The Dangers of Sea Exploration

Legend

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

Sea Monsters
Seafarers believed that dangerous monsters lived at sea. Some were based on real animals, like walruses and whales. You must roll an even number to leave spots with sea monsters.

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

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

Roll to see which player goes first.

At the beginning of each turn, roll and move that number of spaces in any direction you choose.

If you land on a whirlpool or sea monster, follow the directions in the legend below.

If you land on a brown "Danger Card" or yellow "Forage Card" spot, draw a card and follow its directions.

If you land on a spot with another player on it, jump over them to the next spot.

The first player to reach the end wins.

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