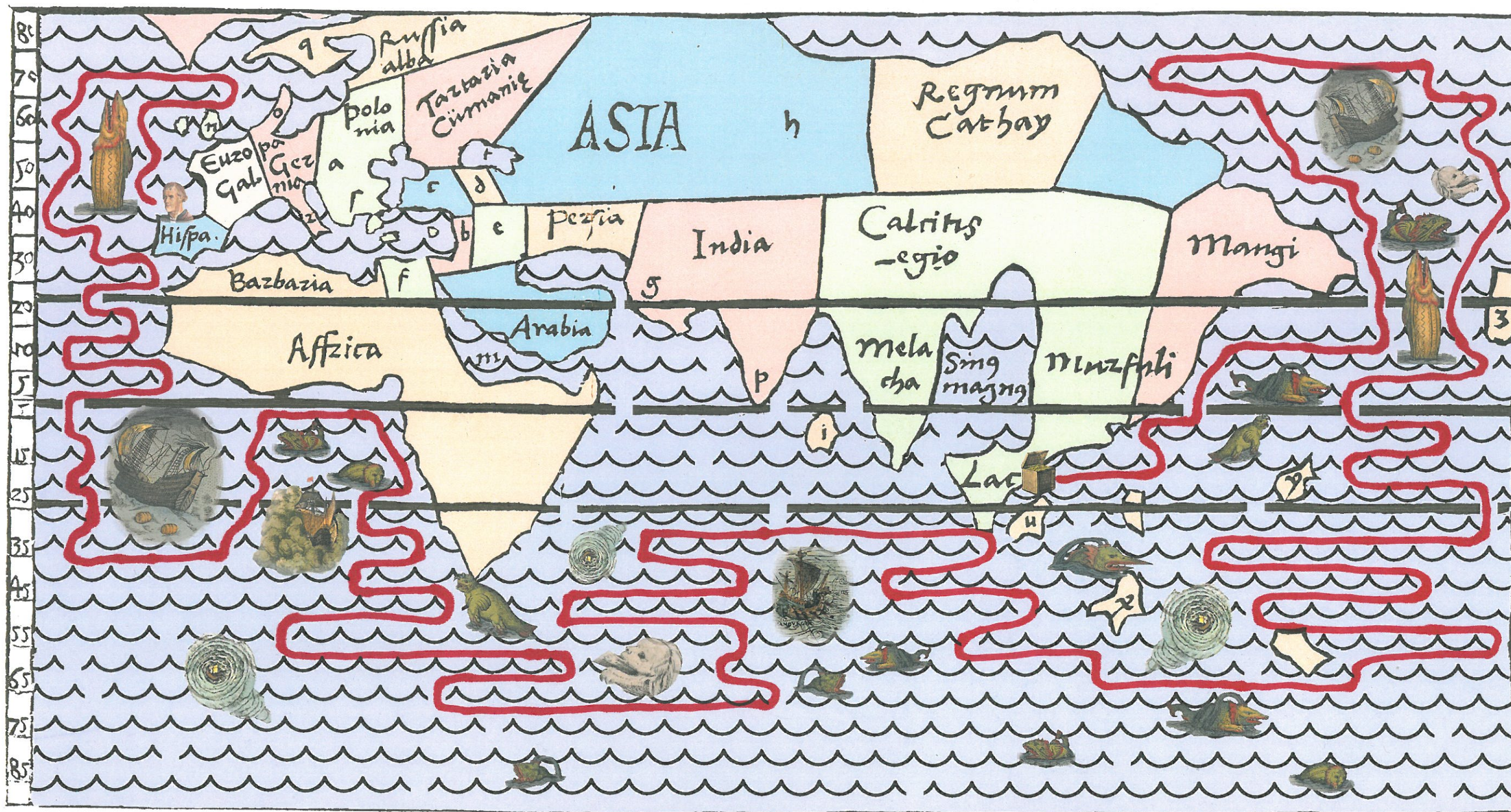


NAME: _____

THE DANGERS OF EXPLORATION MAZE

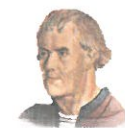
TYPVS VNIVERSALIS TERRARVM, IVXTA MODERNORVM DISTINCTIONEM ET EXTENSIONEM PER REGNA ET PROVINCIAS.



DIRECTIONS

Complete the maze by **starting** at Prince Henry the Explorer and **finishing** at the Riches of the Far East. DO NOT go through the black lines of the waves, through the land, or through the sea monsters and other obstacles listed below.

LEGEND



Prince Henry the Explorer
This prince from Portugal sent many expeditions to search for a route to the Far East.



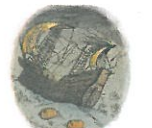
The Green Sea of Darkness
Seafarers believed the ocean around the equator was so hot that the water boiled and created a deadly green fog.



Whirlpools
Seafarers believed that the ocean contained whirlpools that could sink entire ships.



Disease
During this time, it was thought that winds from the south carried disease.



Storms
Typhoons and Hurricanes were often deadly for ships and seafarers.



Enemy Ships
Ships belonging to pirates and rival countries were another concern for seafarers.



Sea Monsters
Seafarers believed that dangerous monsters lived at sea. Some were based on real animals, like walrus and whales.



Riches of the Far East
Spices from East Asia were in high demand in Europe, and could be sold for a fortune.

REGIONVM LOCA IN TABVLA EXPRESSA, LITERVLIS PROPRIS NOMINIBVS HIC ADIECTIS DEMONSTRANTVR.

a Vngaria, Valachia, & Scruia Hungary, Serbia
b Syria & Iudaea. Syria, Palestine, Israel
c Turchia maior. Turkey
d Armenia. Georgia
e Mesopotamia. Iraq
f Aegyptus. Egypt
g Gedrosia, nunc Gutzera. Afghanistan, Pakistan

h Regnum Tharse. Kazakhstan?
i Taprobana. Sri Lanka
m Mare rubrum. Red Sea
n Anglia, Ibernica. England, Ireland
o Dacia. Denmark
p Callikut, Cananor. Calcutta
q Norbegia, Suetia. Norway, Sweden

r Italia. Italy
s Græcia. Greece
t Mare Caspium seu Albaniz. Caspian Sea
u Seylam. Indonesia
x Zanzibar. Indonesia, Brunei
y Iava. Philippines
z Zipangri. Japan

BASED ON:

