

BONUS

THE SALT MAP

THANK YOU!

If you made it this far, it means you finished reading The Salt Map... and you downloaded the Bonus Pack.

We're so happy to have you on board!
Inside you'll find the printable, build-it-yourself board game The Salt Map Route (game board + pieces + cards), along with other extra content.

If you enjoyed the adventure, you can leave an honest Amazon review—it helps other families discover the book.
And if you built the game, you can also add a photo of your finished setup to your review (optional).

Always ask an adult to help you.

IMPORTANT: Before uploading a photo, make sure it doesn't show faces, names, addresses, or any personal details.

➡ If you'd like to share your honest review, scan the QR code below.



Note: You do not need to leave a review to use or download this Bonus Pack.

Instructions

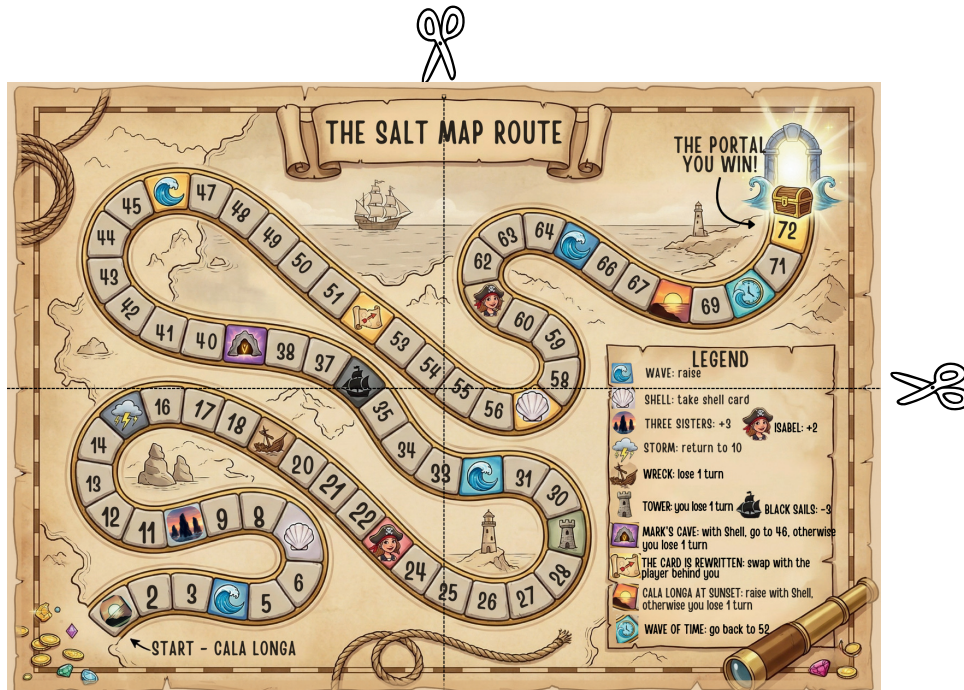
1. Follow the instructions on the next pages to assemble the board, the pawns, the dice, and the Shell Cards.
2. Players: 2 to 8
3. How to Play: Each player takes turns drawing a Dice Token.
4. Movement: Move your pawn according to the number you drew.
5. Shell Tiles: If you land on a SHELL space, you draw a SHELL CARD.
6. Special Symbols: For all other symbols, follow the instructions in the LEGEND on the board.
7. How to Win: The first player to reach the Portal (Space 72) wins!

Optional Rule: The Exact Roll

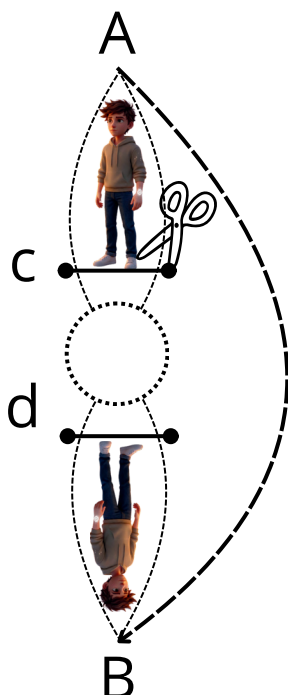
Before starting, you can decide whether to use the "Exact Roll" rule: To win, you must land exactly on space 72. If your move takes you past 72, you must "bounce" back by the remaining number of spaces.

Board Assembly Instructions

1. Print all pages on A4 paper.
2. Cut along the dashed lines on the 4 game board pages.
3. Join the 4 pages together using clear adhesive tape.



5. Cut out your chosen characters along the dashed lines.
5. Fold from point A to point B, making sure the image stays on the outside.
6. Gently fold inward at points C and D to create a pawn that looks like the image below.



Assembled pawn

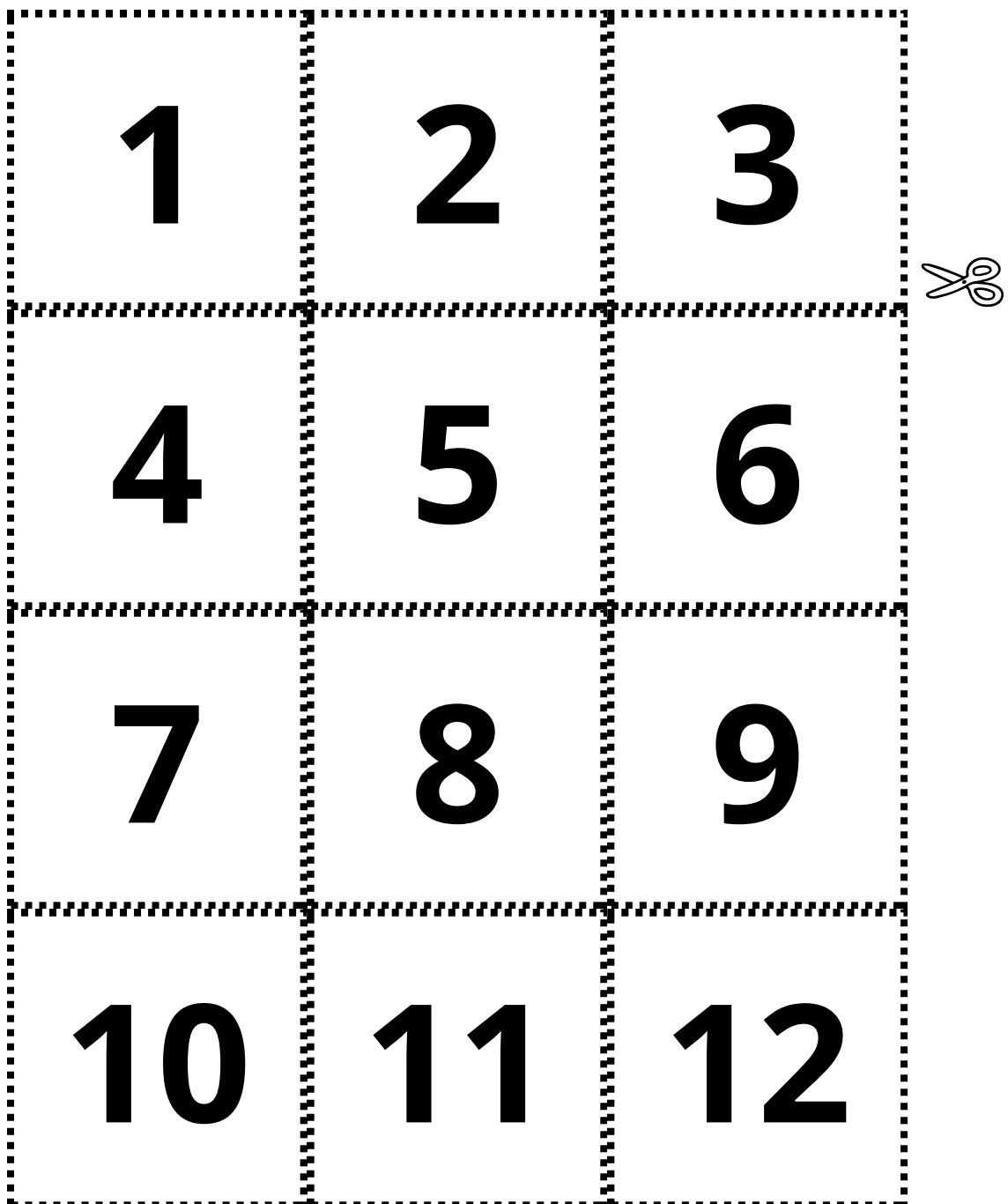


Paper Dice Instructions

1. Cut out all the numbers along the dashed lines.
2. Fold each small square in four and place them in a bag or a jar.
3. On your turn, draw a slip of paper and move your pawn according to the number shown.
4. Refold the slip and put it back into the bag/jar.
5. Shake it up to mix the slips before the next player takes their turn.

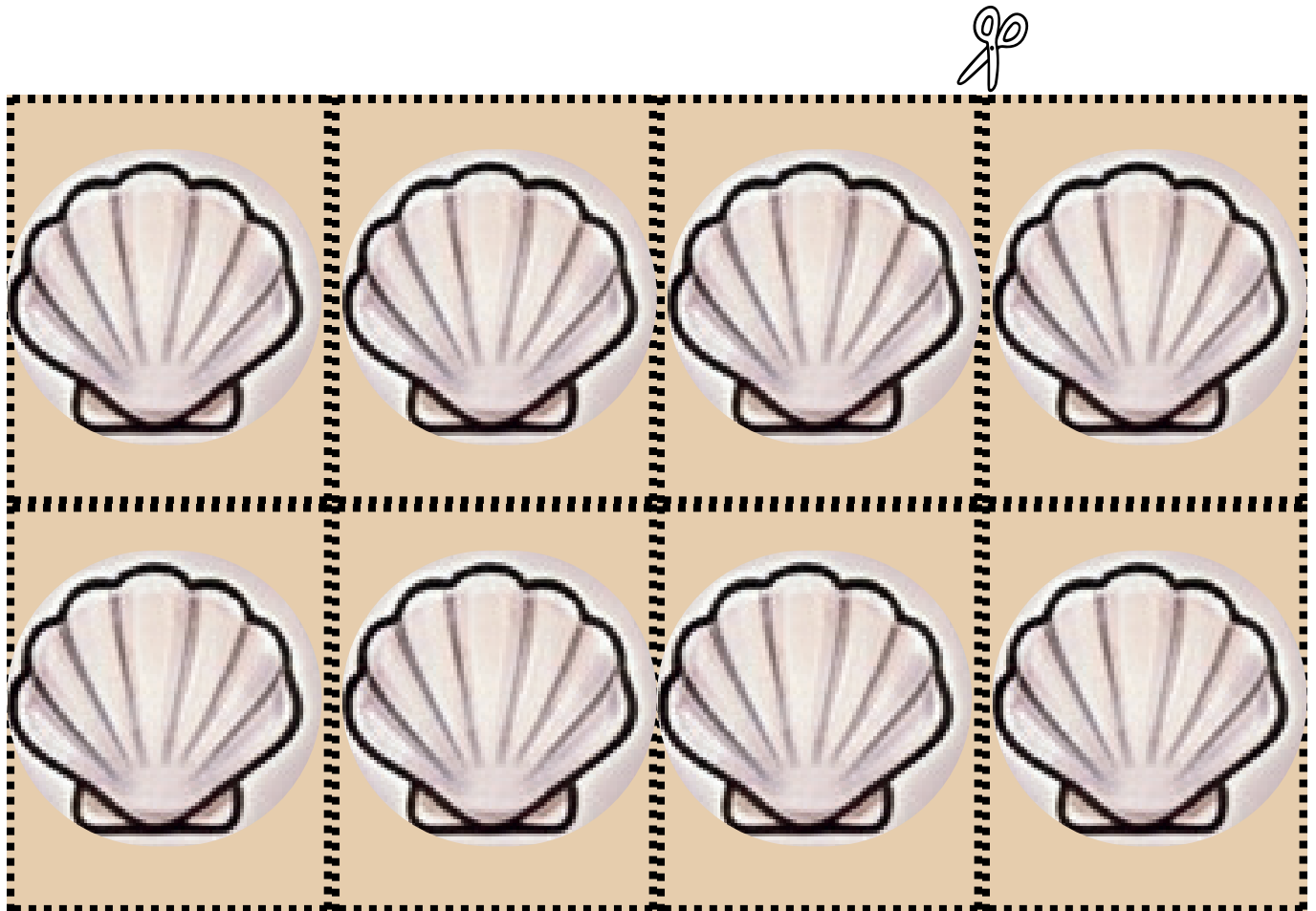
Note:

- You can also use real dice if you have them at home.
- Use numbers 1 to 6 for a standard game. Use numbers 1 to 12 if you want the game to go faster!



SHELL CARDS

1. Cut out all the Shell Cards along the dashed lines.
2. Use one SHELL CARD for each player in the game.
3. During the game, players can collect more than one Shell Card.
4. If you land on the "PUNTA LUNGA AT SUNSET" space:
5. If you have a SHELL CARD:
 - You may draw the dice slips again for each card you own (e.g., if you have two cards, you take two extra turns).
 - If you do NOT have a SHELL CARD: You must skip a turn.



THE SALT M



MAP ROUTE

THE PORTAL
YOU WIN!



WAVE: raise

LEGEND

START - CALA LONGA





SHELL: take shell card



THREE SISTERS: +3



ISABEL: +2



STORM: return to 10



WRECK: lose 1 turn



TOWER: you lose 1 turn



BLACK SAILS: -3



MARK'S CAVE: with Shell, go to 46, otherwise you lose 1 turn



THE CARD IS REWRITTEN: swap with the player behind you



CALA LONGA AT SUNSET: raise with Shell, otherwise you lose 1 turn



WAVE OF TIME: go back to 52

