

Ocean Treasures Board Game

Players: 2–6

Ages: 4–9

Game pieces:

* 1 board

* 6 markers

* 36 shell cards

HOW TO PREPARE GAME:

Print pages 2–3 on cardstock. Then attach the two pages to create the game board. (Laminate the game board for more durability.)

Next, using cardstock, print out the shell cards (pages 4–9) on both sides. The “Shell Card” labels should be on one side of the page, and the actions on the other. You will have 3 double-sided pages. Cut these out.

Print page 1 on cardstock, and then cut out the markers at the bottom of the page. Laminate with clear contact paper.

OCEAN TREASURES BOARD GAME RULES

You will need:

* 1 die

* Marker for each player

HOW TO PLAY:

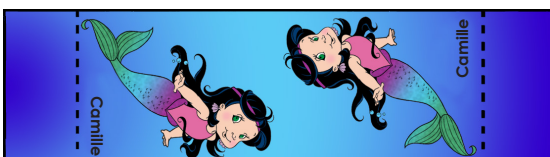
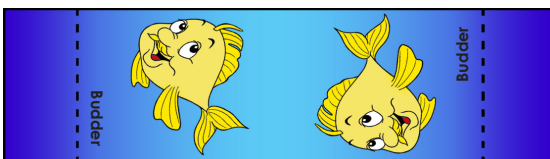
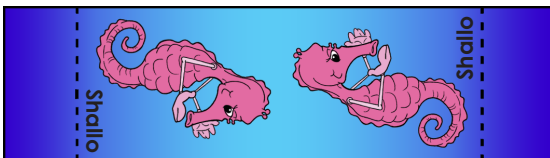
Shuffle the shell cards, then place them face down on the “Shell Cards” spot on the board. Each player picks a marker and places it on the “Start” square. Roll the die to find out who

begins. The player who rolls the lowest number starts the game.

The first player rolls the die and moves that number of squares. If a player lands on a square with a shell on it, he or she must pick a shell card from the pile, then read and follow the instructions. The player’s turn ends then unless the card tells the player to continue.

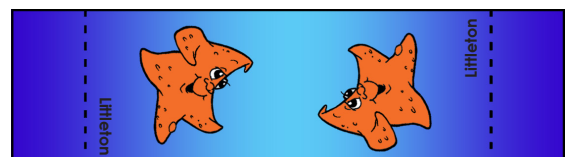
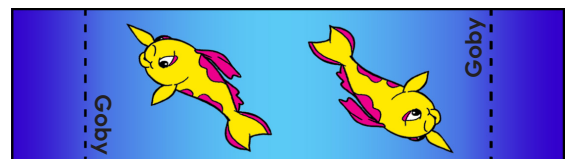
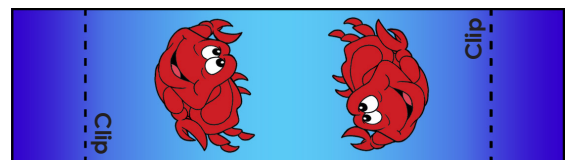
When a player lands on a bridge, he or she gets to move *forward* to the nearest bridge ahead of the player’s current placement and cross to wherever the bridge ends. When landing on a waterfall, the player must move *backwards* to the nearest waterfall behind the player’s current position and follow it to wherever it ends. The play ends after crossing the bridge or the waterfall, unless the players land on a shell square, in which case the player will then pick up a shell card and follow the instructions on the card.

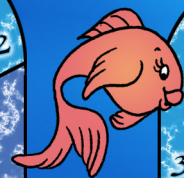
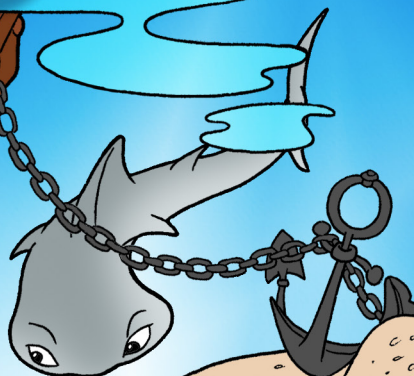
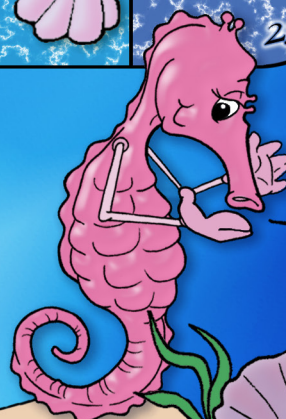
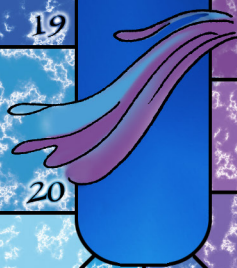
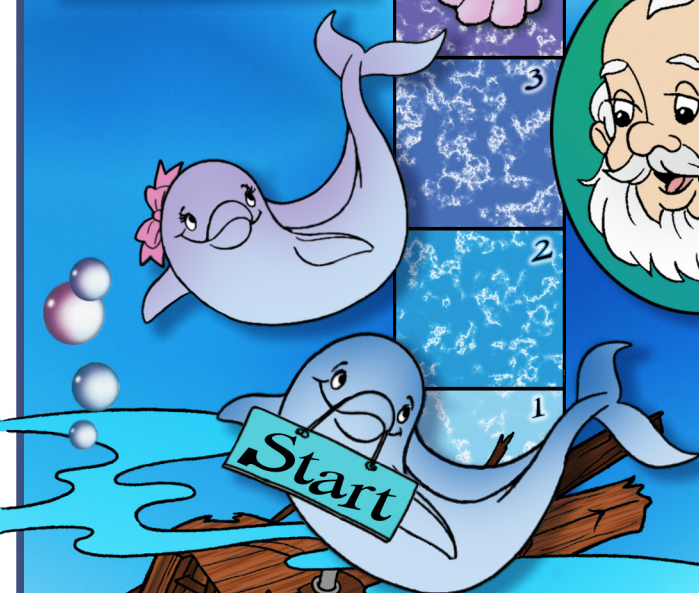
The winner of the game is the player to first make it to square 100 with an exact roll.



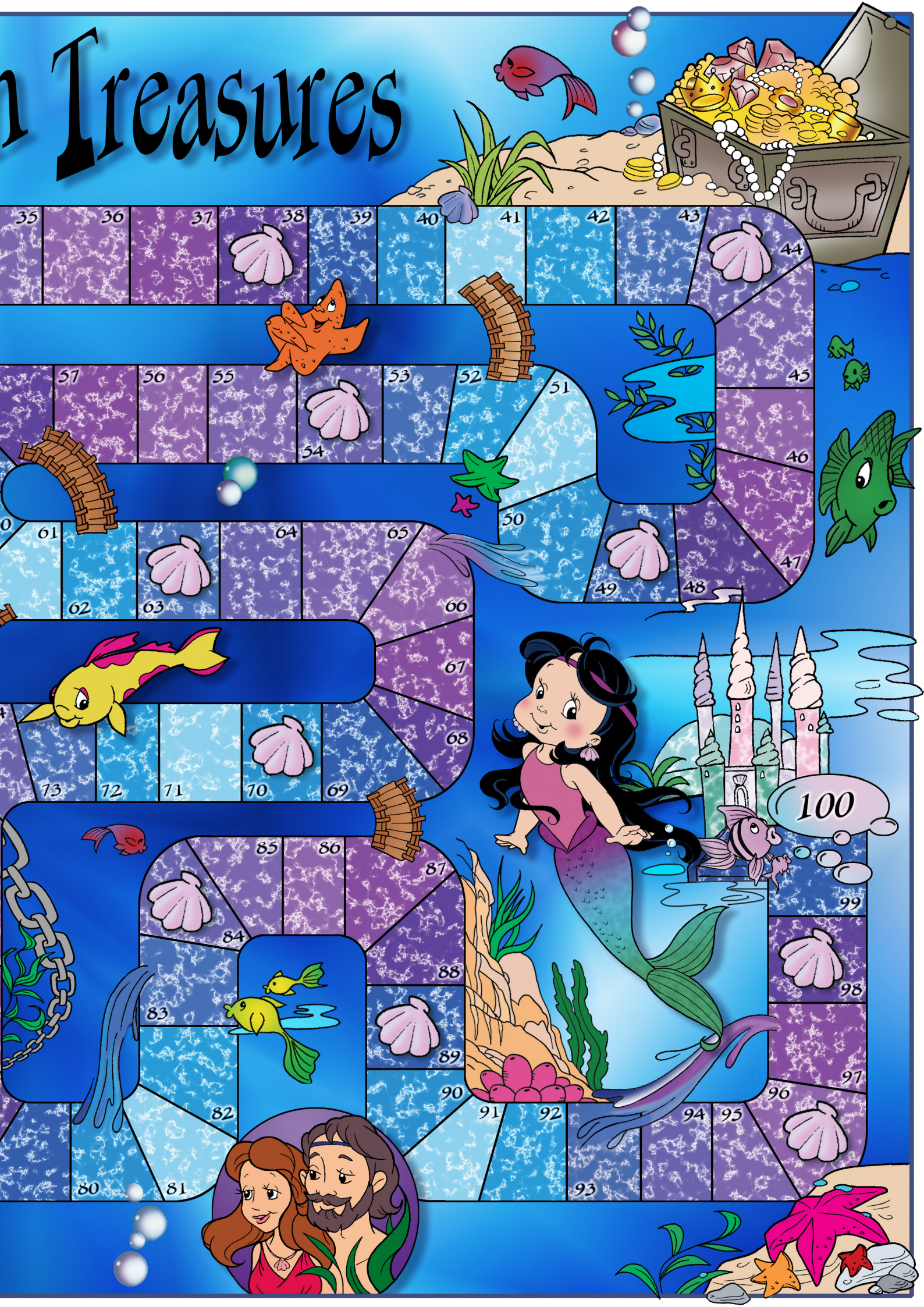
Game Markers

Cut the markers on the solid lines. Fold on the dotted lines. Glue the two flaps at the bottom together to make triangular-shaped markers that stand up.

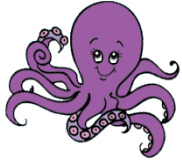




n Treasures



Hooray



Your friend was sad, and you took the time to cheer him up. Move forward 2 spaces.

Hooray



You took the time to be thankful for all that you have. Move forward to the nearest bridge and cross it.

Hooray



Take the time to make a friend. By doing so, you'll be manifesting God's love. Roll the die and move ahead.

Hooray



Say something you are thankful for, then move to the nearest bridge and cross it.

Hooray



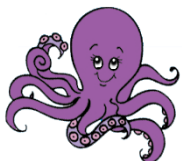
Even though you were sad, you took the time to think happy thoughts, which cheered you up. Move forward 2 spaces.

Hooray



Look on the bright side of things! Remember all that God has given you and all the people who love you. You'll feel happier when you do. Roll the die and move forward.

Hooray



You were feeling down, but your friend cheered you up. Say something nice about the person on your left, then roll the die and move forward.

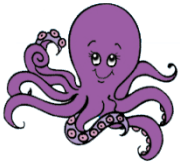
Hooray



Each player takes a turn to say something about the player on their left that makes that person unique. All players move forward 2 spaces.



Hooray



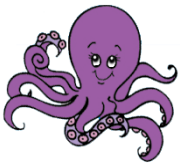
Clip didn't know how he could help Tinsel, but he took the time to pray, and God gave him a solution. Move forward to the nearest bridge and cross it.

Hooray



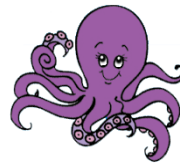
There was a job that needed to be done, and you took the time to give a hand. Move forward 3 spaces.

Hooray



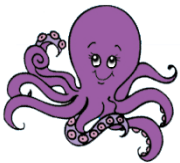
It doesn't matter how small you are, or whether you think you're good at something or not, God can show you how to help others when they're in need. Move forward 2 spaces.

Hooray



Obedience is important! When you follow through on something you should do, you're happier. Every player moves forward 2 spaces.

Hooray



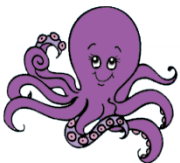
Camille got hurt and was feeling sad. You took the time to cheer her up. Move forward 2 spaces.

Hooray



Tristan learned to think happy thoughts. He was then able to think less about himself and have fun with his friends. Roll the die, and you and the person on your left can move forward.

Hooray



God protected Shallo after he prayed and was sorry for how he had disobeyed. He learned that it's wise to listen and obey. Move forward 1 space.

Hooray



Old Budder helped Shallo and Clip work things out. The player on your right moves forward 1 space.



Hooray



Love and kindness work so much better than anger and frustration. You followed Grandpa Jake's wise advice on working things out in love. Move forward 2 spaces.

Hooray



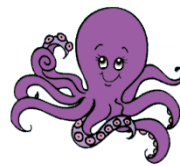
Arguing or fighting doesn't help to sort out problems. Instead, try discussing your problem calmly, and you'll see how much better that works. Move forward 3 spaces.

Hooray



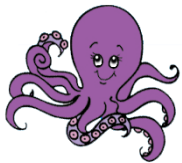
You were having a disagreement, but you took the time to work out your conflict with kindness. Roll the die and everyone move forward.

Hooray



Which "Ocean Treasures" characters are in the story "Christmas Chums"? If you get the correct answer, move forward 2 spaces. If you don't know the answer, stay where you are.

Hooray



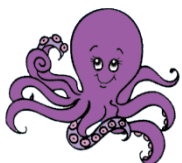
Your friend lent you a hand when you were in trouble. Roll the die, and the player on your right moves forward.

Hooray



In frustration, you said an unkind word to one of your friends. Roll the die. Whatever number you roll, go back that number of squares!

Hooray



Clip felt sad and unhappy because he was slower than his friends. You showed him how he can still be very important and useful in his own special way. Move forward 3 spaces.

Hooray



You were being positive and cheerful today. Roll the die and move forward!



Uh-Oh!



Rather than working things out, all the players got into an argument. Everyone goes back 2 spaces.

Uh-Oh!



You were busy with what you wanted to do, and you forgot about your friend, which caused your friend to feel left out. Go back 2 spaces.

Uh-Oh!



Instead of working out your problem, you got into a fight with your friend. Roll the die and go back that number of spaces.

Uh-Oh!



You told your friend something that wasn't true. Go back 4 spaces.

Uh-Oh!



Tristan is being rude to his friends. Go back 2 spaces.

Uh-Oh!



Old Budder was grumpy and pushed his friends away. Go back 1 space.

Uh-Oh!



Your friend needed your help, but you were too busy. Go back 3 spaces.

Uh-Oh!



Even though Shallo knew he wasn't supposed to go to Shadow Point, he disobeyed and found himself in trouble. Go back to the nearest waterfall and cross it.



Uh-Oh!



Tristan didn't follow through when Grandpa Jake told him to clean up after himself. Go back 4 spaces.

Uh-Oh!



Chantal and Tristan got into an argument. You and the player on your right go back 2 spaces.

Uh-Oh!



Instead of working things out nicely, Shallo and Clip fought over the Christmas decorations. Miss a turn.

Uh-Oh!



Littleton wanted Shallo to like him more, so he made up a story that wasn't true. Go back to the nearest waterfall and cross it.

