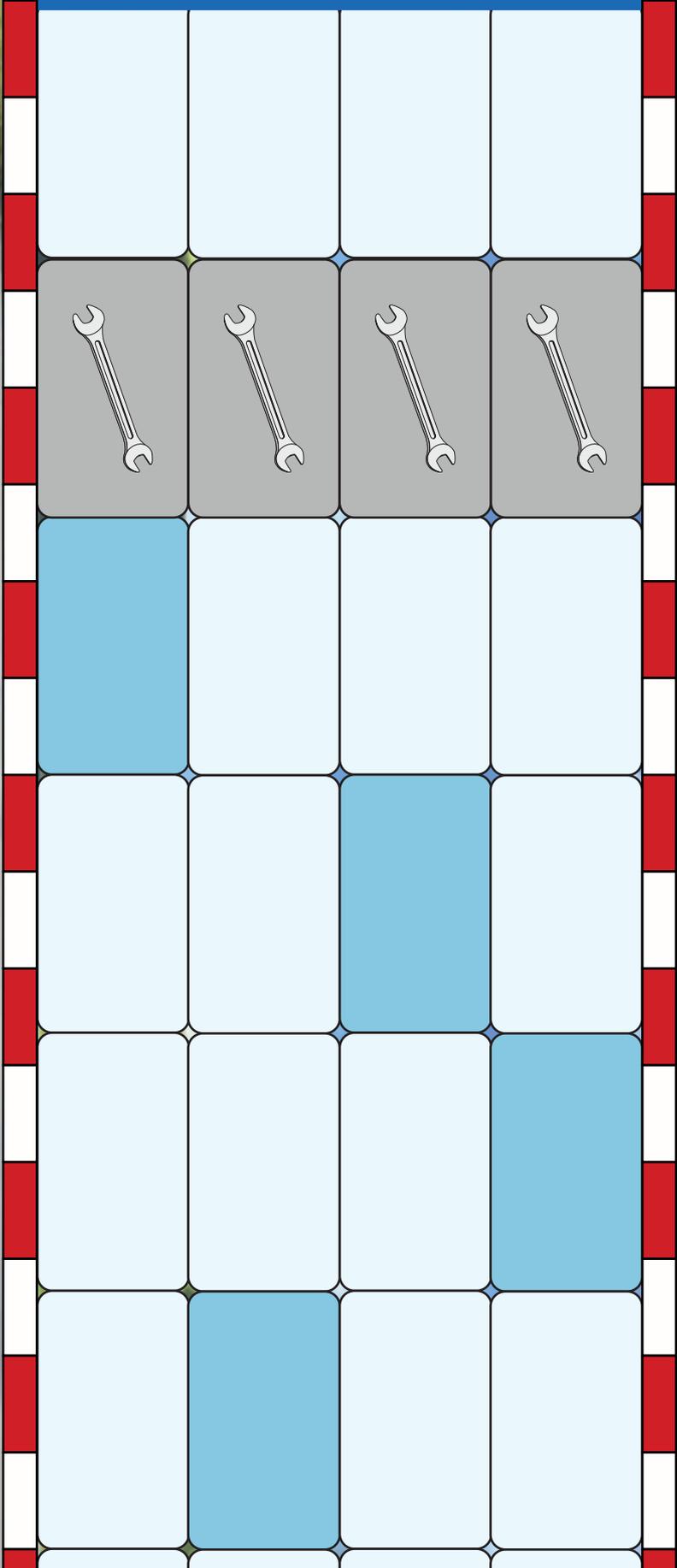
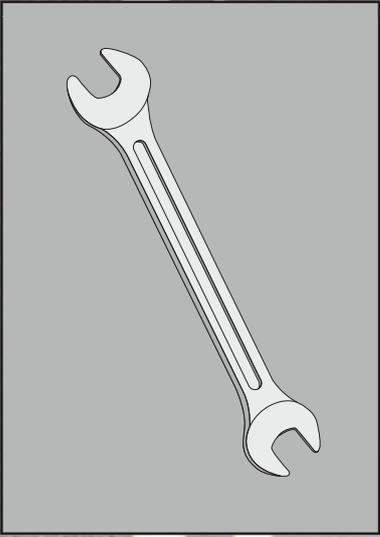
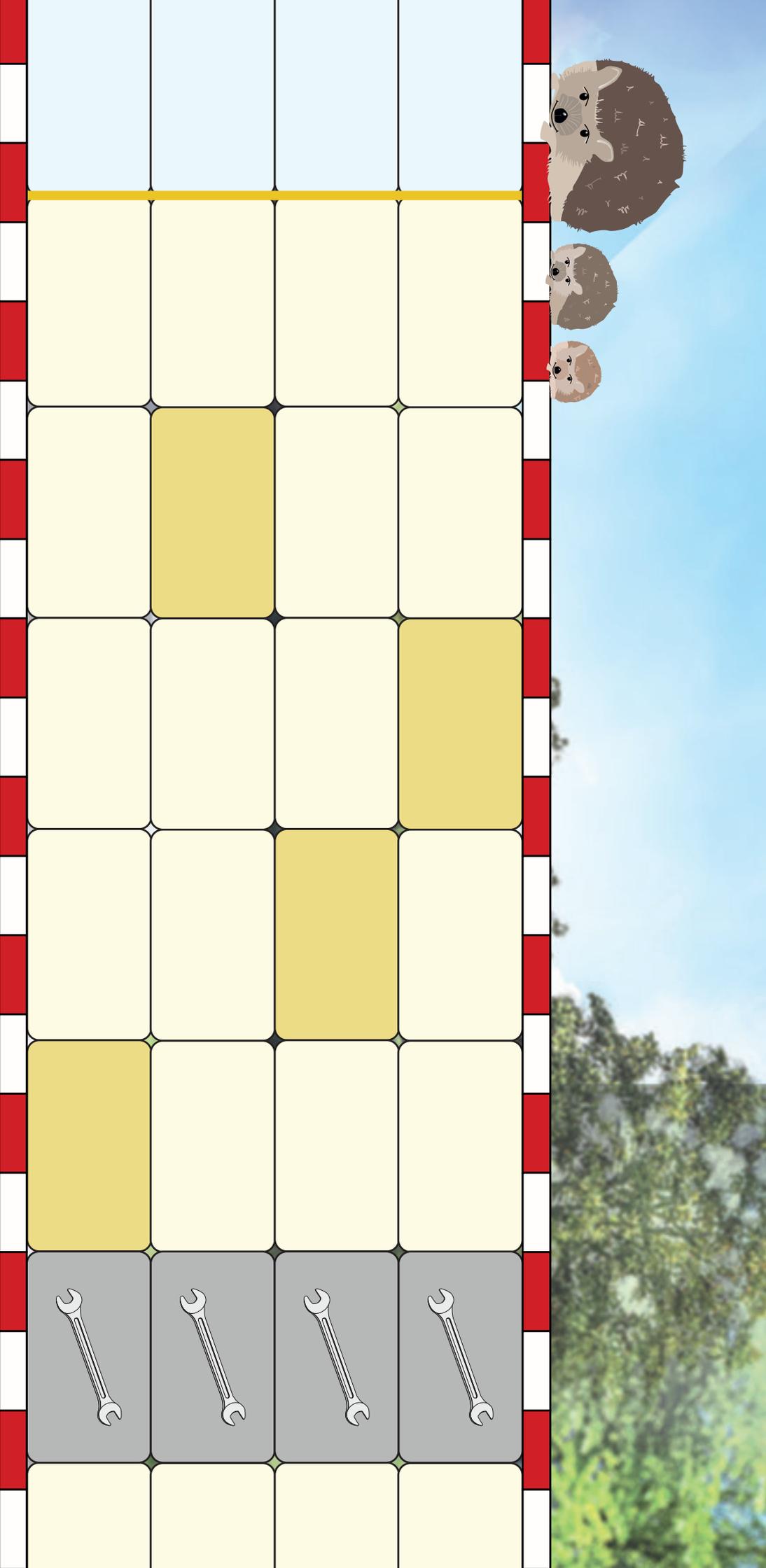


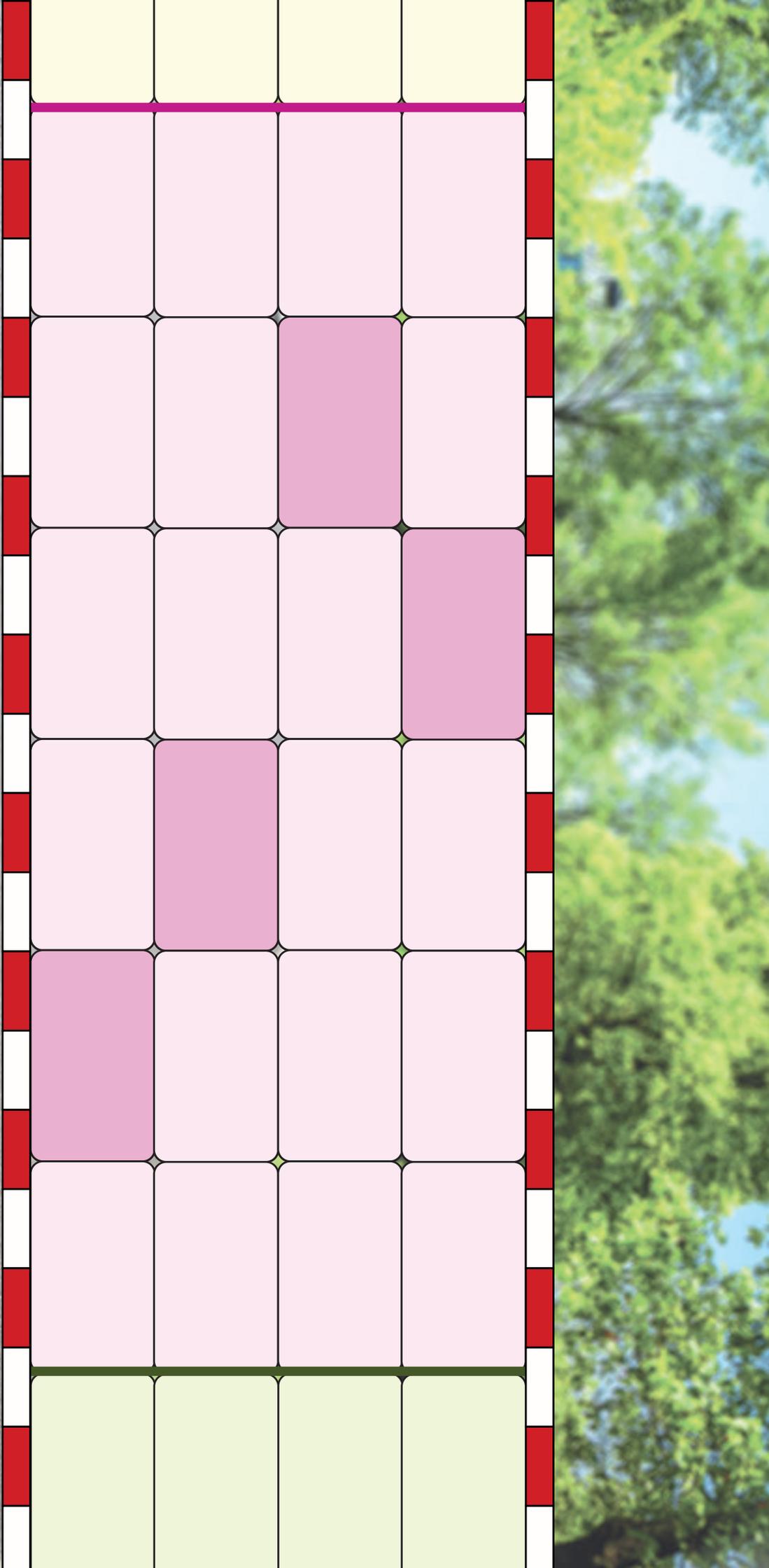
START





Rules (short version):

1. The youngest player starts and rolls the dice. The game goes clockwise.
2. The number on the dice shows the car which may move 1 space forward.
3. If a square is occupied, your car may skip the others to the next free square.
4. A "1" on your dice means you have to slam on the brakes! Your leading car unfortunately falls back to the coloured line in your actual racing area. If it is already there it falls back to the backmost field by a whole colour range.
5. If you have a "6" on your dice, you activate the famous Porsche Turbo! This means that you are allowed to jet forward with a car of your choice up to the coloured dividing line in its current colour range. If you are already there, you are lucky and can drive forward an entire colour area to the next coloured dividing line.
6. The winner is the first player who crosses the red finish line. Then the race is over.



From 0 to 911

A racing game for little Porsche fans

