

'SHIVER ME TIMBERS!'

A board game for up to 5 players, based on the FLYNTLOCK BONES novels by Derek Keilty and Mark Elvins. Start as a lowly cabin boy, and work your way up to captain to win the game!

To make the board: If you have an A3 printer, print out the A3 board. If you have an A4 printer, print out both parts of the A4 boards and join them in the middle (some overlap is provided). To enhance your board, colour it in, and stick to an A3 piece of cardboard.

What you'll need to play

- one die or spinner
- one counter per player (print and colour and cut out below)

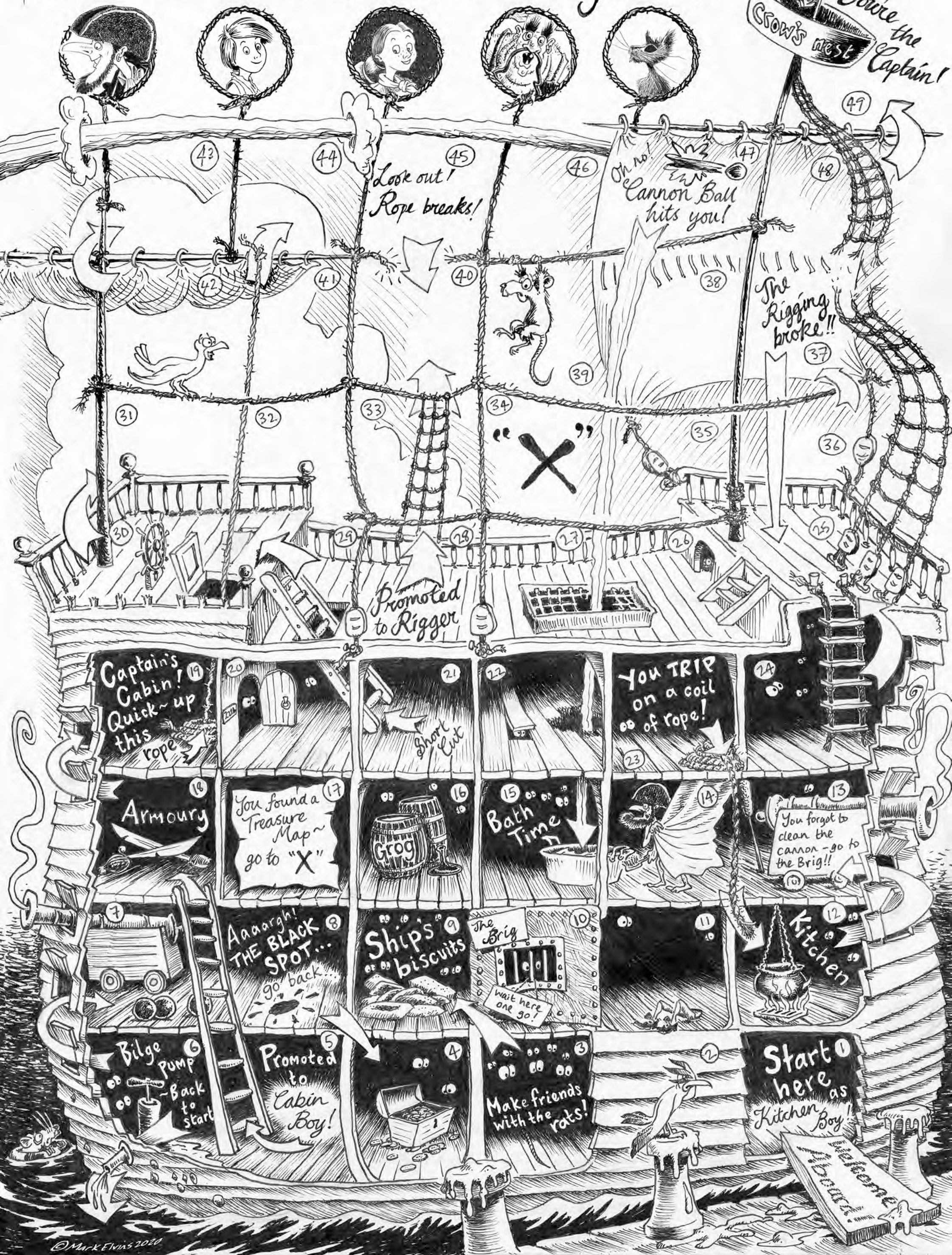
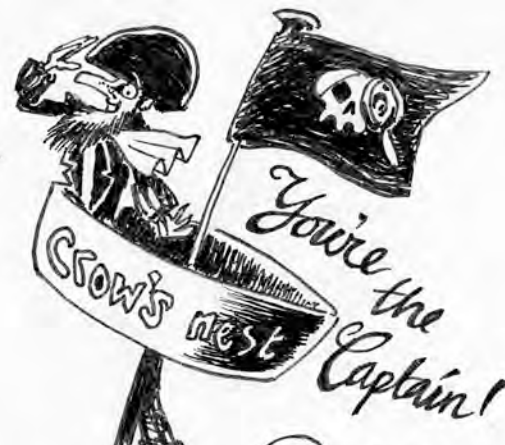
Rules

- Each player must score a 6 to start, then shake again and move forward the number of points scored.
- Follow the instructions on each square on which you land.
- The first person to reach the crow's nest is promoted to captain. But beware! to finish you must score exactly the right number of points to reach the crow's nest!

Variation: if another player lands on your square, you must go back to square 1, and start again.



Shiver Me Timbers Game



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Look out!
Rope breaks!

Oh no!
Cannon Ball
hits you!

The
Rigging
broke!!

Promoted
to Rigger

Captain's
Cabin!
Quick~ up
this
rope

Short
Cut

YOU TRIP
on a coil
of rope!

Armoury

You found a
Treasure
Map~
go to "X"

Bath
Time

You forgot to
clean the
cannon - go to
the Brig!!

Aaaargh!
THE BLACK
SPOT...
go back...

Ships
biscuits

The
Brig
wait here
one go!

Kitchen

Bilge
pump
Back
to start

Promoted
to
Cabin
Boy!

Make friends
with the
rats!

Start
here
as
Kitchen
Boy!

Welcome
Aboard

Shiver Me Timbers Game

