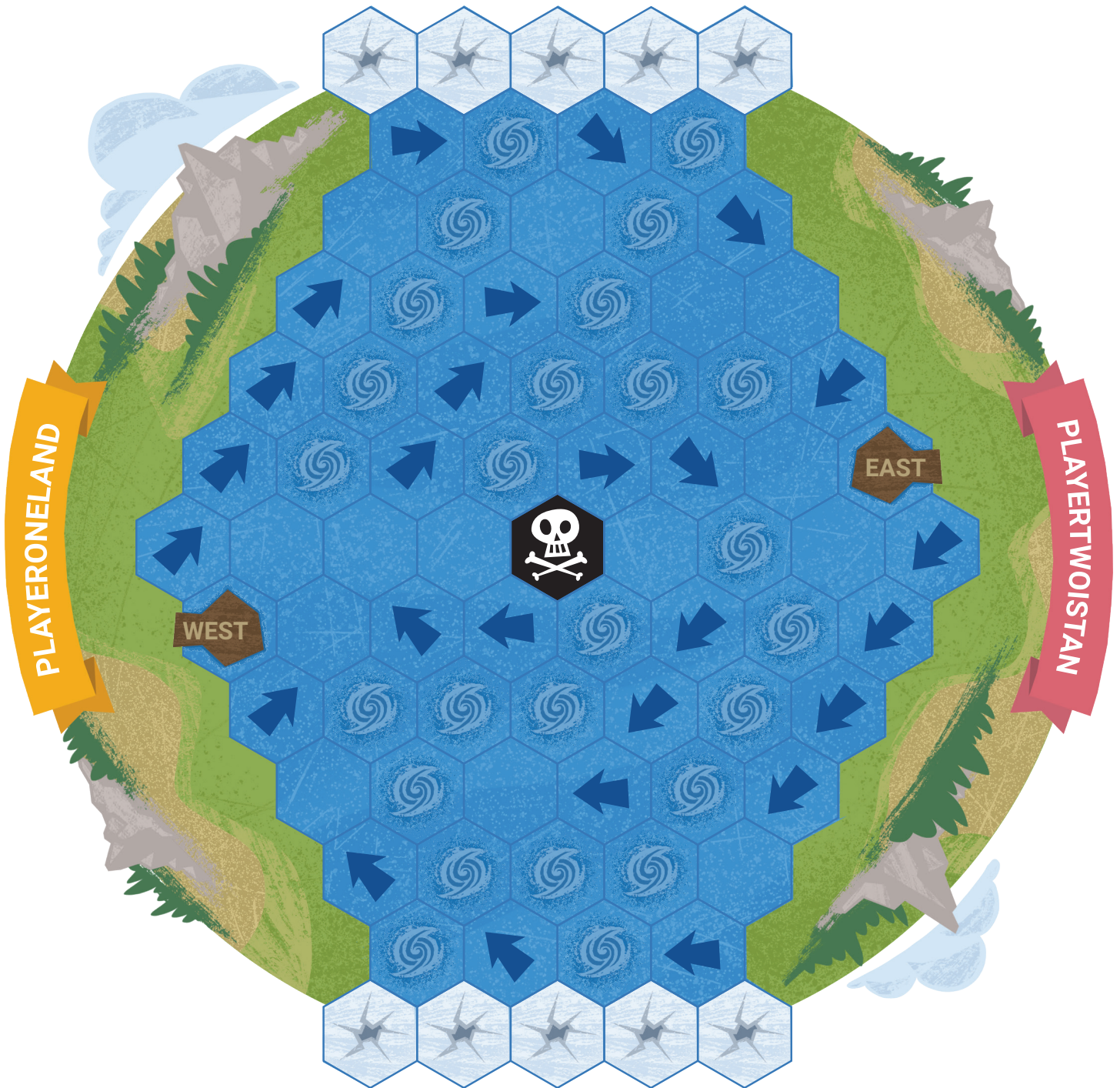


Trade Winds

Beast Academy Science 4B: Chapter 9, pages 180-181



Print the game board below to help you play Trade Winds as described on page 180.



Variations to try:

Each player plays with two ships and must get both across and back to win.

Landing on an opponent's ship sends it back to the dock it last visited for repairs.

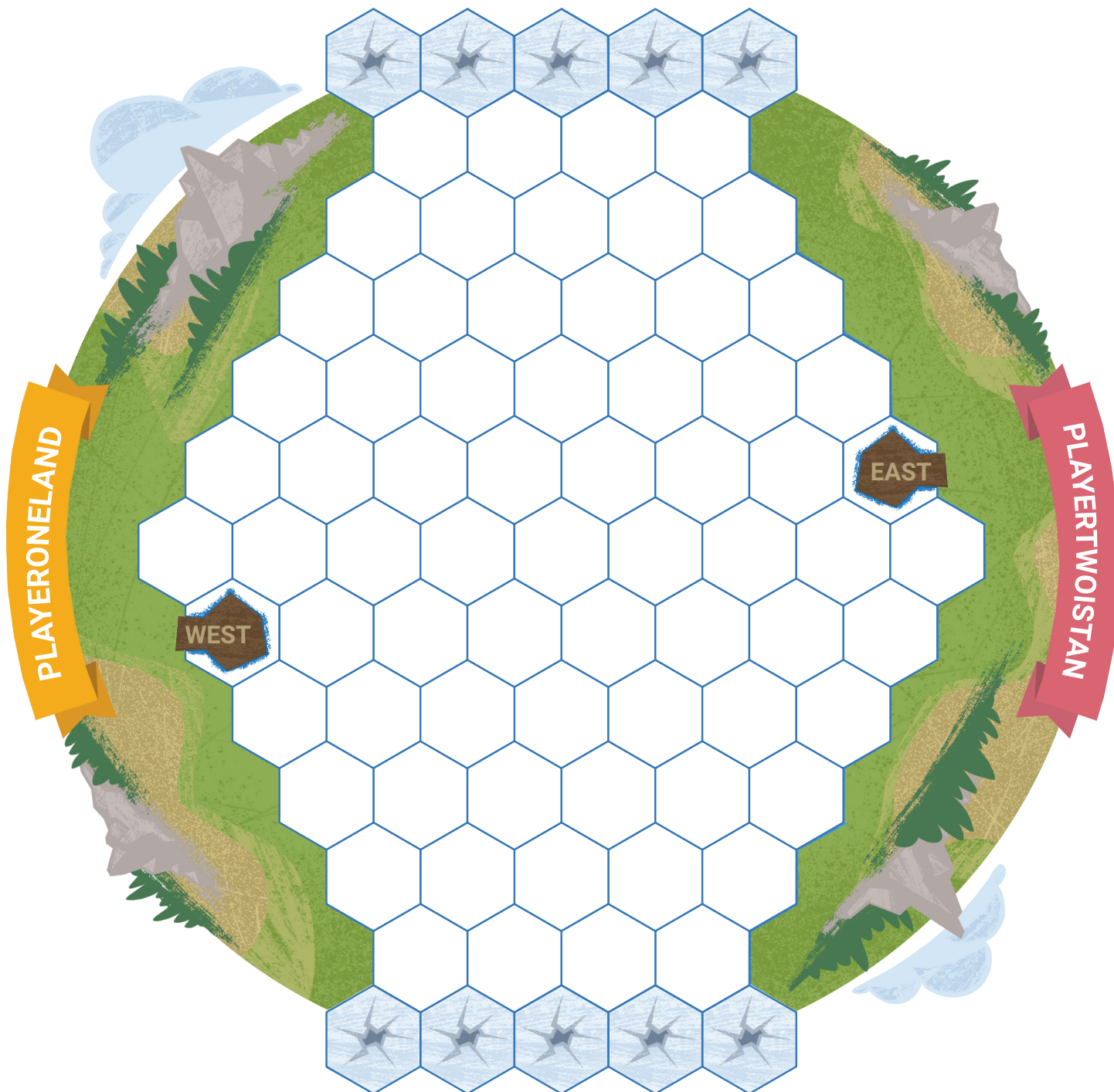
Add a pirate ship that starts on the pirate tile. After each turn a die is rolled to move the pirate ship to a new tile according to the directions given on the storm tile.

Trade Winds

Beast Academy Science 4B: Chapter 9, pages 180-181



Print the game board below to make your own version of the Trade Winds game board by adding current arrows and storm tiles and one or more pirate tiles.



Trade Winds

Beast Academy Science 4B: Chapter 9, pages 180-181



Print the game board below to help you play Trade Winds as described on page 180.

