

Name:

Grade:

Date:

The Ocean War (a 2 persons game)

◆ Objective:

In Ancient Greece the sea god was called Poseidon. When the Ancient Rome, many years later, became a great empire, it adopted many of the Greek gods, only they changed their names. The sea god came to be known then as Neptune.

For this game each player will choose to be either Greek or Roman, and so they may choose to be Poseidon or Neptune. The gods want a total domain of the sea, and to achieve this, they need to have to most animal creatures by their side.

◆ Materials:

- 1 set de animals per player
- 2 Poseidon boards
- 2 Neptune boards
- 1 cardboard folded in half, at least 45cm X 25cm
- Glue
- 40 thumbtacks: 25 of one color and 15 of another. (You may also choose to use small colored clay balls)

◆ Instructions:

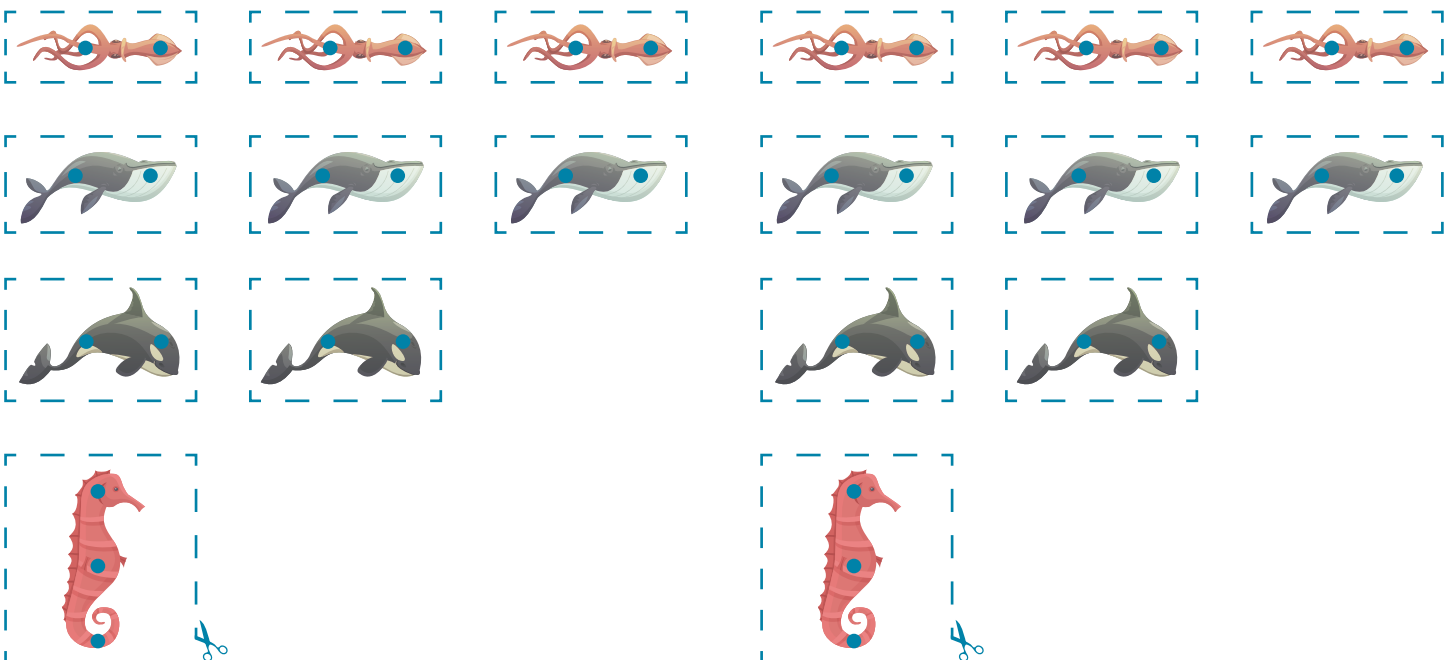
1. Cut up a set of and both Cartesian Planes for each player.
2. Glue the two planes on the same side of the cardboard. On the upper side you must have the plane with your own god's name, and on the lower side your own god. This means, if you are Poseidon, on the top you will have Neptune and on the bottom you will have Poseidon.
3. On the lower plane, on your god's side, place the cut-out animals. They must be placed in such a way that they don't overlap, that your opponent cannot see them and that all points are placed on intersection points on the plane.



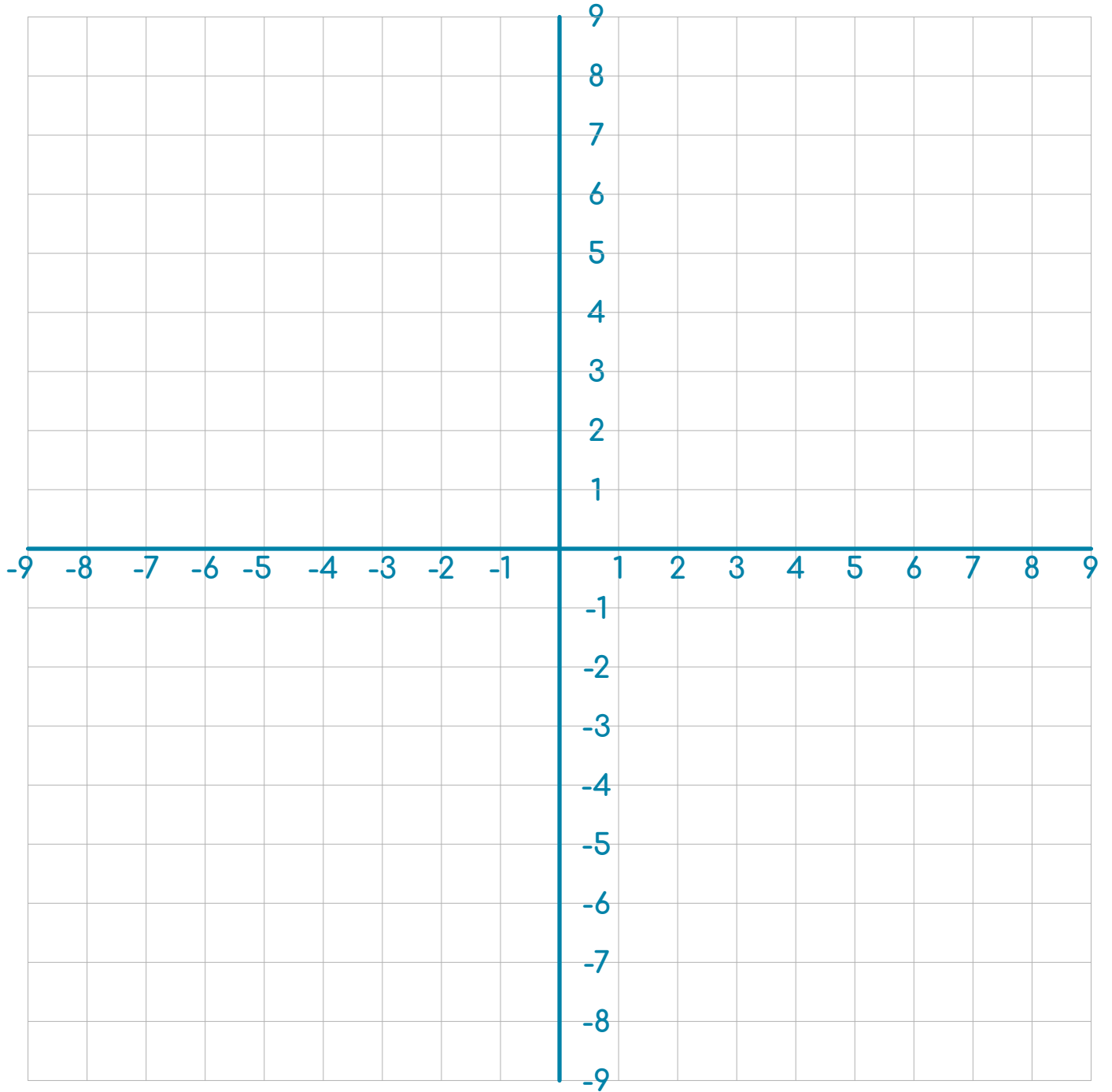
4. Once the animals are placed, the game may begin. In each turn, you shall seek your opponent's animals which he has hidden on the plane. For this you must say the coordinates of a certain point (for example (8,5), this is 8 on the X-axis and 5 on the Y-axis).
5. Your opponent must let you know if you have found or not a part of an animal.
6. Use the thumbtacks you have the most of to mark when you don't find an animal, and the thumbtacks you have the least of to mark when you find a part of an animal. Mark all your tries so as not to waist turns repeating spots you have already searched. (You may also use colored clay as marks).
7. You will obtain an animal if you get all the points in which it is located.
8. The game ends when all of the opponent's animals have been obtained or when the thumbtacks are over. If you do not obtain all animals, to know who the winner is you must add the points that each animal has assigned to it.

Animal	Octopus	Shark	Orca	Sea horse
Score	2 points	2 points	4 points	7 points

Animals of the deep ocean



● Poseidon



● Neptune

