INSTRUCTIONS

THE OBJECT OF THE BIKING GAME
To be the first person to start a Schwinn bike game piece from the Parking Spot, travel down the trail and get back home.

START THE GAME
Each player chooses a Schwinn bike to ride and places it in the parking spot (HOME) that matches the bike's name.

Each player must choose which level he or she would like to play for the duration of the game. Level 1 is the easiest (suggested for beginners) and level 4 is the most difficult. Each player indicates his or her choice by placing the card corresponding to the appropriate level in front of them. The youngest player is first to roll the die. Players take turns, clockwise.

PLAYING THE GAME
The youngest person rolls the die and moves his or her bike by the number of spaces that appear on the die. If the player lands on a Red trail circle, then the die passes to the left, and the next player takes his or her turn. If the player lands on a Yellow circle the player attempts to answer one of the Biking Game questions. (Players should allow another player to ask them the questions that correspond with their chosen levels: 1, 2, 3 or 4) If the correct answer is given, the player rolls again. If an incorrect answer is given, the turn moves to the player to the left. If a player lands on a “Go to Schwinn Bike Shop” square, that player goes immediately to the Schwinn Bike Shop and reads a Fun Fact aloud. This completes the players turn.

Special note: Some of the Fun Fact cards instruct the player to tell an actual bike story. For example the player might be asked to truthfully complete the following: “The most fun I ever had on a bike was ....” (Player completes story). If a player draws a Fun Fact card he or she has already shared with the group, the player may draw again from the Fun Fact deck and place the old card in the back of the deck.

A picture of Schwinn Off-Road tires can be found on some of the Biking Game question cards. If a player correctly answers one of these special questions, the player is awarded the card for a set of Schwinn Off-Road tires. Only one player may possess the Off-Road Tires card at a time. The owner of the Off-Road Tires card can use the shortcut through the woods to get HOME.

*PLEASE NOTE: IF A PLAYER LANDS ON THE “TURN HERE WITH OFF-ROAD TIRES” ICON AND DOES NOT POSSESS THE OFF-ROAD CARD, THIS COMPLETES THEIR TURN AND THE DIE PASSES TO THE LEFT.

If another player draws a Biking Game question card with the icon of the Schwinn Off-Road tires on it and answers correctly, the Off-Road Tires card changes hands. If the player is already on the shortcut and another player takes the card, the first player may continue on the shortcut. Once a player arrives back at the Home Area, they are declared the winner and the game is complete. Other players may choose to continue until everyone reaches the Home Area.

NOTES
To win, player must roll exact number of spaces to enter HOME. Player does not have to park bike in name slot.