

THE CRAZY TRAIN



01

In a large space, the children are divided into pairs: one player will be the train and the other the driver.



vs



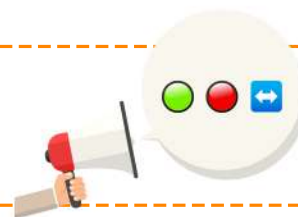
02

The trains move in the space, guided by the voice of the driver, who always keeps a distance of 2 m from the train.



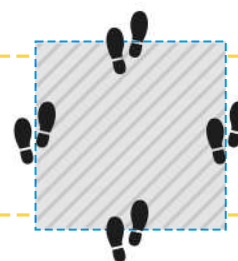
03

The driver's commands can be: FORWARD, ALT, RIGHT and LEFT, with 90 degree turns.



04

The objective is to cross the 4 lines that delimit the game space, but each time returning to step on a line of the central square (5x5 m).



05

If two trains collide, they must both start over.



06

At each run of the game, reverse the roles.



vs

