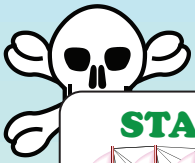


Pirate Board Game



START

1

2

3

4

5

9

Trade places

8

7

6

Go forward 2 places

10

11

12

Back to start

13

14

18

Go back 3 places

17

16

15

Trade places

19

20

21

22

23

24

END

27

Back to start

26

25

Lose a turn

RULES OF THE GAME

The pirate board game is a fun game for teachers and students. There are traps, pitfalls and escapes in this game. It is called pirate board game because the pirates represent the biggest single threat to the players. Landing on a pirate space sends a player back to start.

1. Roll the dice and count ahead according to the number that shows up.
2. When a player lands on a space, he/she solves the problem and finds the answer within a given time.
3. The instructions on the other spaces are pretty straightforward.
4. **Lose a turn:** the player loses a turn to play.

5. **Go forward** 

6. **Go backward** 



7. The **pirate** is the space no one wants to land on. It is a killer. Landing on the pirate sends the player back to start. Restarting is no fun when your opponent is advancing.
8. **Trade Places:** This can be good or bad. The player who lands on this space swaps with the opponent. Trading places with an opponent who is ahead in the game is good. Trading places with an opponent who is behind is no fun.
9. Finally the last pitfall is towards the end of the game. To finish the game, the player must get the exact number on the dice to END. If the player has more, the player has to count forward and backwards. For example if a player is at space 26, the player needs to roll and get 3 to finish. If the player has 6 for example, the player counts forward to **END** and then 3 backwards to space 26 once again.