

# Walking the Plank

- You need**
- a dice marked B, B, B, S, S, S
  - a dice marked -3, -2, -1, +1, +2, +3
  - a classmate
  - a counter

## Game

On pirate ships, people are sometimes made to walk the plank.

Captain Combination is kinder than most pirates and gives the plank-walker some chance of escape.

The walker starts in the middle of the plank.

Captain Combination rolls two dice with these integers and letters on the faces:

The dice with B, B, B, S, S, S on it tells the walker to face the boat or the shark. On the other dice, if +1, +2, or +3 comes up, they walk forward one, two, or three squares.

If -1, -2, or -3 comes up, they walk backwards one, two, or three squares. For example, B and -2 means face the boat and walk backwards two squares. (This means the player moves two squares closer to the shark.)

Play Walk the Plank. Each time you roll, start from where you left off.

Who usually wins: the walker or the shark? Discuss this with a classmate.