



*Fate*

**A wheel breaks on your cart.  
Miss a turn while it is repaired.**

*Fate*

**Mime an event from Tudor history. If another team guesses correctly, you can choose an object of your choice.**

*Fate*

**You are held up by robbers.  
Lose four shillings.**

*Fate*

**Dogs chase you. Run to the next town.**

*Fate*

**Your play is stolen. Go back to London.**

*Fate*

**Bad weather. Miss two goes.**

*Fate*

**Your actors get a better offer and leave you.**

