

MADBURY

DOVER

Bellamy River

Piscataqua River

Oyster River

A

L

Little Bay

DURHAM

NEWINGTON

D

NEWMARKET

Great Bay

N

Lamprey River

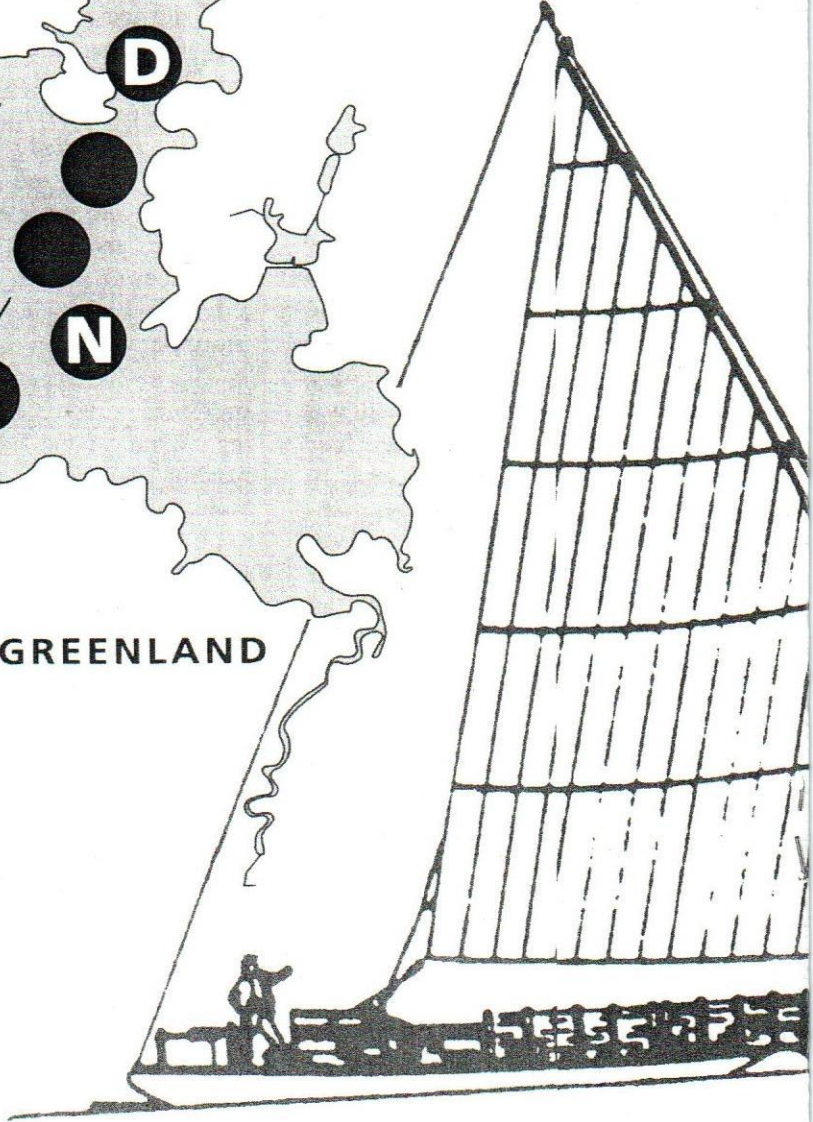
U

GREENLAND

STRATHAM

G

EXETER

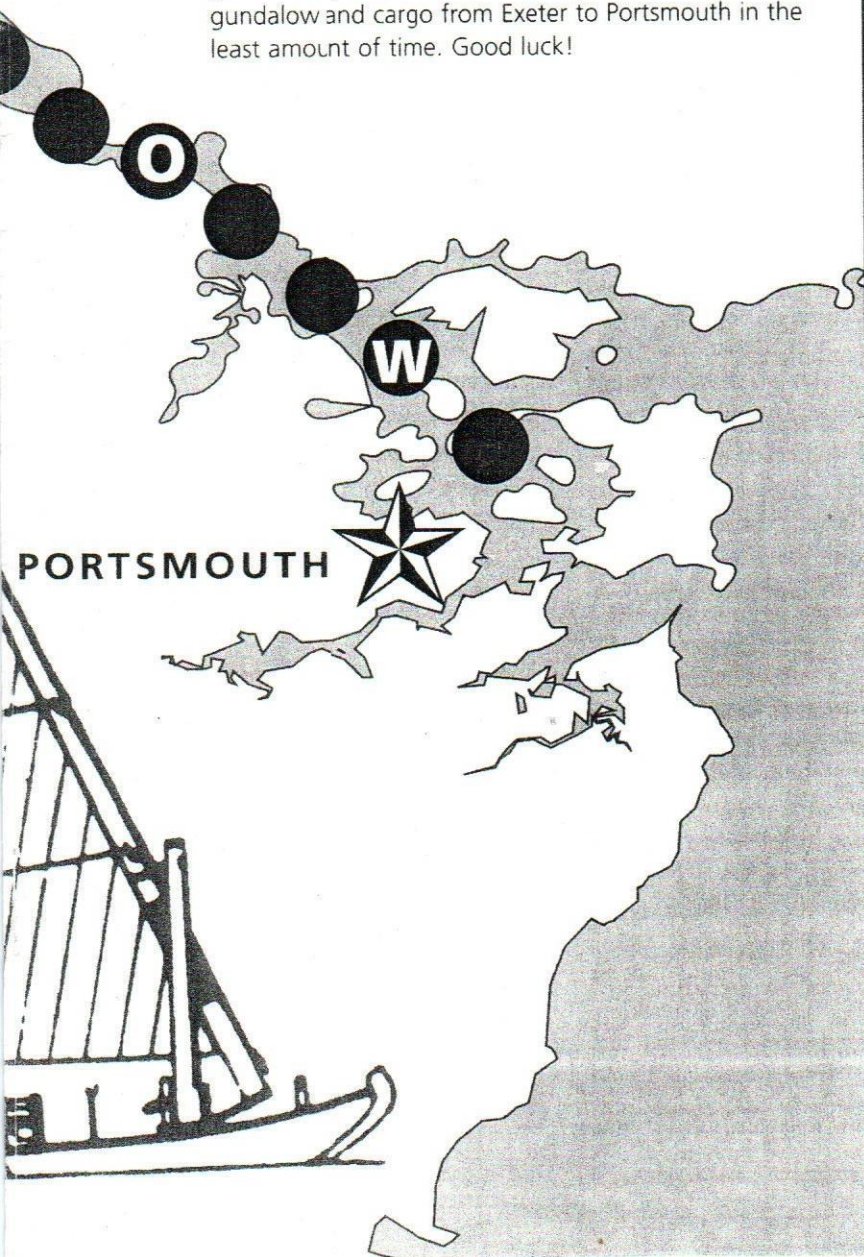


Gundalow Voyage

Gundalows were flat-bottomed boats used to transport cargo up and down the rivers in the Piscataqua Region. They carried goods such as salt marsh hay, granite, clay, lumber, bricks, fabric, and spices.

Gundalows did not have motors. They relied on the tidal currents and wind in their sail to move them to their destination. Captains had to be careful of the tides when planning their trips. If the water was too high, they might not make it under a bridge, if it was too low, they might get stuck in the mud. Most gundalow captains only made 4-5 trips per week.

Would you do well at captaining a gundalow? Play this game with your family and friends and try to get your gundalow and cargo from Exeter to Portsmouth in the least amount of time. Good luck!



How to Play

1. Find different playing pieces, such as cereal, shells, or colored pieces of paper.
2. Youngest player goes first. Flip a penny to see how many spaces you should move. 1 space for heads, 2 spaces for tails.
3. If you land on a space with a letter, read the key to see what has happened to you and your gundalow, and follow the directions given.

KEY

- G** Pick up two passengers in the town of Newfields. Their fares add to your earnings. Go ahead two spaces.
- U** A bad storm comes up. Duck into the mouth of the Lamprey River to save your cargo and boat. Go back one space.
- N** You miscalculated the tides and get stuck in the middle of Great Bay on the mudflat. Lose a turn.
- D** The wind increases as you enter Little Bay. Put up your sail and go ahead 2 spaces.
- A** You timed the tide perfectly and make it under a bridge without any problems. Go ahead 1 space.
- L** Your gundalow is pushed up on the marsh during high winds. Go back 2 spaces.
- O** Stop to help another gundalow in trouble. Lose a turn.
- W** Pick up extra cargo of spices and cotton to take on your return trip to Exeter. Take extra turn.