



Osher Map Library

Smith Center for Cartographic Education

Dangers of Sea Exploration Game Instructions

Download game materials at www.oshermaps.org/education/downloads/games#sea-monster

- Ages 8+
- 2 - 4 players
- Setup:
 - In addition to the board and cards, this game requires a game marker for each player and one 6-sided die.
 - Each player chooses a game piece and places it on the Prince Henry the Explorer space.
 - Roll to see who goes first.
- On Your Turn:
 - If you are beginning your turn on a whirlpool space, roll the die and move that many spaces back the way you came.
 - If you are beginning your turn on a sea monster space, roll the die. You may only move if the number is a 2, 4, or 6.
 - If you are not beginning your turn on either a whirlpool or sea monster space, roll and move that number of spaces in any direction you choose, forward or backward.
 - If you land on a brown "Danger Card" spot, draw a Danger Card and follow its directions.
 - If you reach on a yellow "Forage Card" spot, draw a Forage Card and save it for when you need it.
 - If you land on a spot with another player on it, jump over them to the next spot.
- How to Win: Be the first player to reach the Riches of the Far East.

🌀 Recommended game components:

Player Pawns: <https://www.thegamecrafter.com/parts#category=Pawns>

6-Sided Dice: <https://www.thegamecrafter.com/parts/d6-16mm-black>

Board & Cards: <http://amzn.com/B00T856TSU>