

BEE-BOT



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TREASURE ISLAND 301

Can you find the Cabin Boy? It was your fault he escaped with the treasure map. You are the pirates who have been given the task of finding him. If you fail, you will have to WALK THE PLANK.

1a: Start your Bee-Bot at the Pirate Ship. Move 2km North, 2km West, 1km North, 1km West, 2km South. Where did you find him?



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TREASURE ISLAND 302

Can you find the Cabin Boy? It was your fault he escaped with the treasure map. You are the pirates who have been given the task of finding him. If you fail, you will have to WALK THE PLANK.

1b: Start your Bee-Bot at Grassy Headland. Move to a dangerous place in the ocean. Then go past the twins and have a break by the sea where a pile of shells has been left. Now cross over the white water and stop where it is easy to dig a hole. Where did you find him?



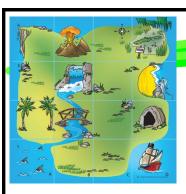
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TREASURE ISLAND 303

Can you find the Cabin Boy? It was your fault he escaped with the treasure map. You are the pirates who have been given the task of finding him. If you fail, you will have to WALK THE PLANK.

2a: Start your Bee-Bot at Shark Bay. Move 3km North, 3km East, 1km South and have lunch, 1km West, 2km South. Where did you find him?



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TREASURE ISLAND 304

Can you find the Cabin Boy? It was your fault he escaped with the treasure map. You are the pirates who have been given the task of finding him. If you fail, you will have to WALK THE PLANK.

2b: Start your Bee-Bot at Compass Plains. Move 2km West, 1km South, 1km East where you have lunch, 1km South, 2km East. Where did you find him?

PEE-BOT TREASURE ISLAND



BEE-BOT



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TREASURE ISLAND 305

Can you find the Cabin Boy? It was your fault he escaped with the treasure map. You are the pirates who have been given the task of finding him. If you fail, you will have to WALK THE PLANK.

3a: Start your Bee-Bot at Two Towers. Move 1km North, 1km East, 2km South and have lunch, 1km East, 3km North, 1km East and have second lunch, 3km South. Where did you find him?



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TREASURE ISLAND 306

Can you find the Cabin Boy? It was your fault he escaped with the treasure map. You are the pirates who have been given the task of finding him. If you fail, you will have to WALK THE PLANK.

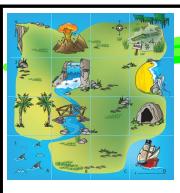
3b: Start your Bee-Bot at Water Falls. Go downstream under something that is not very stable. Go across a dry creek bed and enter a place where the sun does not shine, then pause for a break. Head to the land where no one builds or plays. Then travel West to the first danger. Where did you find him?

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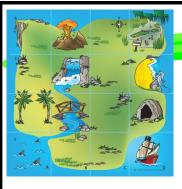
TREASURE ISLAND ANSWERS

ANSWERS for ADVENTURES OF CABIN BOY:

1a: Two Towers 1b: Sandy Beach

2a: Flat Harbour 2b: Crystal Cave

3a: Pirate Ship 3b: Volcano



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ANSWERS for ADVENTURES OF CABIN BOY:

301: Two Towers 302: Sandy Beach

303: Flat Harbour 304: Crystal Cave

305: Pirate Ship 306: Volcano