



ED

## per player

Yr

## **INSTRUCTIONS**

	INSTRUCTIONS
1.	he starts in the START box. Start with the
	person and take it <sup>3</sup> s to roll the
	di erson who six goes first.
2	
2.	
	circles
3.	If you m of the characters in the boxes
	and you ca e what they ask for, count the
	box as a nor and carry on. If you can't
	then you stop x. You must also suff
	punishment the, 'ou go thro'
	character's box a ne urfer
	the punishment aga
4.	Play moves in a clocky coon. The first per-
	son to get the sea and escape the lagoon is the
	win luck!
	Wi <sup>1</sup> Idek:
Y	I'm Babs, Queen of the Crabs!
	My friends and I will nip you unless you know the
	password: "Pincer".
	If you have the letters P,
	I, N, C, E and R in any
	order carry on If you
	don't, Bab's pinch makes
	you jump back three
	circles!
	You have won!
	You have won! You made it to the sea!