

Aim: Be a globe trotter

Players: 2 to 4

Required: Dice, a coin/counter for each player, score sheet.

Play:

- 1. The youngest player begins at Start Move in a clockwise direction.
- 2. Roll the dice and move your coin/counter that many spaces.
- 3. When you land on a box, read and follow the instructions.
- 4. If you land on, say, 'Travel': match the number on the box with the number on the world map, to find the place you have visited. Record this on the score sheet.
- 5. If you land on other numbers which state that you are travelling by plane, train, boat, and so on you will have to miss a turn.
- 6. Record the name of a city visited only once in the score sheet.

Winner: The first player to visit 10 places is the winner.

Concept and Design: Junaid Ahamed

