If the policeman reaches the "speed limit" before the driver, the driver gets a "**ticket.**" If the driver reaches the "speed limit" before the policeman, **he got away!**

**SPEED
LIMIT
35**

**SPEED
LIMIT
45**

**SPEED
LIMIT
55**

**SPEED
LIMIT
60**

**SPEED
LIMIT
70**

**SPEED
LIMIT
80**

**SPEED
LIMIT
85**

**SPEED
LIMIT
90**

**SPEED
LIMIT
100**

**SPEEDING
TICKET**

YOU ARE GOING
TOO FAST!
SLOW DOWN!

**SPEEDING
TICKET**

YOU ARE GOING
TOO FAST!
SLOW DOWN!

**SPEEDING
TICKET**

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SLOW DOWN!

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