


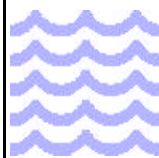


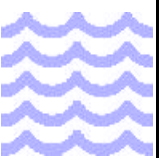
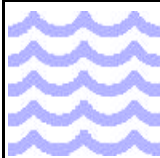

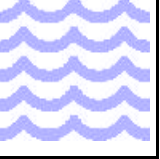
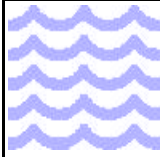
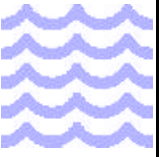
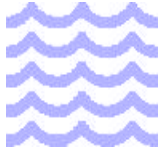


	! Stornoway			! Thurso			SHIP WRECK! Miss 3 Turns
! Skye	 <p style="text-align: center;">Around the Coast in 80 moves!</p> <p style="text-align: center;">...or even less! See the sheet on How To Play The Game. Good Luck and Bon Voyage!</p> <p style="text-align: right;">NGeniuS Designs 2001</p>						
							! Aberdeen
! Islay							! Dunbar
SHIP WRECK! Miss 3 Turns							
! Stranraer							! Whitby
! Southport							
! Holyhead							! Skegness
							! Cromer
! Pembroke							
							! Southend
➔ START	! Penzance			! Weymouth		! Dover	SHIP WRECK! Miss 3 Turns



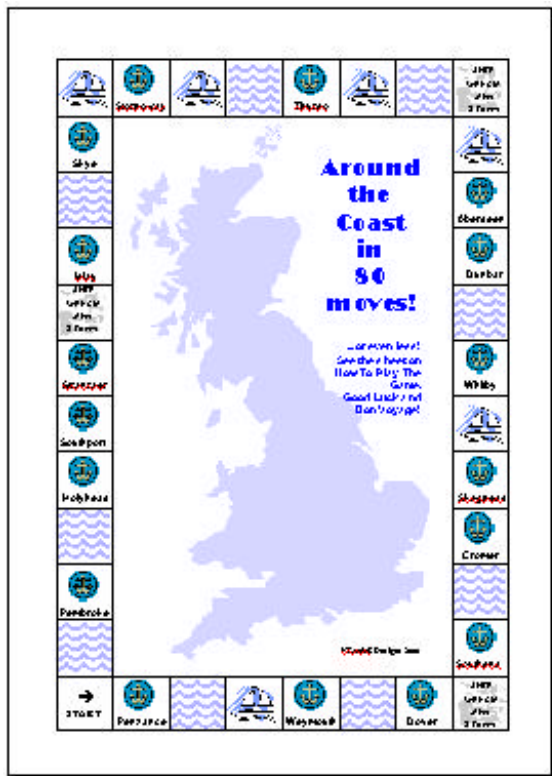
Water, water Everywhere

Name

Date

How to play Around the Coast in 80 moves

As well as the playing board you will also need an atlas, a dice, some different coloured counters to move around the board and paper and pencil to keep the score.



THE RULES

READ THESE RULES CAREFULLY BEFORE YOU PLAY THE GAME!

1. The game is best played with 4 to 6 players.
2. The first person to throw a six begins.
3. When you land on a place! you have the chance to gain 3 points. Using your atlas you must find the coastal town you have landed on, before it is your turn to throw again. The position of the town on the board gives you a rough idea of where you will find it on the map.
4. When you land on a 'plain sailing' square (a picture of a yacht), you gain one extra point.
5. Each time you pass the START you gain one point.
6. Players throwing a six get another turn.
7. The winner is the player with most points after the time is up– decide on a time limit before you start– 20 or 30 minutes is OK.

Note to teachers

For best results, photocopy the playing board at twice the size (A3) if your copier supports this feature.