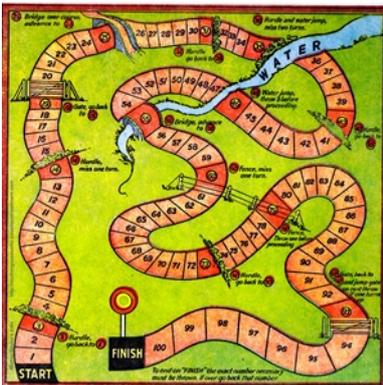


# Traditional Games



## Speedway



Speedway is based on the thrilling sport of Motorcycle Racing and is an updated version of the old race game. Here the mechanised transport has superseded the horse. All board games are a fascinating record of social history as well as been entertaining.

### To use the board

You can print out this game on card or print it on paper and then glue it to a piece of card or board. If you want to save it from wear, you can protect it with a light coat of acrylic varnish. If you would like to give the board an appearance of age, you can paint it with a light wash of cold tea or coffee, to stain it before you varnish. Another method is to add a small amount of the acrylic colour "raw sienna" to the varnish itself.

### Cutting out the Pieces

Please take care cutting out the pieces. For safety sake, children should only be allowed to do this under adult supervision.

### The Rules

Each player spins the wheel in turn and a six must turn up before starting. Afterwards the player travels as many spaces as the wheel/dice shows. The first to reach 100 is the winner.



# Traditional Games



## The Games

These are faithful reproductions of actual vintage games that have been scanned from the collection of the Museum of Childhood.com (<http://www.museum-of-childhood.com>)

We hope to use our website to help promote our love and interest for collecting games, toys and other collectible childhood treasures, around the world. We intend to build and make it available as a reference site for other researchers, dealers and collectors seeking accurate information on their collection. The information offered on the website is offered free of charge.

If you find the information useful, then please help us by sharing the link for this website with a parent, teacher, librarian, museum curator, bookseller, or collector..... Thank You.

We hope you enjoy the game!

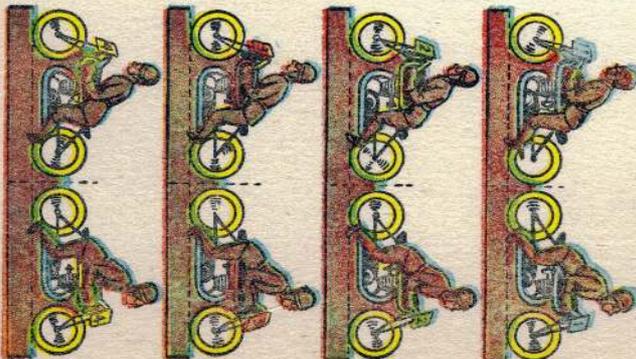
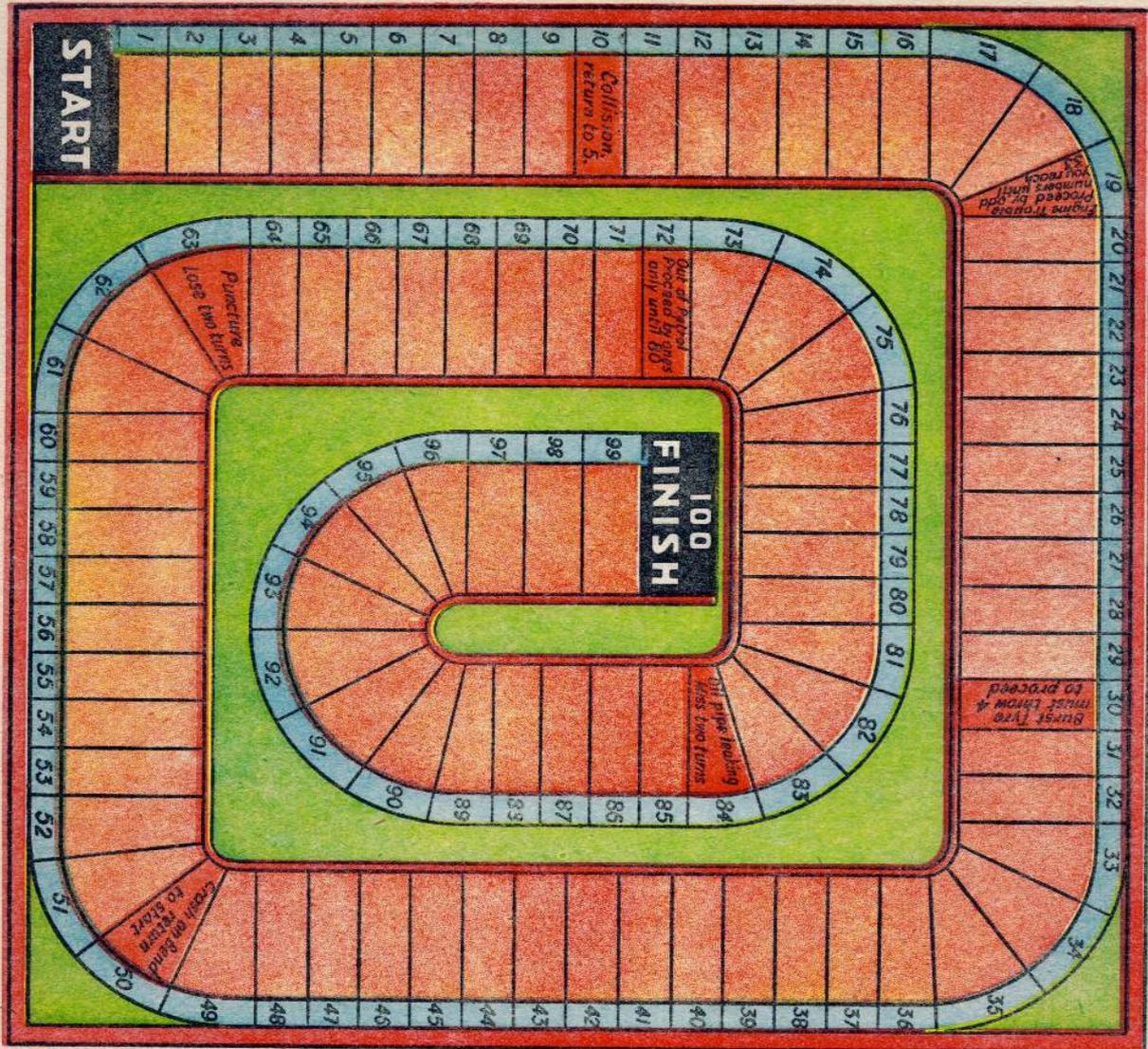
**This ebook comes with resell rights. You may sell or give away copies. You are allowed, under open license to print out as many of copies this game as you like, to use, to give away or sell. You are allowed to sell or distribute the original PDF digital file that you downloaded. THE ONLY CONDITION IS YOU MAY NOT EDIT OR CHANGE THIS EBOOK IN ANY WAY.**



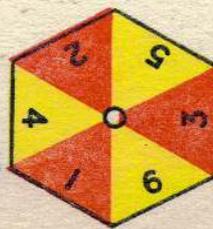
# Traditional Games



[www.museum-of-childhood.com](http://www.museum-of-childhood.com)



## SPEED-WAY



Cut out Cyclists and the numbered wheel through which you fix a pointed match stick. Each player spins the wheel in turn and a six must turn up before starting. Afterwards he travels as many spaces as the wheel shows. The first to reach 100 is the winner.



A free traditional game - courtesy of [www.museum-of-childhood.com](http://www.museum-of-childhood.com)

# Traditional Games



**This ebook comes with resell rights. You may sell or give away copies. You are allowed, under open license to print out as many of copies this game as you like, to use, to give away or sell. You are allowed to sell or distribute the original PDF digital file that you downloaded. THE ONLY CONDITION IS YOU MAY NOT EDIT OR CHANGE THIS EBOOK IN ANY WAY.**

*Copyright 2010 [www.museum-of-childhood.com](http://www.museum-of-childhood.com)*

It will be deemed that by downloading and using this E book and script that the user has agreed to all the terms and conditions mentioned below: This E book and its script is protected under Copyright Laws & Intellectual Property Rights. Note: The data shared with you in this e book is for informational purposes only. If you are seeking professional and/or legal advice, get an accountant, lawyer or other professional. Any information given in this E book is believed to be bona fida but the onus is on the reader to check its veracity. All trademarks, trade names and business names mentioned in this book are copyright of the respective owners and no endorsement of this product by them is implied. This E book is distributed with the understanding that the publisher is not engaged in rendering technical, legal, accounting or other professional advice. If technical or other expert assistance is required, the services of a competent professional should be sort. The author has no intention whatsoever to convey any idea whatsoever affecting the reputation of any person or business enterprise. You are responsible for the installation and testing of the script. We are not giving any guarantee of successful installation and will not be responsible for any loss or damage suffered by you or any third party by the use of this e Book and script. In no event shall the publishers be liable for any direct, indirect, incidental, consequential or other loss or damage arising out of the use of this Book and script by any person regardless of whether or not the publishers are informed before hand of the possibility of damages in advance. The publishers have and will retain all ownership rights on this Book by all means. This Book publication is been distributed with the express and implied understanding that the author and publisher are not engaged in rendering legal, accounting or other professional advice. If legal advice of other professional advice is required, the services of a competent professional should be sort. While the author has made every effort to be factual, your own results may vary.



A free traditional game - courtesy of [www.museum-of-childhood.com](http://www.museum-of-childhood.com)