



















The Bone Grit Historeum Board Game





<p>Bepolipe Crabbit approved! Hover to the Hovermull's Ironpaws!</p>	<p>Oh no! More chores for the Kupts!</p> 			
<p>Visit with Sir Heart! Trade with another player!</p> 	<p>Allergies in Yellows Trade with another player!</p> 	<p>You got the Black Mias! Go back to the Soot Market!</p> 	<p>Say the Guardian's name right and move a pace forward! Say it wrong and move a pace back!</p> 	<p>Go back to Shade How!</p>
<p>Soot market</p> 	<p>Beware the Simp! Miss a Turp!</p> 	<p>Happy Birthday! Roll again!</p> 	<p>What does this symbol represent? Move a pace if you're right!</p> 	<p>Grandwich break! Miss a Turp!</p> 
<p>Drop a lupe and move ahead a space</p> 	<p>Hide the Faqil ahead three paces!</p> 	<p>Who's on the Valador Bopd? Roll Again!</p> 	<p>Round the Sire! Go ahead three paces</p> 	<p>Maskaw! Take six steps back</p> 
<p>Stop for Ghorm and Vapilla Swig! Miss a Turp</p>	<p>You can see the Shack on Mammoth Rock! Roll Again!</p> 	<p>Good Start! Hover to the Hovermull's Ironpaws!</p> 	<p>Start Here</p> 