



33

Lady Baybrooke's maid shows you a sneaky shortcut. **Go forward three spaces!**

34



31

You've polished the silver and it looks spotless! **Go up a level!**

35

36

32

30

29



You spot a dusty sideboard that needs cleaning. **Go down a level!**

You slip on the polished floor and drop the sandwiches. **Go back to the start!**

17

18

19

20



You are complimented on your smart uniform by Lord Baybrooke. **Go up a level!**



16

15

14

13



The cook catches you taking leftover food from the kitchen. **Go down a level!**



1

You have a hearty breakfast that gives you lots of energy. **Go forward three spaces!**

2

START
Audley End's kitchen



3

The head gardener has given you a bunch of flowers to give to the governess. **Go forward three spaces!**

4





37

You are summoned to the Drawing Room to deliver Lord Braybrooke's newspaper. Miss a go!



38

39



40

YOU DID IT!
Audley End's Nursery



28

27

26

25



The housekeeper asks you to fetch some provisions from the service yard. Miss a go!



21

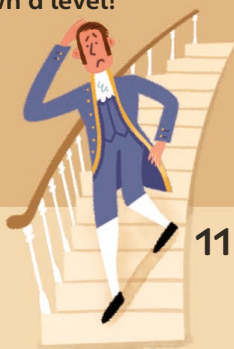
You have forgotten the milk jug. Go down a level!

22

23

24

You impress a visitor with your knowledge of the paintings. Go forward three spaces!



12

11

10

9

You helped to clean the Butler's Pantry! Go up a level!

You get distracted looking at the natural history collection in the lower gallery. Miss a go!



5

6

7

8

You trip on a rug and spill the tea. Go back to the start!



MAKE YOUR PLAYING PIECES

Cut these templates out and mount them on card, with the front and back of the two playing pieces on either side of one piece of card. Insert the smaller base pieces in the slots at the bottom of the playing pieces to create a stable base.

FRONT



FRONT



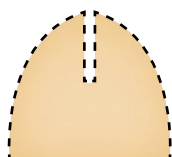
BACK



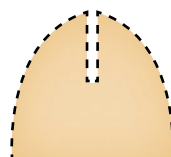
BACK



BASE



BASE



MAKE YOUR SPINNER

Cut this template out and mount it on card. Then make a hole in the middle with a pencil and push the pencil half way through the hole to create your spinner. Now you are ready to play!

