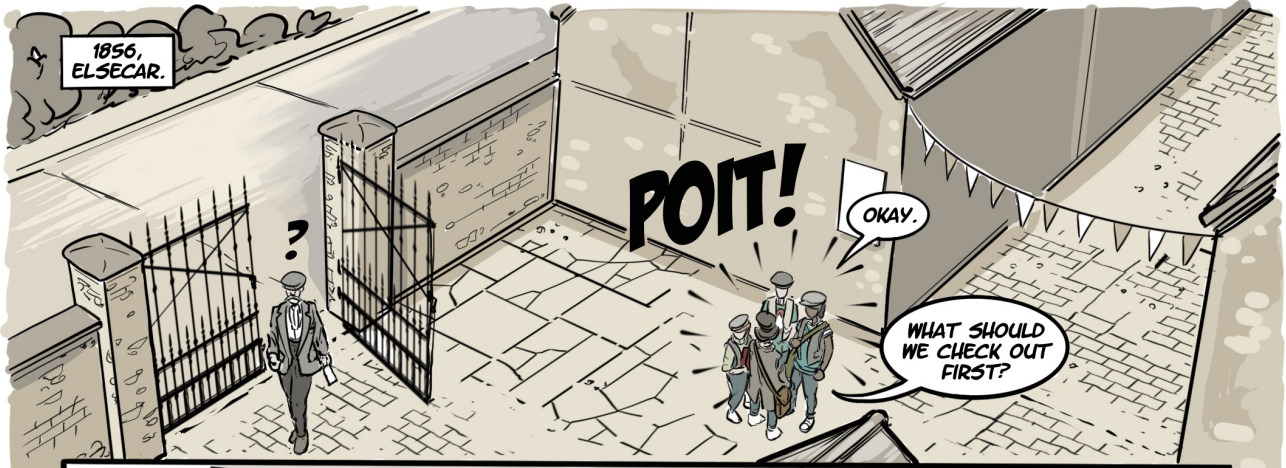


1856,
ELSECAR.



POIT!

OKAY.

WHAT SHOULD WE CHECK OUT FIRST?



HEY!
WHAT D'YOU BOWDERKITES THINK YOU ARE UP TO?

Y'CAN'T BE HANGING ABOUT IN HERE!

UH-OH!

HE LOOKS REALLY ANGRY
WHAT SHOULD WE DO?

LET'S SEE WHAT HE HAS TO SAY FIRST.



WAIT-A-MINUTE, ARE YOU THE NEW APPRENTICES?

ER?

NO, NO, THEY'RE NOT DUE ON SITE UNTIL MONDAY.

LOOK WE'VE A BIG EVENT ON TODAY AND THE BOSS AIN'T GOING TO WANT TO DEAL WITH YOU LOT...

SO UNLESS YOU'RE WITH YOUR PARENTS

...OR YOU'VE GOT YOUR OWN TICKETS, YOU ARE GOING TO HAVE TO LEAVE.

WELL, THAT'S GOING TO BE A PROBLEM.

OLIVER?

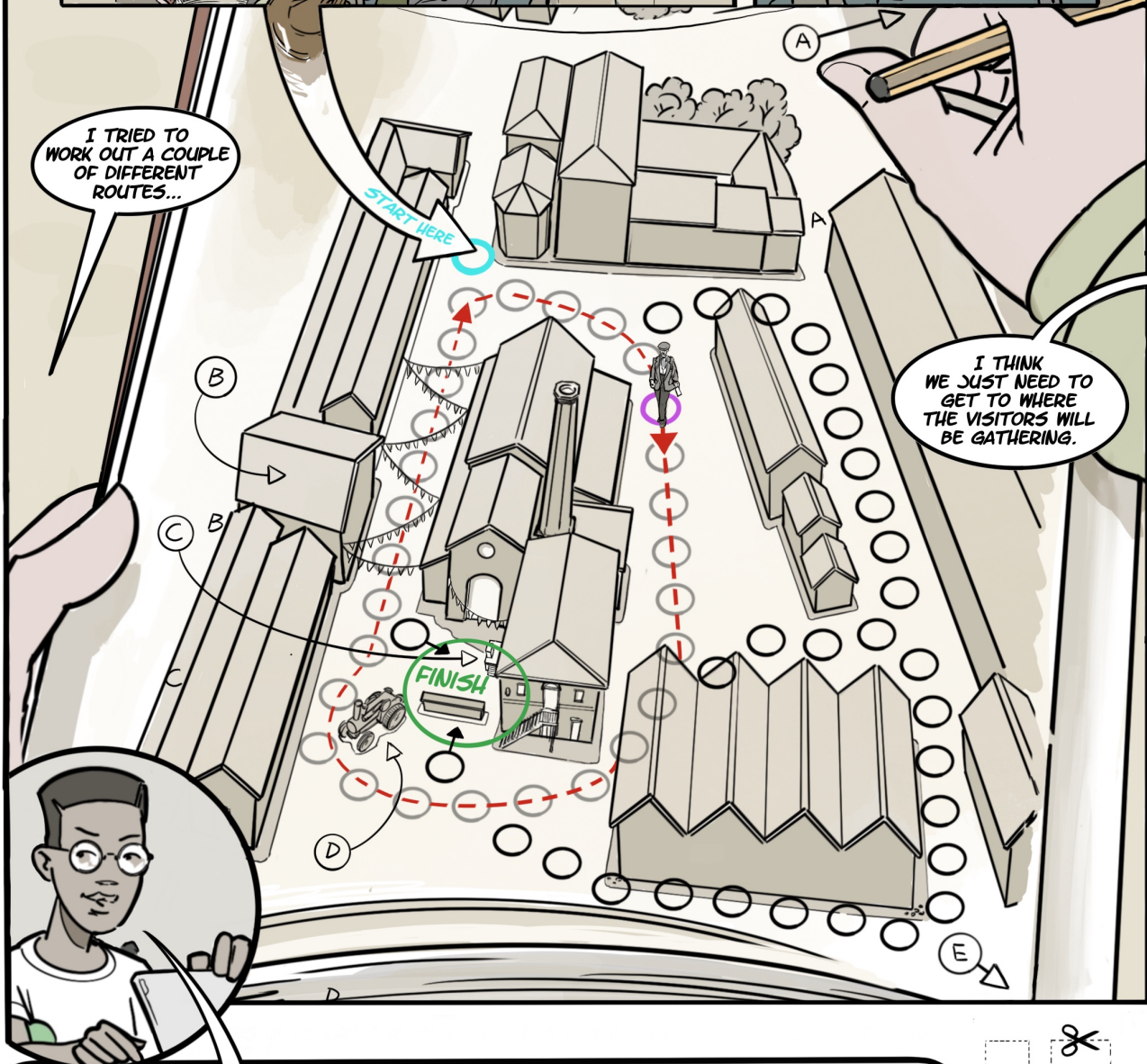
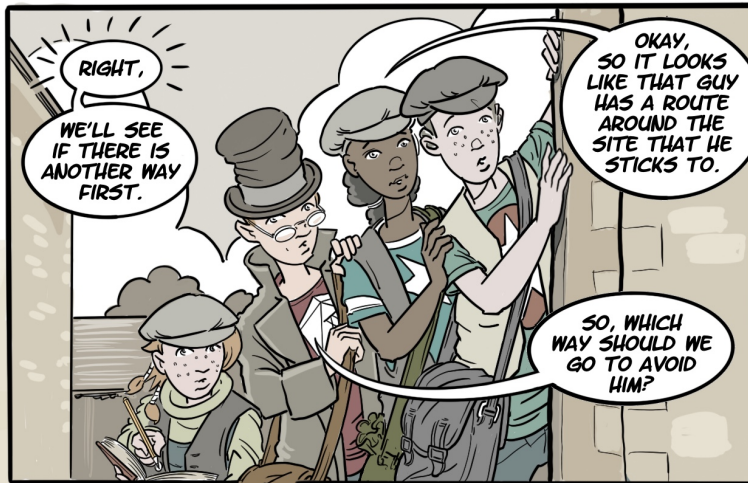
HEY, NOAH, YEAH,

IF I CATCH YOU SNOOPING ABOUT AGAIN,

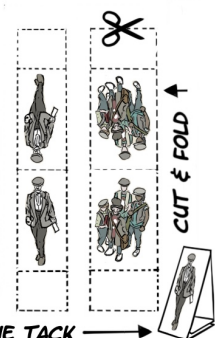
I'LL BE SETTING THE LOCAL WATCH ONTO THEE!

WE'VE HIT A PROBLEM, ANY CHANCE YOU COULD RUSTLE UP SOME TICKETS TO THIS EVENT.

SURE, BUT YOU ARE GOING TO HAVE TO COME BACK, AND PICK THEM UP LATER.



TO HELP US HISTORY KIDS OUTSMART THE WATCHMAN, PRINT OUT THIS PAGE, THEN CUT OUT, FOLD AND STICK THE PLAYER PIECES. YOU WILL NEED DICE AND YOU CAN PLAY BOTH THE WATCHMAN AND THE HISTORY KIDS YOURSELF, OR GET SOMEONE ELSE TO ROLL FOR ONE OF THE MOVES. THE KIDS START AT THE BLUE CIRCLE MARKED "START HERE" . WHILE THE WATCHMAN STARTS AT THE PURPLE CIRCLE . THE AIM IS TO GET TO, AND HIDE AMONGST THE CROWD THAT HAVE GATHERED IN THE GREEN CIRCLE . THE KIDS & WATCHMAN PLAYERS ROLL THE DICE TO SEE WHO GOES FIRST AND THEN THE CHASE IS ON! IF THE WATCHMAN GETS WITHIN SIX SQUARES BEHIND THE KIDS, HE GETS AN EXTRA ROLL, IF HE CATCHES YOU THE PIECES ARE RESET AS HE ESCORTS YOU TO THE GATES AGAIN.



STICK WITH TAPE OR BLUE TACK