

BACK IN 1856...

**VENTION**

Includes:  
**FRESHMENTS**  
 and  
**R ENTERTAINMENTS**

ussions and formal  
 aminations of the  
 rings of the device  
 those people so  
 inclined.

am until 5pm

**TODAY**



RIGHT, LET'S  
 BE AS QUICK AS  
 WE CAN.

I THINK  
 THEY'LL BE  
 LOCKING IT ALL  
 UP SOON.



WELL,  
 HOPEFULLY THIS  
 WILL WORK.

I'VE GOT  
 A FEELING IT ALREADY  
 HAS DONE.

...PASS ME  
 ONE OF THOSE OLD  
 SACKS.

WHAT  
 DO YOU  
 MEAN?



WELL,  
 MAYBE WE'VE  
 ALREADY AFFECTED  
 THE FUTURE SOMEHOW,  
 AND THAT'S WHY THE  
 OBJECT WASN'T IN  
 THE CASE.

I MEAN,  
 LIKE SOME SORT  
 OF...

**HEY!**

WHAT ARE  
 YOU LOT UP TO?



THIS WORKSHOP'S  
 OFF LIMITS TO  
 THE PUBLIC.

AH, SORRY  
 SIR, WE HAD THESE  
 TICKETS AND WE  
 THOUGHT...

WE JUST  
 GOT LOST, OUR  
 PARENTS ARE  
 OUTSIDE.



BEST YOU  
 RUN ALONG THEN,  
 I'M TO LOCK ALL OF  
 THIS UP NOW.

ABSOLUTELY.

SORRY TO  
 HAVE BOTHERED  
 YOU.



BYE NOW  
 HAVE A GOOD  
 DAY.

AYE,  
 MAYBE I  
 WILL...

WHAT A  
 STRANGE PACK  
 O' WHIFFETS.\*

\*WHIFFET - A YOUNG PERSON



A LITTLE WHILE LATER...

\*WHISPERING\*

WAIT, I THINK I HEARD SOMETHING.

YES, SOMEONE IS COMING, SHHH!

\*SIGNING SILENTLY\*

THIS SEEMS PRETTY DANGEROUS ISLA. I'M FEELING NERVOUS.

WHAT ABOUT YOU?

I KNOW, ME TOO.

BUT WE HAVE TO STAY QUIET HARRY. OLIVER SAYS SOMEONE IS COMING.\*



IT'S HIM...



HE MUST'VE HAD BROKEN THAT WINDOW EARLIER.



HE'S DONE IT, HE'S GOT THE BOX IN HIS BA-



OH, NO.

I THINK HE'S SPOTTED US



I CAN SEE YOU HIDING THERE! SHOW YER SELVES!

RUN!

\*ISLA LEARNT A LITTLE BSL (BRITISH SIGN LANGUAGE) BY HANGING OUT WITH HARRY, IF YOU WANT TO TRY IT YOURSELF TAKE A LOOK AT - [HTTPS://YOUTU.BE/DGIVXXDWJvW](https://youtu.be/dgIvXXDwJvW) - IT PROVED REALLY USEFUL IN THIS UNEXPECTED SITUATION.

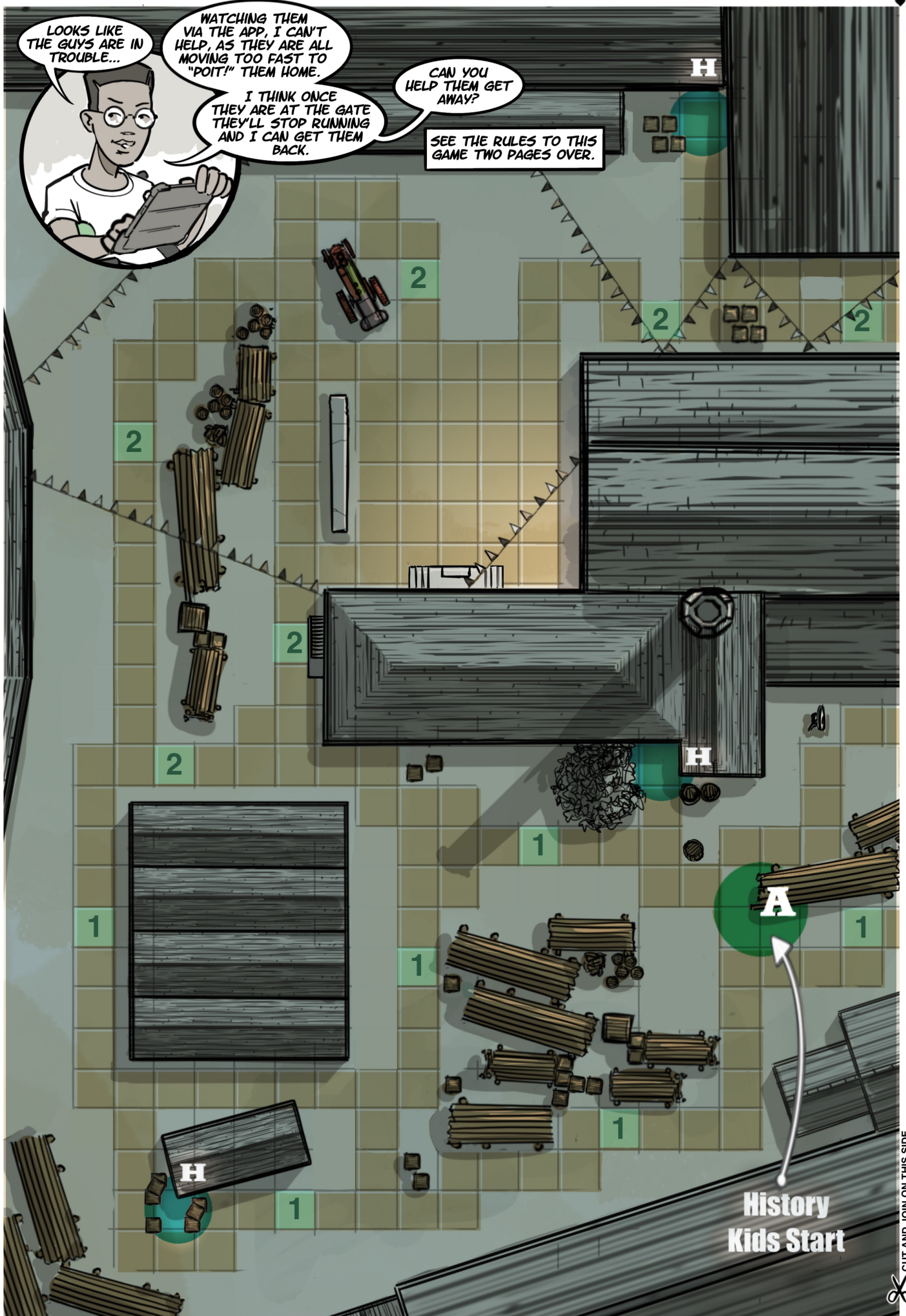
LOOKS LIKE THE GUYS ARE IN TROUBLE...

WATCHING THEM VIA THE APP, I CAN'T HELP, AS THEY ARE ALL MOVING TOO FAST TO "POIT!" THEM HOME.

I THINK ONCE THEY ARE AT THE GATE THEY'LL STOP RUNNING AND I CAN GET THEM BACK.

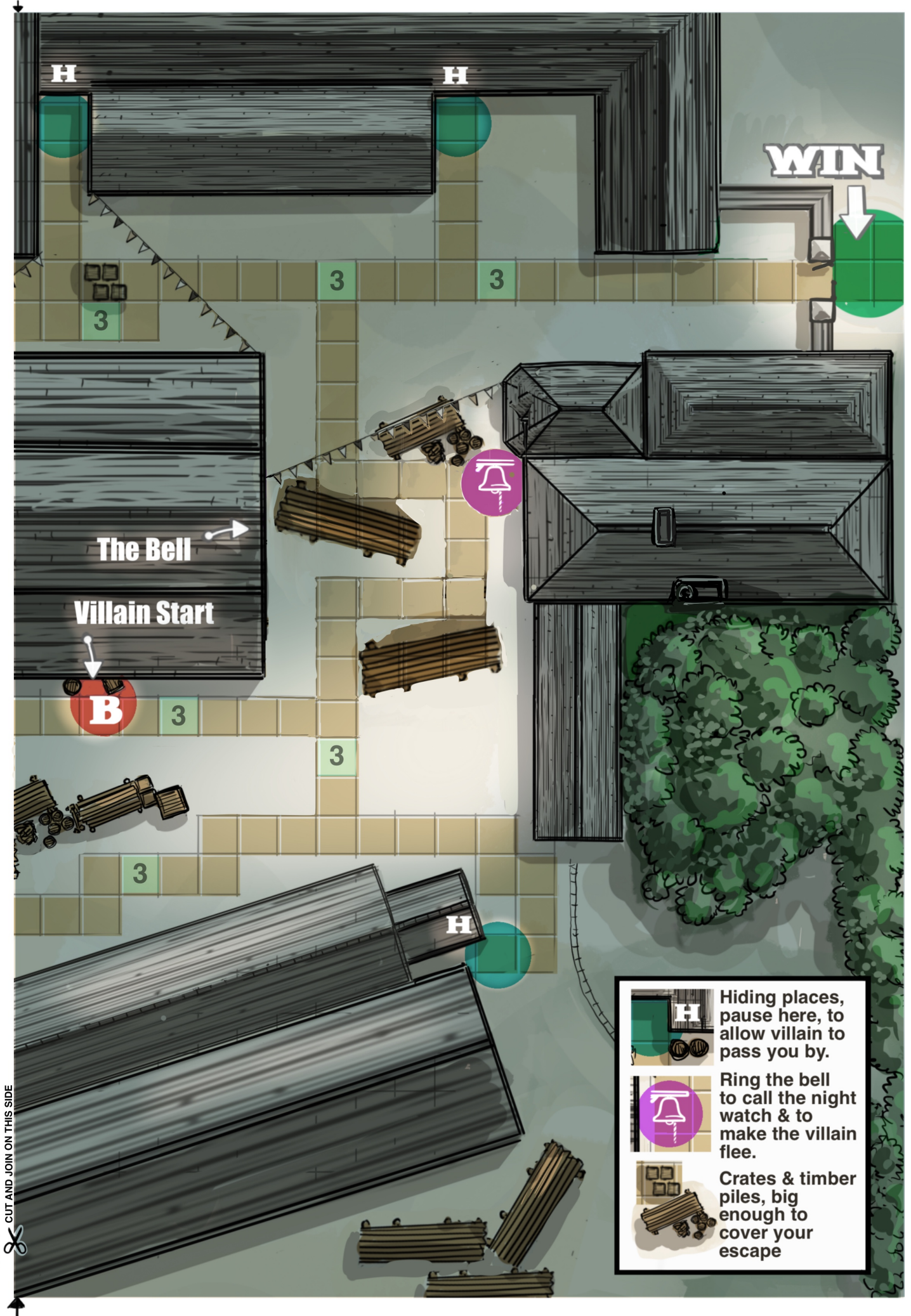
CAN YOU HELP THEM GET AWAY?

SEE THE RULES TO THIS GAME TWO PAGES OVER.






History Kids Start





CUT AND JOIN ON THIS SIDE

	Hiding places, pause here, to allow villain to pass you by.
	Ring the bell to call the night watch & to make the villain flee.
	Crates & timber piles, big enough to cover your escape

## CHASE BOARD GAME - SET UP & RULES

PRINT OUT, CUT AND JOIN THE TWO SIDES OF THE GAME BOARD ON THE PREVIOUS PAGES. THEN PRINT THIS PAGE OUT AND CUT THE RULES AND TABLES OUT AND KEEP THEM HANDY WHILST PLAYING. YOU WILL ALSO NEED TO CUT OUT FOLD AND STICK THE PLAYER PIECES AT THE BOTTOM OF THIS PAGE.

TO PLAY, YOU WILL ALSO NEED A DICE, OR IF YOU DON'T HAVE ONE HANDY YOU CAN USE A DIGITAL DIE-ROLLER ONLINE.

PLACE YOUR PLAYER PIECES IN THE BOARD, THE HISTORY KIDS START AT POINT A, WHILST THE VILLAIN STARTS AT POINT B. ROLL TO SEE WHO STARTS. HIGHEST ROLL GOES FIRST.

YOU CAN ALSO HAVE MULTIPLE PLAYERS CONTROLLING THE KIDS MARKERS, OR IF PLAYING ONE-ON-ONE OR BY YOURSELF, YOU CAN USE THE MARKER THAT SHOWS THE KIDS AS A GROUP. IF YOU ARE PLAYING ON YOUR OWN, YOU CAN ROLL FOR BOTH THE HISTORY KIDS AND THE VILLAIN. OR SOMEONE CAN PLAY THE VILLAIN IF YOU WANT.

THE OBJECT IS TO GET ALL THE KIDS TO THE GATES AT THE FAR TOP RIGHT, WITHOUT BEING CAUGHT BY THE VILLAIN, BY ROLLING THE DIE FOR MOVEMENT. IF SOMEONE IS PLAYING THE VILLAIN, THEY CAN MOVE AS THEY WISH. OR YOU CAN "AUTOMATE" THE VILLAIN'S MOVEMENTS BY MAKING THEM ALWAYS PURSUE THE NEAREST PLAYER THAT IS IN DIRECT LINE OF SIGHT (I.E. NOT HIDDEN BEHIND A BUILDING, BARREL, BOX OR TIMBER STACK).

BOTH KIDS AND VILLAIN CANNOT MOVE BACK ONTO A SQUARE FROM WHICH THEY HAVE JUST LEFT. TO GO BACK TO A SQUARE YOU HAVE PASSED, YOU MUST PUSH FORWARD AND FOLLOW ONE OF THE MANY BRANCHING PATHS AROUND AN OBJECT OR BUILDING, OR ENTER AN UNOCCUPIED HIDING PLACE, WAIT, AND THEN MOVE BACK OUT ON YOUR NEXT TURN.

IF YOU LAND ON A LIGHT GREEN SQUARE YOU MAY GET A BONUS OR A FORFEIT, CHECK AGAINST THE RELEVANT TABLE. →

YOU CAN ALSO DECIDE TO HIDE IN ANY OF THE LOCATIONS MARKED "H", ONCE HIDDEN, THE VILLAIN'S ATTENTION SHOULD TURN TO THE NEXT NEAREST PLAYER VISIBLE.

IF YOU DECIDE TO RING THE BELL, IT FRIGHTENS THE VILLAIN AS THE WATCHMEN MIGHT COME, HE MUST MOVE TO THE NEAREST UNOCCUPIED HIDING PLACE, AND MISS A TURN.

IF ONE PLAYER MAKES IT TO THE GATE, THEN ROLLS A SIX ON THEIR NEXT TURN, YOU CAL NOAH AND ALL "POIT!" BACK TO THE PRESENT... YOU WIN.

IF THE VILLAIN CATCHES UP TO ANOTHER PLAYER THEY ARE CAPTURED, AND CAN NO LONGER MOVE, THEY CAN ONLY BE FREED BY NOAH, IF THE VILLAIN CATCHES ALL THE OTHER PLAYERS, THE VILLAIN HAS WON.



CUT OUT, FOLD, AND STICK WITH DOUBLE-SIDED TAPE OR BLUE-TAC.



DROPPED MOBILE PHONE MARKERS



VILLAIN.

ISLA.

SOPHIA.

HARRY.

OLIVER.

NOAH.

ISLA, SOPHIA, HARRY & OLIVER

## CHANCE TABLES

1

1 - YOU GET LOST IN THE DARK, CAUSING YOU TO TURN LEFT AT THE NEXT OPPORTUNITY.

2 - YOU RECOGNISE YOUR SURROUNDING FROM EARLIER IN THE DAY, AND SEE WHERE YOU NEED TO GO, ROLL AGAIN!

3 - RUNNING CAUSES YOU TO DROP YOUR PHONE. YOU MUST RETURN TO THIS SQUARE TO PICK IT UP (YOU CAN USE ONE OF THE CUT OUT PHONE MARKERS BELOW).

4 - YOU CRASH INTO AN OBJECT IN THE DARK AND IT HURTS, FOR YOUR NEXT TWO GOES YOU MUST ROLL YOUR TURN TWICE AND USE THE LOWEST SCORE TO MOVE.

5 - YOU HAVE A SUDDEN BURST OF ENERGY, FOR YOUR NEXT TWO GOES YOU CAN ROLL YOUR TURN TWICE AND USE THE HIGHEST SCORE TO MOVE.

6 - YOU CALL OUT, AND THE ECHO CONFUSES YOUR (NEAREST) OPPONENT, THEY LOOSE A TURN AS THEY STOP AND TRY TO FIGURE OUT WHERE THE SOUND CAME FROM.

2

1 - THE GROUND IS SLIPPERY HERE, LOWER YOUR ROLL SCORE BY 1 FOR YOUR NEXT TWO TURNS.

2 - CLOUDS COVER THE MOON FOR A MOMENT, YOU USE THE COVER OF DARKNESS TO MOVE TO ANY HIDING PLACE (MARKED "H") OF YOUR CHOICE.

3 - YOU GET A CRAMP, IT SLOWS YOU DOWN, ROLL TWICE AND USE THE LOWER SCORE FOR YOUR NEXT TWO TURNS.

4 - THE MOONLIGHT SHOWS A CLEAR PATH TO SOMEONE ELSE IN DIRECT LINE OF SIGHT. YOU CAN MOVE TO ANY SQUARE SIX FULL SQUARES FROM THEM.

5 - A GUST OF WIND GIVES YOU A SUDDEN BURST OF SPEED, YOU CAN MOVE FORWARD ANY DISTANCE IN A STRAIGHT LINE FROM WHERE YOU ARE.

6 - YOU STOP FOR A MINUTE TO TRY AND CONTACT NOAH TO GET YOU OUT OF THERE, BUT YOUR PHONE IS ON THE BLINK, YOU SWAP PLACES WITH ANY PLAYER OF YOUR CHOICE ON THE BOARD.

3

1 - YOU'RE CONFUSED, TURN LEFT AT THE NEXT TURNING.

2 - TO CATCH YOUR BREATH MOVE TO THE NEAREST UNOCCUPIED HIDING PLACE.

3 - YOU CAN SEE THE GATES, ROLL AGAIN.

4 - YOU HAVE AN IDEA, MOVE TO THE BELL.

5 - YOU SHOUT, IT CAUSES THE PLAYER NEAREST TO YOU TO MISS A TURN.

6 - NOAH ARRIVES, IF HE ROLLS A SIX ON HIS TURN, YOU "POIT!" THE KIDS BACK TO THE PRESENT.