

## Sea and Learn - Instructions for The HMS Victory Board Game

### You will need:

- A Spinner or Dice
- Counters
- Game Board (page 3)

### How to Play:

This game is for 2 or more players. To decide who does first, each player should roll the dice or spin the spinner and whoever has the highest number shall go first. The first player to reach the 'End' square is the winner.

If you land on a square with a picture, you will need to check the number of the square and the picture and look at the instructions below to see what you must do.

What square have you landed on?

**Square 4** You spill your oatmeal by tripping over a rat. Move back 3 squares.



**Square 6** You sail into calm seas. Move forward 4 squares.



**Square 11** You fall asleep on duty. Miss a turn.



**Square 17** You eat a whole biscuit and find no weevils. Have another go.



**Square 24** A cannon runs over your foot. Move back 4 squares.



**Square 33** You are found drunk on duty. Move back 2 squares.



**Square 39** You receive extra beer for your hard work. Move forward 5 squares.



**Square 43** You receive a share of the prize money. Have another go.



**Square 51** You fall out of your hammock. Move back 4 squares.



**Square 67** You are the first to spot land. Move forward 3 squares.



**Square 77** A ship's rat bites you. Move back 9 squares



## Sea and Learn - Making a Spinner

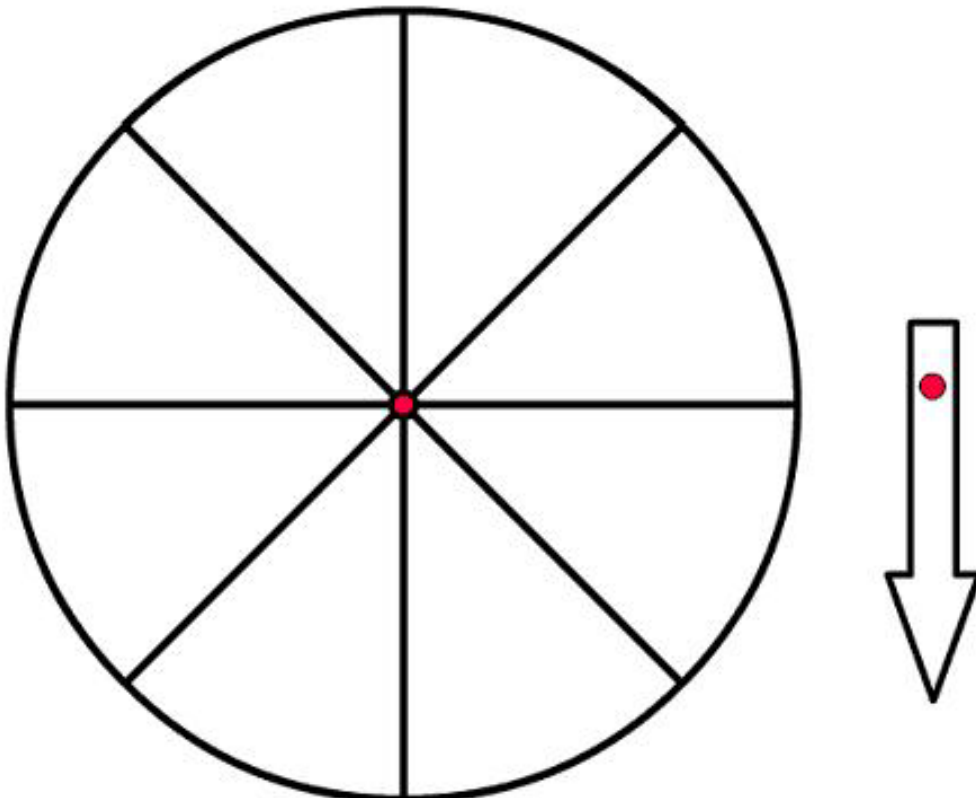
You can use the template below to make a spinner for your HMS Victory board game. Once you have made your spinner, you can spin the arrow to decide how far you will move when it is your go.

To make a spinner you will need:

- A sheet of thin card
- A pair of scissors
- Some glue
- A pencil
- A paper fastener
- Some coloured pens or pencils

Instructions:

1. Using the spinner and arrow templates below, cut them out carefully and then stick them onto the thin card.
2. Once the glue has dried, carefully cut out the spinner and the arrow.
3. Now colour them in and write some numbers in each of the spaces on the spinner.
4. Attach the arrow to the centre of the spinner with the fastener. Don't fasten it too tight or the arrow will not spin.





**Sea and Learn - The Victory Board Game**

End	78	77	76	75	74	73	72	71	70
60	61	62	63	64	65	66	67	68	69
59	58	57	56	55	54	53	52	51	50
40	41	42	43	44	45	46	47	48	49
39	38	37	36	35	34	33	32	31	30
20	21	22	23	24	25	26	27	28	29
19	18	17	16	15	14	13	12	11	10
Start	1	2	3	4	5	6	7	8	9

This board game is all about life on board HMS Victory. Good things can happen and very **bad** things can happen on board ship!!

Start at the beginning and work your way to the top by throwing a dice or using the spinner, which you can make yourself in this pack.

If you land on any of the squares with a picture on then you must look on the sheet with the pictures and numbers on and find out what you have to do.

Play this game with your family. Who will survive life on board HMS Victory?