

Parent Guide



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We're excited to share this activity with you. If you are interested in finding more engaging, fun and interesting activities for you and your children, then check out these links to different areas of the [Twinkl Parents](#) website.

games



crafts



puzzles



experiments



word searches



What is this resource and how do I use it?

Can you find out who stole the pirate treasure? Put your detecting powers to the test with this fun, pirate-themed board game. Players use a process of elimination as they move to different places on the board in an effort to reveal the suspect. They must also find out where the treasure was stolen from and what prop was used in the process.

What skills does this practise?

Deduction

Reasoning

Problem-Solving

Focus and Concentration

Further Activity Ideas and Suggestions

Once your child has enjoyed this board game, why not try learning how to play another game? There are plenty to choose from over at the [Twinkl Parents' Hub](#). Enjoy our [Weather I-Spy Scavenger Hunt Game](#) or have fun playing our [Dinosaur Maze Quest Game](#).

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Who Stole the Treasure?

Pirate-Themed Board Game



You will need:

- pirate-themed game board (included with this resource)
- six character counters (included with this resource)
- six mini props (included with this resource)
- 18 cards (six character cards, six prop cards, six place cards)
- one Pirate Detective Notebook Sheet per player (included with this resource)
- one Captain's Log Envelope (included with this resource)
- pen or pencil
- two dice
- scissors
- three to six players

The aim of the game is to be the first player to correctly unveil the identity of the treasure thief, the place from which the treasure was stolen and the prop involved in the theft by eliminating items as you move around the board.

Preparation:

- 1** Print the game board, character counters, mini props, cards, Pirate Detective Notebook Sheets (one per player) and Captain's Log Envelope. Cut them out where necessary.
- 2** Choose a character counter per player. Place them on the character's 'start' square, as indicated on the board.
- 3** At random, place one prop in each of the six areas on the game board - the forecastle deck, land, the crow's nest, the poop deck, the ocean depths and the captain's cabin.
- 4** Put the character cards, prop cards and place cards into separate piles face down and shuffle each pile. Without looking, take one card from each pile and place the cards into the



Captain's Log Envelope. Put the Captain's Log Envelope to the side of the board and don't look at it until the end of the game!

- Put all the remaining character, prop and place cards together and shuffle them. Face down, deal them out one by one to each player. It doesn't matter if some players have more cards than others. Players can look at their cards but not show them to other players at this point.
- Give each player a Pirate Detective Notebook Sheet and a pen or pencil.
- Players look at the cards in their hands and tick off any characters, places or props they have on their Pirate Detective Notebook Sheet being careful not to let other players see. They now know that these characters, places and props cannot be in the Captain's Log Envelope and can therefore eliminate them as suspects.

Instructions:

- The player who is Polly Pirate goes first. Roll both dice and move the character counter according to the total number on the dice. Players may move

up, down, to the side or a combination of these moves. They may not move diagonally and counters cannot share a space with another counter.

- If possible, players should aim to enter a different place on the game board every turn. Players do not need to roll an exact number to access a place on the board.
- The aim of the game is to use deduction to figure out what place the treasure was stolen from, by which character and using what prop. So, once they have entered a place on the game board, a player can make a suggestion about each of these things. For example, if a player has entered the 'forecastle deck', they might suggest, 'Was it Fiona Feathers with the wooden leg in the forecastle deck?'
- As a player makes their suggestion, they move the character counter and prop they are naming into the place they are suggesting the treasure was stolen from. A player must be in the place on the game board to make a

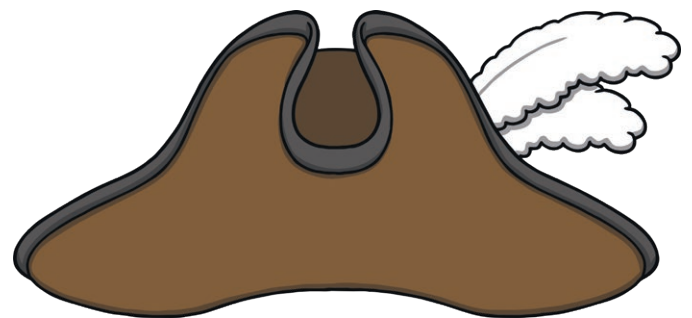


suggestion about that place. There are no limits to the amount of character counters and props that can be in the same place at any one time.

- 5 Once a suggestion has been made, all players look at the cards in their hands to see if they have any of the cards suggested. Starting with the player on the left, each player takes it in turns to reveal one card from their hand to the person whose turn it is if they have any of the cards suggested. The player whose turn it is then ticks the items off on their Pirate Detective Notebook Sheet. They know they can eliminate these characters, props or places as they cannot be in the Captain's Log Envelope. If a player doesn't have any of the cards suggested, they say, 'Can't answer.'
- 6 Play continues to the left, with the next player rolling the dice and moving their character counter around the board. If they enter a place, they can make a suggestion about the place, suspect and prop and their fellow players must reveal a card if they have one in their

hand, as before.

- 7 After a process of elimination, once a player is certain who stole the treasure, where from and with what prop, they can make an accusation. For example, they might say, 'I accuse One-Eyed Walter with the eye patch of stealing the treasure from the poop deck.' The player then checks the cards in the Captain's Log Envelope to see if they are correct. If they are, they reveal the cards and win the game.
- 8 If a player is incorrect, they have lost the game. They must return the cards to the Captain's Log Envelope. They are not allowed to make another accusation but must keep revealing their cards to other players if they have them once a suggestion is made. The player who eventually makes the correct accusation goes on to win the game.





Pirate Detective Notebook Sheet

Suspects

Polly Pirate						
Benjamin Bandana						
Captain Catherine						
One-Eyed Walter						
Shipshape Shelly						
Fiona Feathers						

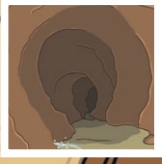
Props

Parrot						
Hook						
Wooden leg						
Broom						
Telescope						
Eye patch						

Locations

Forecastle Deck						
Land						
Crow's Nest						
Poop Deck						
Ocean Depths						
Captain's Cabin						

Forecastle Deck



Secret Passage to
Captain's Cabin
One Move

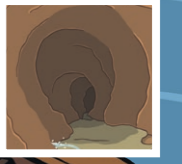
Start
Cap.
Cath

Land



Start
Ship.
Shelly

Crow's Nest



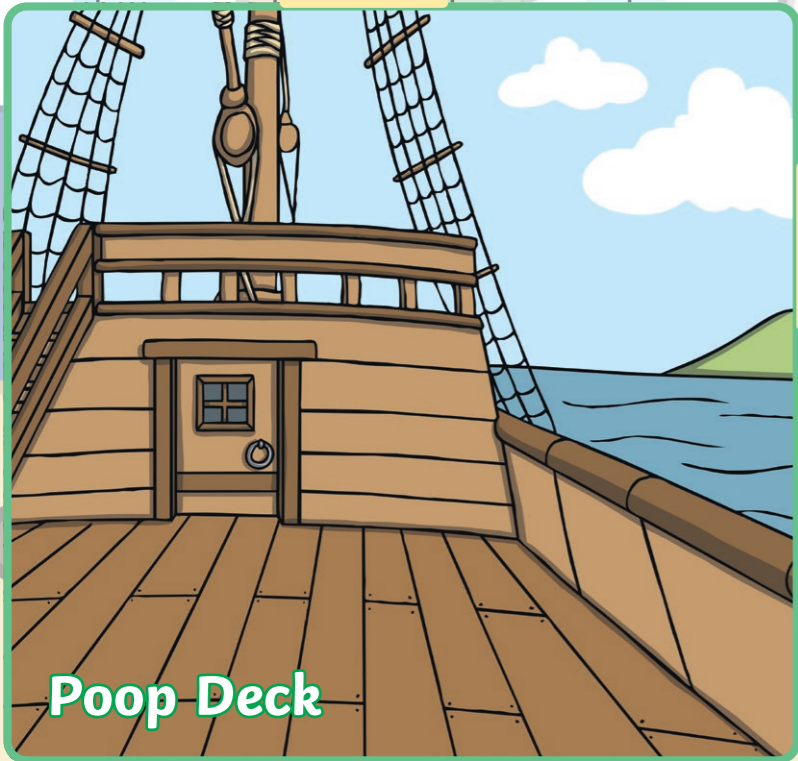
Secret Passage to
Ocean Depths
One Move

Start
Ben
Band

Start
Pirate
Polly



Poop Deck



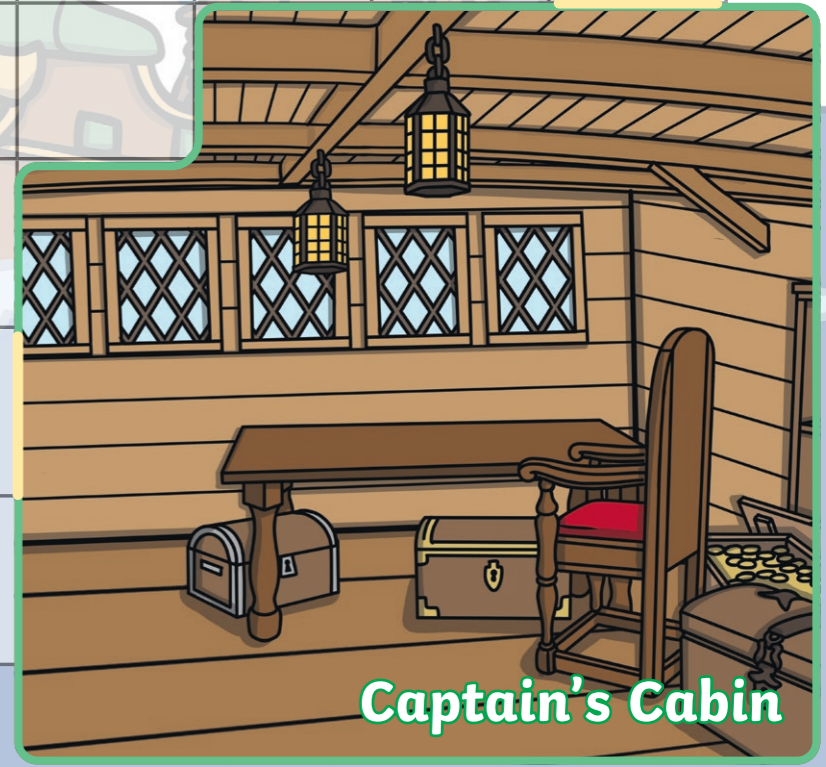
Start
O.E.
Walter

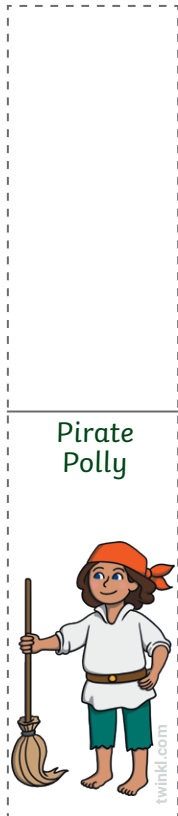
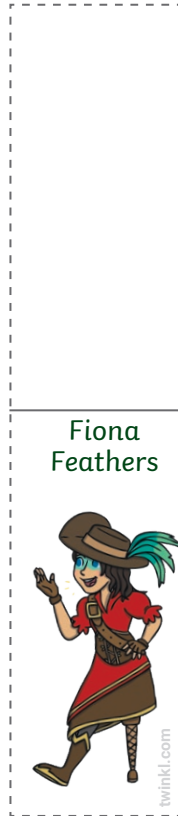
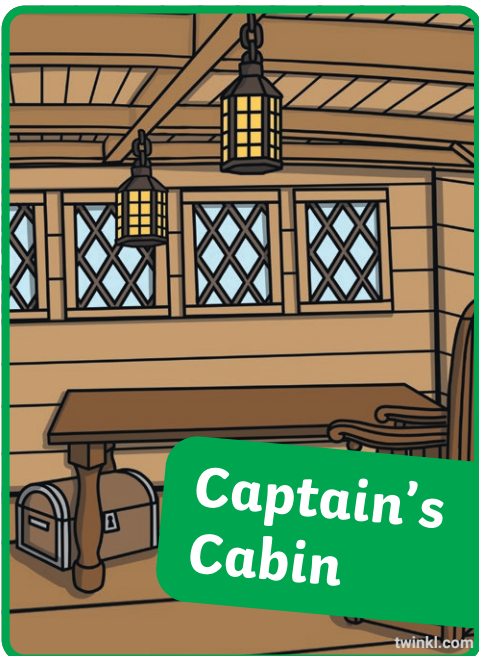
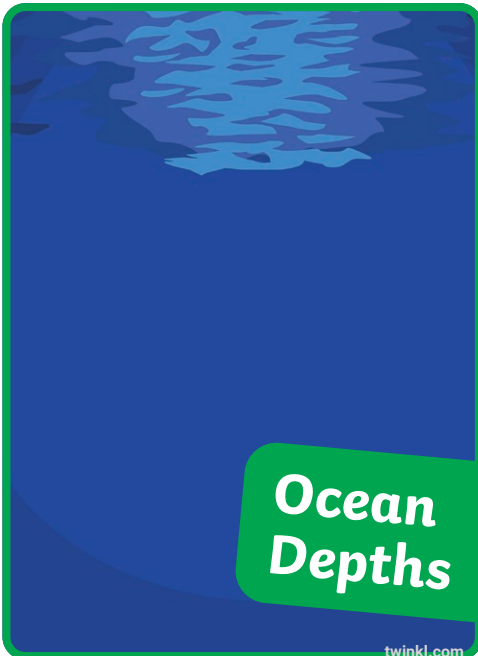
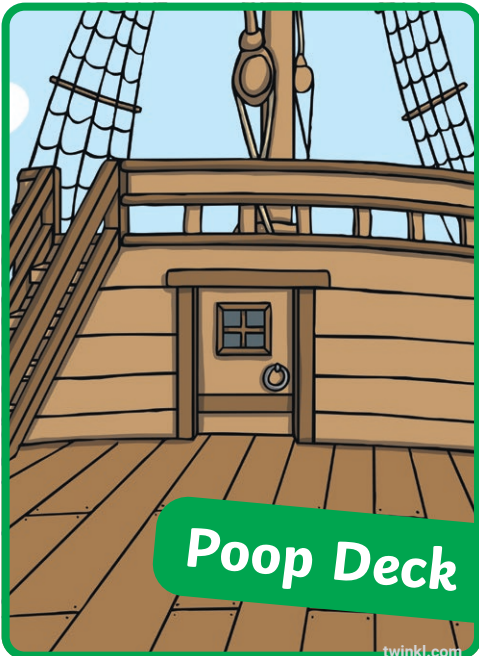
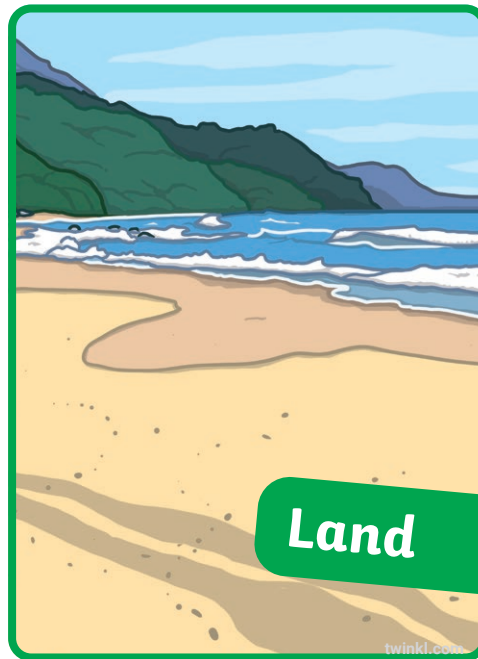
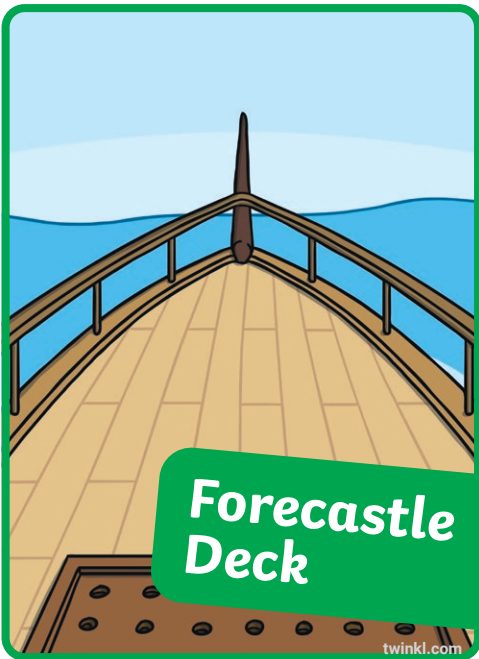
Ocean Depths



Start
Fiona
Feathers

Captain's Cabin







Parrot



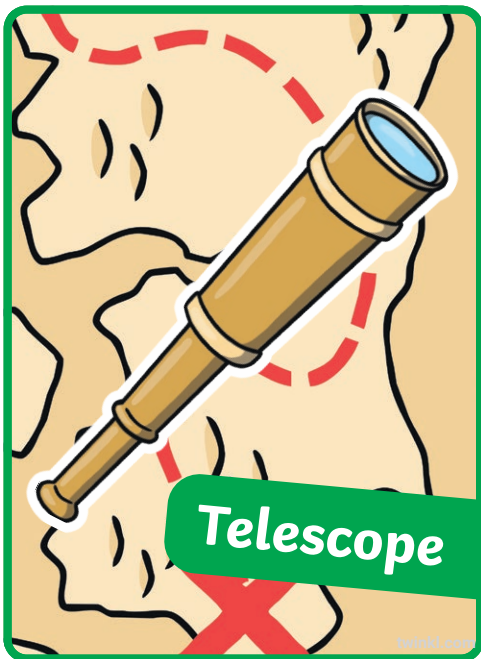
Hook



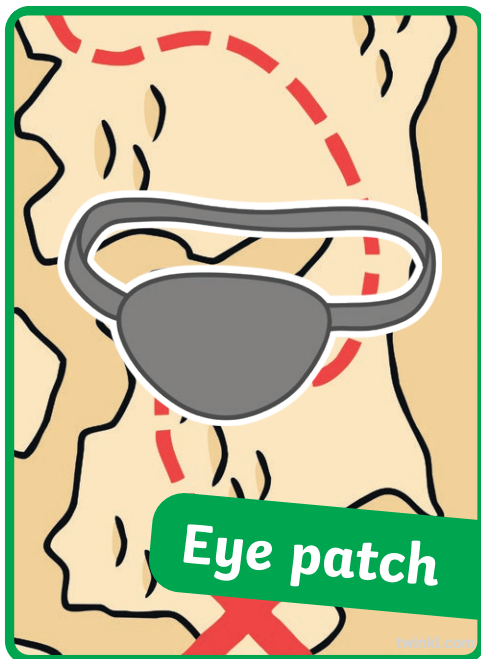
Wooden leg



Broom

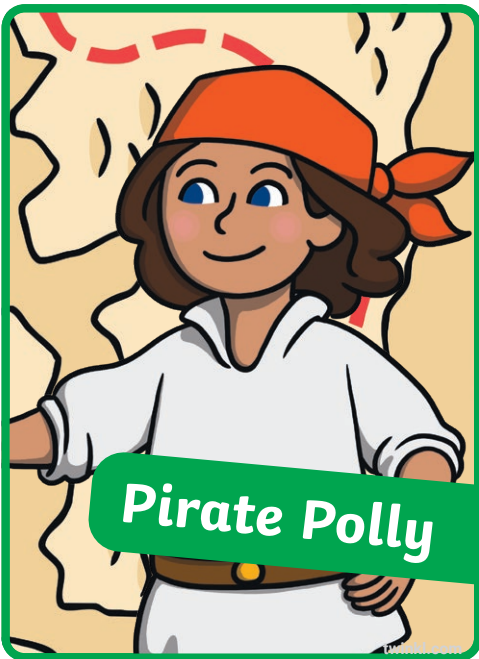


Telescope



Eye patch





Pirate Polly



**Benjamin
Bandana**



**Captain
Catherine**



**One-Eyed
Walter**



**Shipshape
Shelly**



**Fiona
Feathers**