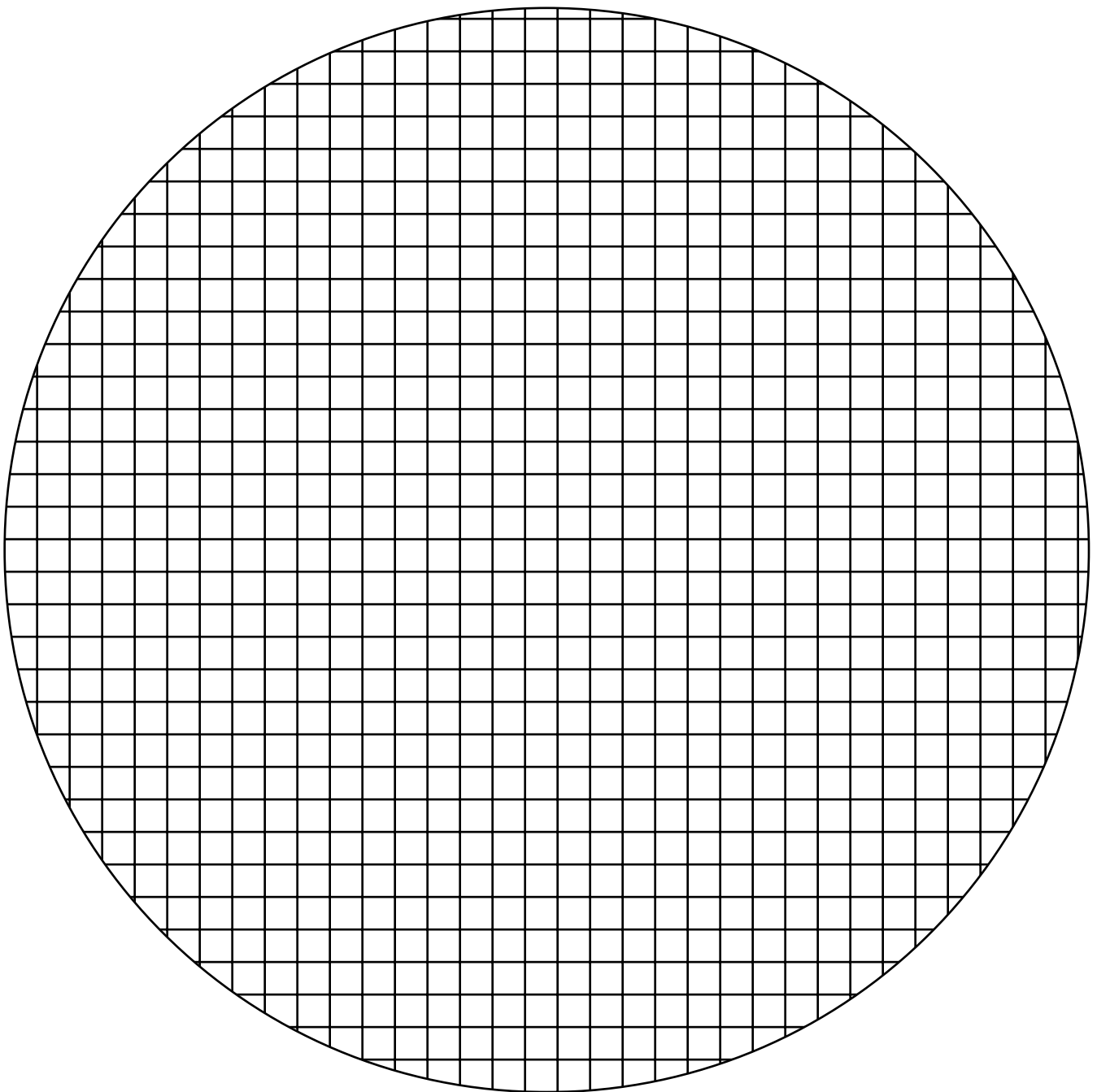
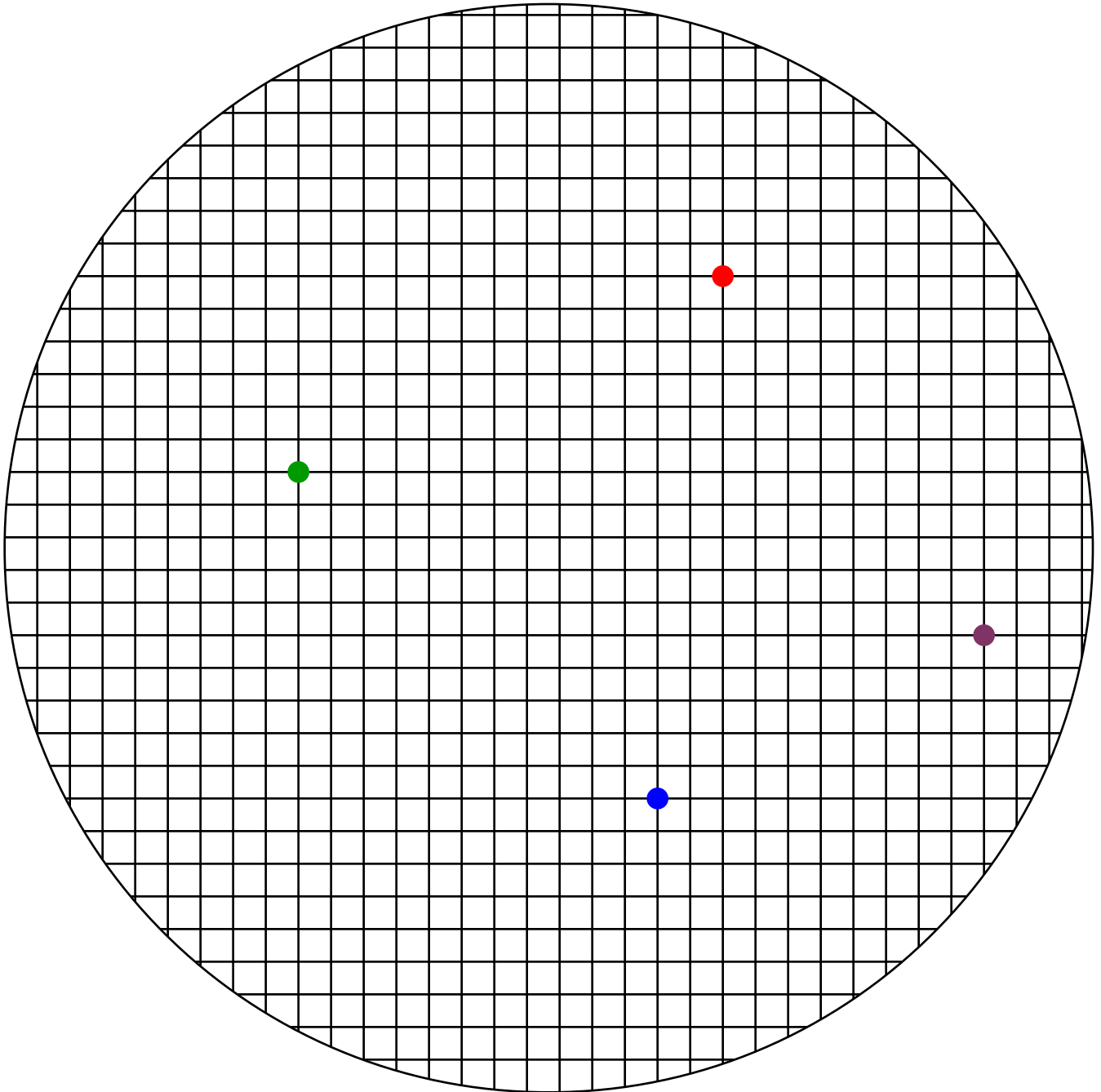


# DEMOLITION DERBY

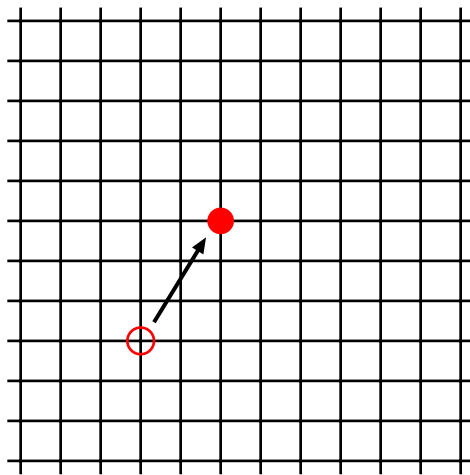
You play this on a board like this:



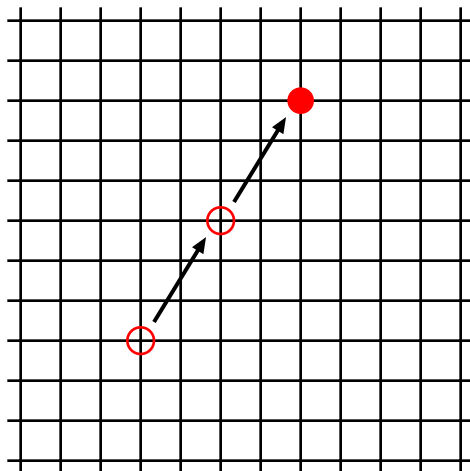
Each player has a car sitting on the intersection of two lines. You can have many players.



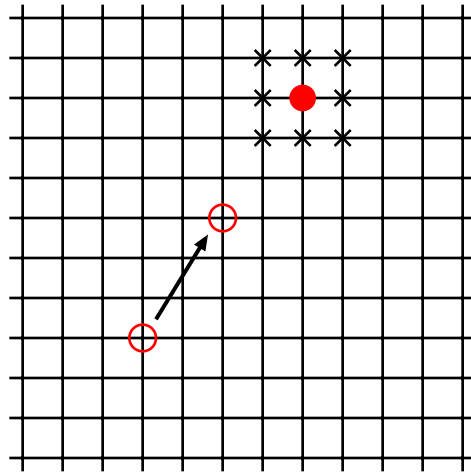
Players take turns moving. Players always move to intersection points. A player can move at the same speed as in her previous move or can accelerate or decelerate in either or both the up-down and left-right directions. For example, suppose the red car had moved like this on the previous move.



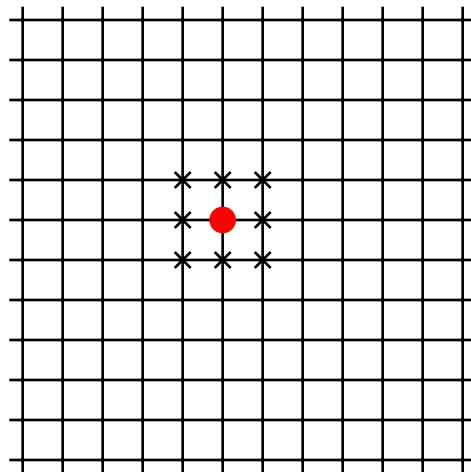
If it maintains speed, it will move here.



But it can move instead to any of these intersections.



At the start of the game, all cars are motionless. So on its first move, a car can remain motionless or move to any neighboring intersection.



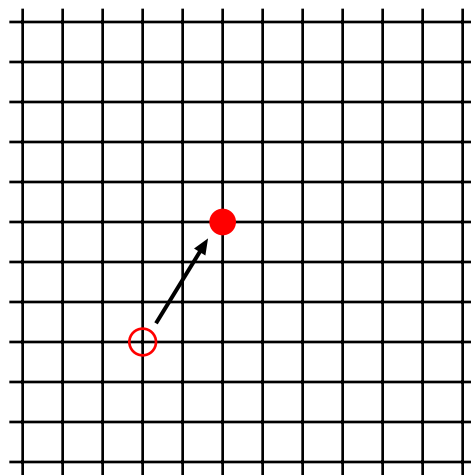
If one car lands on top of another, the car that is hit is eliminated. The car that did the hitting survives, but its speed is reduced to 0 (so on its next move it can remain motionless or move one in any direction).

If a car hits the wall, its speed is also reduced to 0. It

survives the first two times this happens, but dies on the third.

That's it.

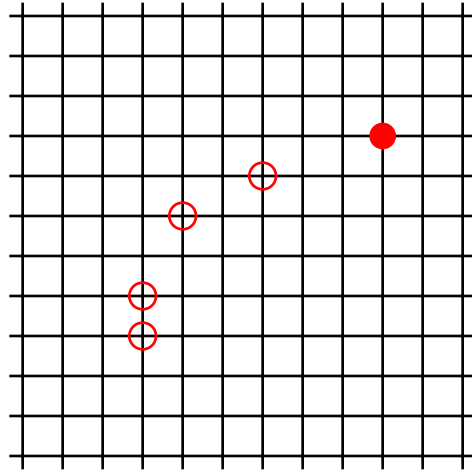
Except that you might want to keep track of speed as you play (in case a player forgets what her speed is. You can do this by having each player write down their speed for each move as a pair of numbers. The first number says how the car moved left-right and the second how far it moved up-down. This move, for example,



would be noted as

2 3

This path



Would be noted as

0 1  
1 2  
2 1  
3 1