

Word Travels

A game for two or more players.

The English language has travelled all over the world. On its travels it has absorbed many words from other countries.

The object of this game is to travel the world, with the help of words – and a good memory.

You will need two counters and a copy of the ‘map’ on page 49. You will also need **one copy only** of the *Oxford English Dictionary for Schools*.

How to play

In each turn you can look up **one word** from the list at the bottom of this page.

If it comes from the language or nationality marked in a square **directly connected to the one you are on**, show the entry to everyone and move to the new square. Pass the dictionary to the next player.

If not, keep it to yourself and **remember it for later in the game**. Pass the dictionary to the next player.

Enjoy your journey.

Rules

- You may only move along the connecting lines — one square per turn.
- You may not move to a square which has an opponent’s counter on it.
- You may not write anything down during the game.

amok battalion role magazine khaki rodeo tulip
tomahawk robot frolic shampoo poppadam typhoon tangerine
berserk rucksack billabong beret biro bikini rooster
impala kayak origami apartheid tungsten root