

1. Supplies washed overboard. Return 2 supply tokens.
2. Favourable wind. Move ahead 4 spaces.
3. Repair sextant. Take 3 extra compass readings.
4. Uncharted waters. Return any 2 compass readings.
5. Man overboard. Miss a turn.
6. Hit a whale. Go back 4 spaces.
7. Barrel of apples empty. Return 2 supply tokens.
8. Find breadfruit on an island. Take 2 extra supply tokens.
9. Lost. Return any 2 compass readings.
10. Sailors are all happy. Move ahead 4 spaces.
11. Strong current in your favour. Have another turn.
12. Fresh water runs out. Return 2 supply tokens.
13. Clear night to navigate by the stars.  
Take 3 extra compass readings.
14. Make repairs to a sail. Miss a turn.
15. Sight land. Have another turn.
16. Stuck on sandbank. Miss a turn.
17. Catch a lot of fish. Take 2 extra supply tokens.
18. Heavy fog. Return 2 compass bearings.

19. Good wind. Have another turn.
20. Collect fresh water from rain. Take 2 extra supply tokens.
21. Water in the hold. Return 2 supply tokens.
22. See familiar landmark. Take 3 extra compass readings.
23. Spring a leak. Miss a turn.
24. Nearly there. Move ahead 2 spaces.
25. Wind picks up. Have another turn.
26. Pirates ahead. Miss a turn.
27. Weevils in the flour. Return 2 supply tokens.
28. Find a new channel. Move ahead 4 spaces.
29. Sight land. Take 3 extra compass readings.
30. Get lost. Return 2 compass readings.
31. No wind. Miss a turn.
32. Reef ahead. Go back 4 spaces.
33. Supplies washed overboard. Return 2 supply tokens.
34. Get away from pirates. Move ahead 3 spaces.
35. Tree fallen over track. Go back 2 spaces.
36. High sand-dunes. Miss a turn.
37. Take wrong path. Go back to beach.