



RULES

Take turns to throw the dice. If you throw a **2**, for example, you pick up the card with number **2** on the back. Keep going until you finish the whole ship. If you throw the same number again you have to miss your go! The first person to build the ship is the winner.

1

Masts and Sails

The wind blows the sails which pushes the ship along.

6

Funnel

This where the smoke from the engine goes.

2

Masts and Sails

The wind blows the sails which pushes the ship along.



3

Stern

Back End.
The captain lives here.

5

Midships

Most passengers live here.
The engine is also here.

4

Bow

Front End.
The crew lives here.