

Hunting the Taniwha

- You need** ✓ a dice labelled “lost paddle”, 10, 20, 30, 40, and 50
 ✓ a different-coloured counter for each player
 ✓ a classmate

Game

A naughty taniwha is scaring all the fish at the local fishing ground.
 Which waka will catch the taniwha first?

- 1 Each of you choose one of the waka and put your counter on that waka.
- 2 Take turns to throw the dice. Add the number you throw to the number your counter is on. Move your counter to the new number.
- 3 If you land on “Bad Weather”, subtract the number you throw in your next turn from the number your counter is on. Move your counter back to the new number.
- 4 If you throw a “lost paddle”, stay where you are until your next turn.
- 5 The first person to get to 200 has caught the taniwha.

