

TRACKS AND TUNNELS

STEAMWORKS!



Finish

Stop and play
at
SteamWorks!
Miss a turn!

20

19

The points are
wrong! Head
down the wrong
road back to 12
No return.

18

17

Go the wrong
way through the
tunnel -
back to 8
No return

16

To play this game you will need dice
and small toys or objects to be
counters. Throw the dice and move
through the numbers from the start
until you reach the finish. Watch
out for dangers and lucky breaks!

The points are
in your favour -
Short cut to 19
and play from
there.

12

13

Steaming up
the hill now -
whizz on to
17

14

15

11

Take on water
at East
Grinstead -
Miss a turn!

10

9

Take a short
cut through
the tunnel - Go
to 16 and play
from there.

8

7

6

5

EAST GRINSTEAD

**HELP STEPNEY TRAVEL TO THE FINISH
AND COLLECT HIS CARRIAGES**

The distant
signal says be
prepared to stop.
Move to 7, then
miss a turn!

Great
cleaning!
Get a head
start and
move to 7

2

3

You've lost a
wheel! Roll
back to 1

4

1

Start

