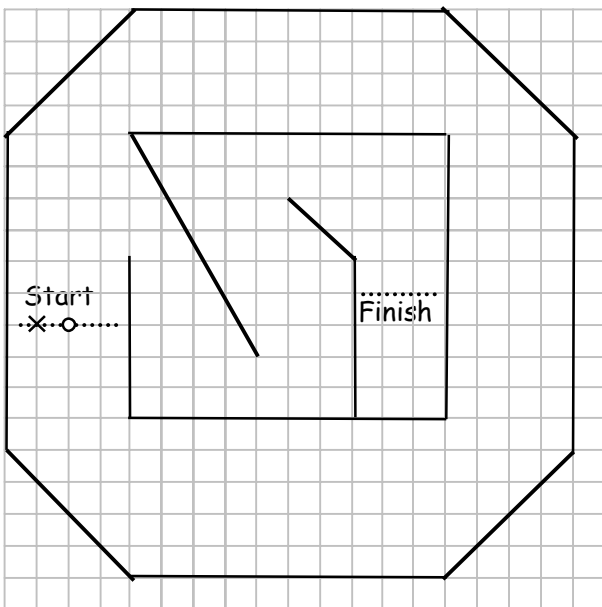


Racetrack

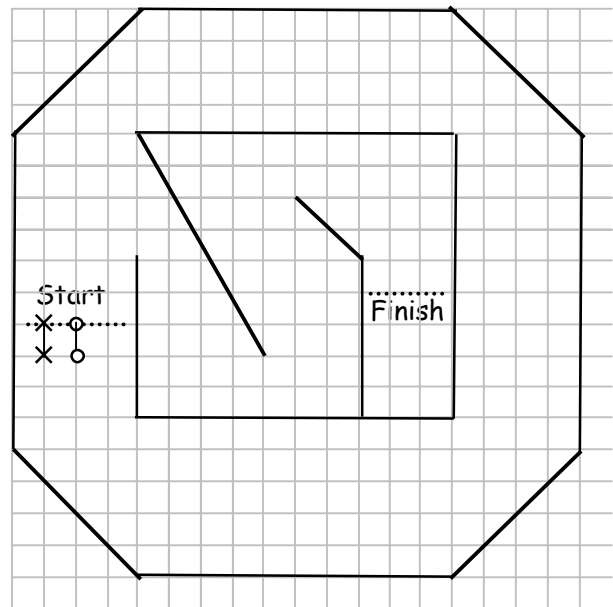
Racetrack is a simple game that is both fun and educational, entertaining kids with only pencil and graph paper while teaching principles of physics (Newton's concepts of inertia and acceleration) and planning ahead. To play, draw a racetrack on graph paper (example below). You may draw any shape you like. Each player selects a symbol and marks a point on the start line. Players take turns moving. Each move has two parts: inertia and acceleration. Inertia just continues the speed and direction of the last turn. Acceleration then adds one square in any direction (that's 8 possibilities, plus the center or no acceleration). If you hit the wall, you lose. That's it. You may add other rules if you like, such as whether two players can occupy the same spot at the same time or whether touching the wall is OK.

<http://ideaexplore.net>

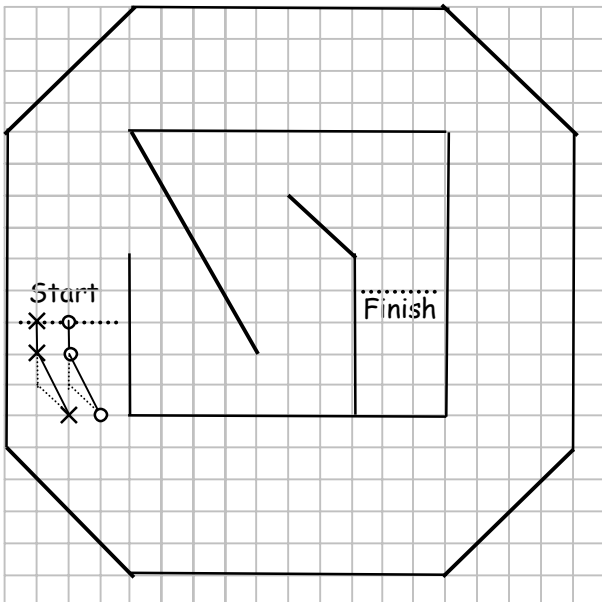
Turn 0



Turn 1



Turn 2



Turn 3

