

Hazards and good fortune

Design a board game based around the story of Robin Hood. Players should roll a dice to move along the numbered spaces. Some spaces should be marked 'Hazard' and others 'Good fortune' meaning that you pick up one of the cards below. Some of the cards can be kept until they are needed.

Hazards

Good fortune

<p>You are captured by the Sheriff's men! Go to the castle. Throw a five to get out again.</p>	<p>You take a short cut. Move forward five places.</p>
<p>Robin Hood's horse goes lame. Miss a turn.</p>	<p>You capture the Sheriff, steal his horse and make him walk home. Double the amount of your next throw.</p>
<p>You are warned by a woodcutter that there is an ambush ahead. Go back five places.</p>	<p>The minstrel, Allan-a-Dale, sings ballads for the Sheriff's men while you gallop away. Move forward four places.</p>
<p>The horses need water. Miss two turns.</p>	<p>You receive a pardon from King John. Get out of the dungeon now.</p>
<p>You stop to help a peasant who is lost. Miss a turn.</p>	<p>You find a shallow ford to take a short cut. Have an extra throw.</p>
<p>Friar Tuck stops to eat a meat pie. Go back two places.</p>	<p>It's the Sheriff's birthday. Escape from the castle without throwing the dice.</p>
<p>Little John is captured. Go to the dungeon to rescue him. Throw a six to get out.</p>	<p>An invitation to an archery contest has been posted on the Major Oak. Go straight to the contest.</p>