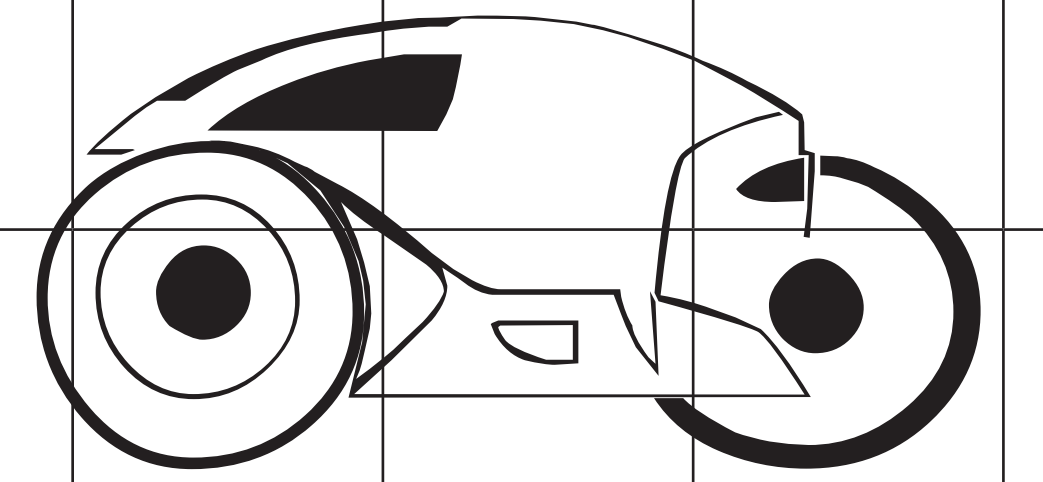


# PHOTON BIKES



## What do you Need?

- 2-4 players
- 1d6
  - Preferred: 1d6 per player
- A writing implement
  - Preferred: A different colored writing implement per player, highlighters work best
- A sheet of grid paper
  - Preferred: Copies of this sheet
  - You can also buy a dry erase kit or place this sheet in a sheet protector to use dry/wet erase markers.

## Objective

Players ride their photon bikes around the arena. As they move, they leave a light barrier in each square they enter. If a bike hits an arena wall, a light barrier, or another bike, it is eliminated from play. The last remaining player wins.

## Set Up

Each player rolls 1d6. Go in order from highest to lowest roll. Ties roll again to see who goes first.

On the first turn, each player fills in one of the marked starting square with their writing implement.

## How to Play

On each subsequent turn, each player must move one or more adjacent squares on the grid.

At the start of each turn, players decide which way to move their bike: up, down, left, or right.

Players then roll a d6 to see how far they move according to the movement table.

Players fill in each tile they enter with their writing implement.

Players must move the full distance even if it results in a collision. If a bike collides with another bike (the front of a line collides with the front of another line) both are destroyed.

Take turns until only one or fewer bikes remain.

## Movement Table

d6	# of Spaces
1	1
2-5	2
6	3