

Shiver Me **Timbers!**



You are a 16th Century explorer and must circumnavigate the world to reach the Americas. As you sail the seven seas, there are a number of hazards to be avoided.

How to get started

- 1 Colour your game to make it look attractive.
- 2 If you would like to get your game laminated, take it to the Discovery Centre desk.
- 3 Take your game home and cut out the tors.
- 4 Enjoy playing Shiver Me Timbers! with your family and friends.

How to play.

- 1 This is a game for two to four people.
- 2 You will need a die.
- 3 Place your tor on the START.
- 4 Take turns to roll the die.
- 5 Move forward the number of spaces as indicated on the die.
- 6 If you land on a hazard, you must face the penalty indicated.
- 7 The first ship to reach the Americas (FINISH) is the winner.



Drake worked for the Queen of England to plunder Spanish colonies in the Americas. Drake was the first Englishman to sail around the world, sailing from America, across the Pacific to Asia, then to Africa and back to England

Trying to sail to Asia from Spain in 1492, Columbus instead found America. Although he thought he had discovered a new continent, Vikinas had sailed down the American coast centuries earlier.