

A MOTOR RIDE

for 2, 3, or 4 PLAYERS



How to Play

A Motor Ride

2 to 4 players

OBJECT

To be the first player to reach home.

SETUP

Each player selects a playing piece and places it on the start line at the service station.

GAME PLAY

Each player rolls the dice. The player with the highest number starts the play.

Roll the dice and move your playing piece along the gravel road. Follow the rules of the space to move forward or back.

The first player to reach home wins the game.



Background History

A *Motor Ride* was created in 1929 and shows scenes of the Australian countryside when motorists travelled on roads in poor condition. Cars were less reliable then and often needed major repairs.

A *Motor Ride* was created by the National Game Company of Ballarat and Melbourne. They were the first big company to make board games in Australia. Later versions showed more modern vehicles.

Look closely for clues that tell you this game is nearly 100 years old.



Want to find out more about this game? Visit digital.collections.slsa.sa.gov.au

State Library of South Australia: Children's Literature Research collection,

A motor ride: for 2, 3 or 4 players [game], 1929, Games box 48.



Equipment

1 x dice

4 x playing pieces

