

Get on track and see who drives the fastest train with this colourful playground game.

Ground games with Mark Rayner – 9

#9



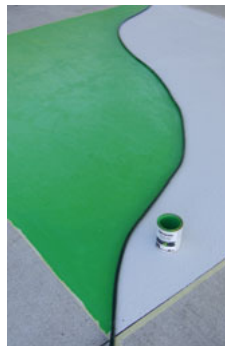
You will need:

- Area of concrete approx 3m x 3m, prepped first with Resene Moss & Mould Killer, and then waterblasted
- Artists' brushes
- Duct tape
- Length of plastic hose
- Paintbrushes (including artists' brushes)
- Paint tray and roller
- Resene Concrete Primer
- Resene Lumbersider tinted to the following colours: Resene Alabaster, Resene Havoc, Resene Korma, Resene Lochmara, Resene Nero, Resene San Felix, Resene Tree Frog, Resene Trinidad and Resene Turbo
- Resene Multishield+ satin
- Scissors
- String
- Tape measure



Step one

Use duct tape to mark out a square approx 3m x 3m and apply one coat of Resene Concrete Primer within the square. Allow to dry for two hours.



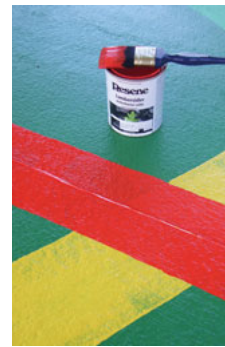
Step two

Use the length of hose to make a wavy line diagonally through the square and paint one half with Resene Tree Frog. Remove the hose, and paint the other half with Resene San Felix. Allow to dry for two hours and apply a second coat. Remove the duct tape before the last coat dries.



Step three

Cut a length of string approximately 4.9m long and tape across the painted square, as shown, following the direction of the first 'train track'. Using the string as a central guide, paint a band approximately 20cm wide, using Resene Turbo and then carefully remove the string. Allow to dry for two hours.



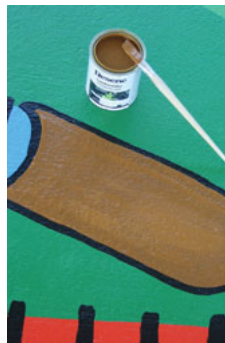
Step four

Repeat step three to paint the other 'train tracks' using Resene Havoc, Resene Lochmara and Resene Trinidad, allowing each colour to dry for two hours. Apply a second coat of colour to each track and allow to dry for two hours.



Step five

Paint sleepers across each track using two coats of Resene Nero, as shown, and allow two hours for each coat to dry.



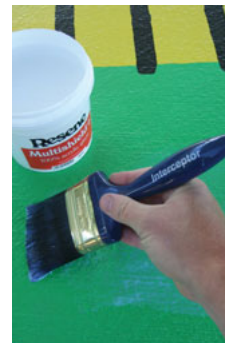
Step six

Paint the houses with two coats of Resene Alabaster (walls), Resene Havoc (roof), Resene Turbo (windows), Resene Lochmara (door) and Resene Nero (outlines) and paint the tunnels with two coats of Resene Korma and Resene Nero. Allow two hours for each coat to dry.



Step seven

Paint the sheep with two coats of Resene Alabaster and Resene Nero and paint the cows with two coats of Resene Alabaster, Resene Korma and Resene Nero. Paint around a large 'S' shape at the start of each train track using two coats of Resene Nero. Allow two hours for each coat to dry.



Step eight

Apply two coats of Resene Multishield+ satin to the entire ground game, allowing two hours for each coat to dry, and wait 48 hours before playing the game.

To get the look:

To make sure the game is fair, cut each piece of string to exactly the same length.



More ideas for play:

This ground game also makes a great racing track for large toy cars and trucks.

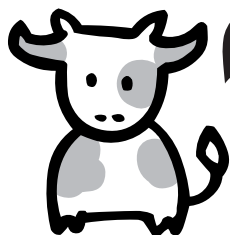
For more ideas and inspiration visit your local Resene ColorShop or www.resene.co.nz or www.resene.com.au.

Check out our special Ground games section online www.resene.co.nz/ground-games.htm or www.resene.com.au/ground-games.htm

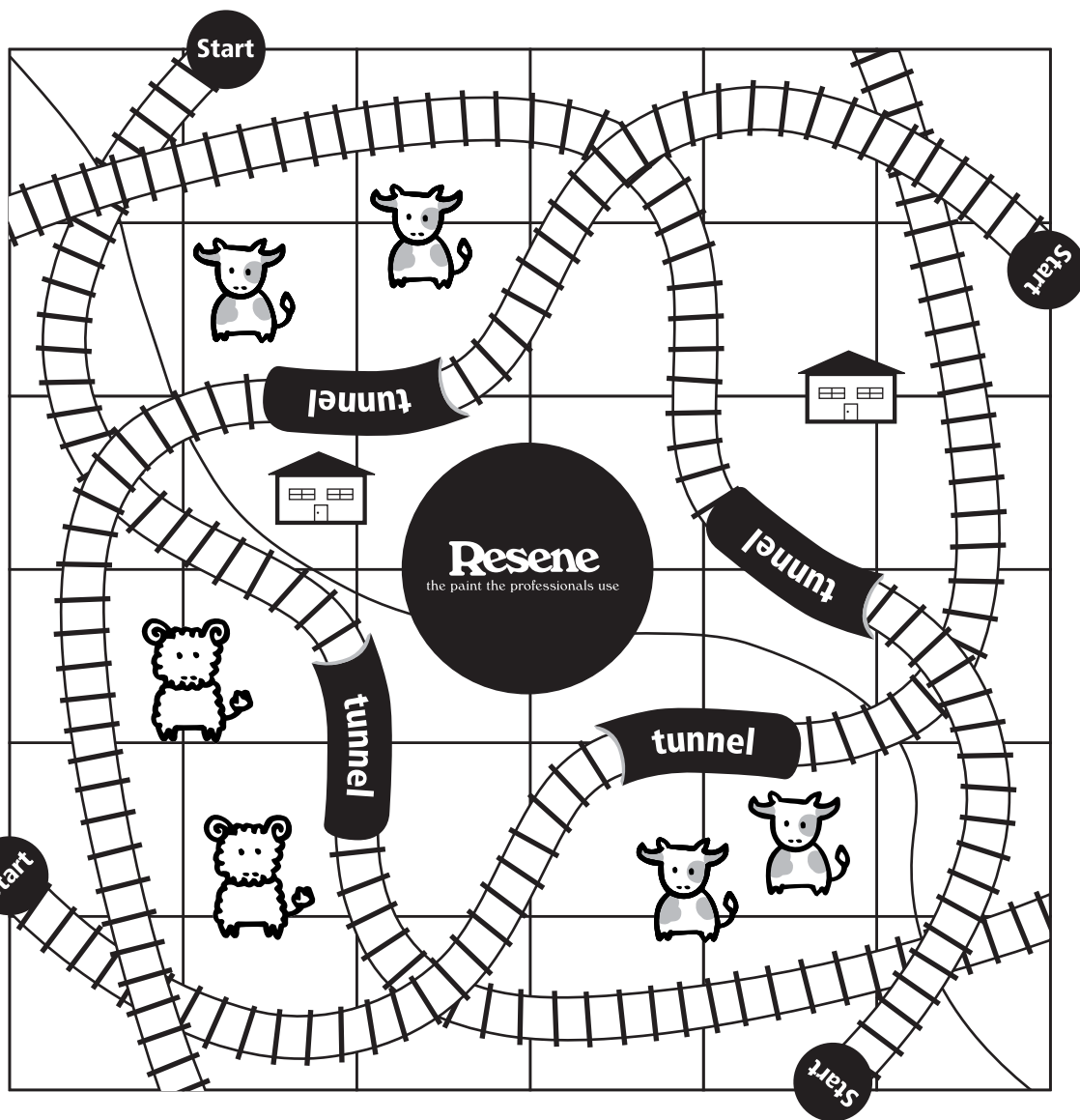
Resene

Train tracks

Resene Ground games with Mark Rayner – 9



#9



Measurements:
Square is 3m wide
x 3m high

Time to make tracks!

Number of players:

Up to 4

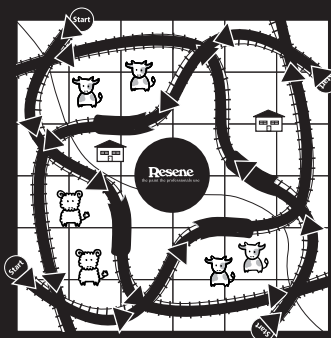
Additional equipment:

None required

How to play:

Each player has to move along the train track, walking 'heel to toe' as quickly as they can. The first one to reach the end of the track is the winner.

Direction of play:



For more ideas and inspiration visit your local Resene ColorShop or www.resene.co.nz or www.resene.com.au.

Check out our special Ground games section online www.resene.co.nz/ground-games.htm or www.resene.com.au/ground-games.htm