





**GOVERNOR'S
WRITTEN
PERMISSION**



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THE BLUE MOUNTAINS CROSSING

YOU NEED: dice, buttons for counters.

RULES:

Each player throws the dice and the highest number starts.

Each player in turn chooses a PREPARATION CARD from the face down pack.

Each player must throw an EVEN number to gain the GOVERNOR'S WRITTEN PERMISSION.

Each player in turn must throw an ODD number to cross the NEPEAN RIVER at EMU FORD and start the game.

If players land on a FEELINGS or PROGRESS square they take a card and do what it says.

The exact number must be thrown to REACH THE OTHER SIDE and succeed.

BRAVE Change direction GO FORWARD 2 Forward 4 if you have Bravery Card	HOT MISS A TURN	LONELY MISS A TURN	COLD MISS A TURN	SAD GO BACK 1
PANIC GO BACK 2 Ignore if you have Bravery Card	HAPPY GO FORWARD 1	AFRAID GO BACK 2 Ignore if you have Bravery Card	EXCITED FREE TURN	HOPEFUL FREE TURN

FEELINGS CARDS

TO DO: Cut out the cards. Write FEELINGS on back of cards and place them face down on the **FEELINGS CARDS** spot on the board.

HEALTHY PACK HORSES	GOOD EQUIPMENT	GOOD LEADER	BRAVERY	KNOWLEDGE
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PREPARATION CARDS

GOOD HEALTH

TO DO: Cut out the cards. Write PREPARATION on backs of cards and place them face down on the **PREPARATION CARDS** spot on the board.

THORNY BUSHES MISS TURN	THICK BRUSHWOOD Change direction GO BACK 2 or use Knowledge Card	FINE WEATHER GO FORWARD 1	FIND GOOD GRASS for the horses GO FORWARD 1	SERVANTS SCARED MISS TURN or use Leadership Card
HAVE A GOOD NIGHT'S REST GO FORWARD 2	FIND A SWAMP and a good run of water GO FORWARD 1	SICK SERVANT WITH COLD GO BACK 1 or use Good Health Card	LANDSLIDE! GO BACK 1 or use Bravery Card	THICK BRUSHWOOD Cut a path GO BACK 2 or use Equipment Card
GO DOWN INTO A GULLY FOR FRESH WATER GO BACK 2	SHARP ROCKS hard for horses GO BACK 1 or use Good Pack Horses Card	KANGAROO KILLED BY DOG fresh meat for tea GO FORWARD 1	HEAVY DEW Late start MISS TURN	FIND NO FOOD for the horses MISS TURN or use Good Pack Horses Card
LARGE STONE WALL Move the stones GO BACK 2				

PROGRESS CARDS

TO DO: Cut out the cards and place them face down on the **PROGRESS CARDS** spot on the board.
You can use the spare cards to create your own.