

FUN AND GAMES

SINK OR SWIM



Rules:

- Each player rolls the dice. Whoever rolls the highest number goes first.
- To begin, each player must put their token on the block labelled "Start Here".
- Take it in turns to roll the dice. Move your token forward the number of blocks shown on the dice.
- If you land on a **yellow** block, you will either need to move your token **BACK** the number of blocks indicated or skip your next turn.
- If you land on a **blue** block, you will need to move your token **FOWARD** the number of blocks indicated. The first player to reach the last block is the winner.

What you will need:

- Dice
- Boardgame tokens (1 per player)
NOTE: Try using things you have around the house, such as bottle lids, coins or buttons.



SINK OR SWIM

<p>28</p> <p>WELL DONE!</p> <p>YOU HELPED OUR SHARKS AND RAYS TO THRIVE!</p> 	<p>27</p>	<p>26</p> <p>YOU REPORTED ILLEGAL FISHING ACTIVITY</p> <p>Move 2 blocks forward</p> 	<p>25</p>	<p>24</p> 	
<p>18</p> 	<p>19</p> <p>MPA</p> <p>YOU'VE REACHED A MARINE PROTECTED AREA!</p> <p>Move 5 blocks forward</p>	<p>20</p>	<p>21</p> 	<p>22</p> <p>YOU CLEANED UP THE BEACH</p> <p>Move 2 blocks forward</p>	<p>23</p>  <p>OH NO!</p> <p>YOU WERE CAPTURED BY A FISHING BOAT</p> <p>Move 3 blocks back</p>
<p>17</p>	<p>16</p> 	<p>15</p> <p>OH NO!</p> <p>YOU GOT TRAPPED IN A SHARK NET</p> <p>Skip your next turn</p>	<p>14</p> 	<p>13</p>	<p>12</p> 
<p>06</p> <p>OH NO!</p> <p>YOU DIDN'T DISPOSE OF YOUR FISHING GEAR AND IT ENDED UP IN THE OCEAN</p> <p>Move 4 blocks back</p>	<p>07</p>	<p>08</p> 	<p>09</p> <p>MPA</p> <p>YOU'VE REACHED A MARINE PROTECTED AREA!</p> <p>Move 5 blocks forward</p>	<p>10</p>	<p>11</p>
<p>05</p> 	<p>04</p> <p>YOU PURCHASED SUSTAINABLY CAUGHT FISH</p> <p>Move 3 blocks forward</p>	<p>03</p> <p>OH NO!</p> <p>YOU LEFT YOUR PLASTIC BOTTLE ON THE BEACH</p> <p>Move 2 blocks back</p>	<p>02</p> 	<p>01</p>	 <p>START HERE</p>

Our sharks & rays are under attack
and you can help.

