

Car Patterns

This is a game for two, three, or four players.

Goal: Make repeating patterns with cars

You will need:

- Pictures of 3, 4, or 5 different kinds of cars - 15 of each

How to play:

Decide how many different types of cars you will use - 3 types of cars (45 cards), 4 types of cars (60 cards) or 5 types of cars (75 cards). Decide how many cards will be in your pattern: 3, 4, or 5 cards.

- Turn the cards face down. If you are making a 3-card pattern, draw three cards randomly from the pile. Turn them over and put them in a line. This is the pattern you will be repeating while you play. It may or may not include all of the different types of cars. (Alternatively, you could make a pattern with 4 or 5 cards.)
- Pick up the remaining cards, shuffle them, and give each player 5 cards. The remaining cards are placed in a stack face down. Turn one card face up as the start of a discard pile.
- Decide who will go first. A card may be added to the card pattern only if it is the card that comes next in the pattern sequence.
- On each player's turn they may play a card from their hand if it is the type of car that comes next in the pattern. If they don't have the right car, a card must be drawn from the stack or from the discard pile. This card may be played if it comes next in the sequence. If not, the player may discard this card or any other card in their hand face up into the discard pile.
- The first person to play all of the cards in their hand wins the game and the game ends. If nobody can play a card, the game ends and the player with the fewest cards in their hand wins.







