The Pirate Game - RULES!!

This is my Pirate Game sheet:

Step 1

- Place the tiles in your 7 by 7 blank grid.
- You have <u>14</u> symbols; <u>one</u> 5,000 coin; <u>four</u> 3,000 coin; <u>ten</u> 1000 coin and <u>twenty</u> 200 coin tiles.
- The grid is labelled A-G across the columns and 1-7 down the rows.
- E.g. You could place a 'shield' in A6, a '1000' in C4 etc. etc.

When you've put all of the tiles and filed your 49 squares, you're ready!

The Game

The aim is to be <u>as rich as possible</u> and <u>richer</u> <u>than the other pirates!</u>

The teacher will call out a grid reference, let's say F1. The class then crosses off that grid

reference and get whatever symbol/value is in that grid ref. If they get a value they add this to their 'score' and this is kept as a running total throughout the game.

Do this in the CASH box.

If they get a symbol there is a particular purpose to each of these and the class are to either:

- put their hand up if their symbol has a 'tick' next to it
- or use that symbol in the way stated below.

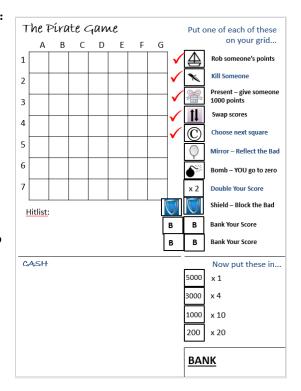
The Symbols:

<u>The Pirate Ship</u> - this allows the player to 'rob' someone else's points (they must put their hand up if they get this symbol in their grid ref and will be asked by the teacher who they want to 'rob')

<u>The Dagger</u> - this allows the player to 'kill' someone and wipe their score down to 0 (they must put their hand up if they get this symbol in their grid ref and will be asked by the teacher who they want to 'kill')

<u>The Present</u> - this allows the player to give a 'present' of 1000 points to another individual (they must put their hand up if they get this symbol in their grid ref and will be asked by the teacher who they want to give the 1000 points to).

<u>Swap points</u> - this allows the play to swap their points with another person's (they must put their hand up if they get this symbol in their grid ref and will be asked by the teacher who they want to swap points with. **Listen to who you think would be a good person to rob!**



<u>Choose</u> - this symbol allows the play to pick the next grid ref to be selected (they must put their hand up if they get this symbol so the teacher can add them to the 'choose next square/grid ref section on the IWB)

<u>Shield</u> - this symbol allows the player to 'block' any wrong doing to them and once this is crossed off in their grid should be drawn in the 'shield' section on their w/sheet. It can be used at any time once got but only once!

<u>Mirror</u> - this symbol allows the player to 'mirror' any wrong doing to them back to the person that was doing the wrong doing. Once this is crossed off in their grid it should be drawn in the 'mirror' section on their w/sheet. It can be used at any time once got but only once! The mirror allows whatever was going to happen to the individual to happen to the attacking player. i.e. if someone wanted to 'rob' me of my points and I used my mirror then I would 'rob' their points!

 \underline{Bomb} - if the player is unlucky enough to get this symbol in their grid ref their points will go to Ω .

x2 - this symbol doubles the players current score

<u>B (Bank)</u> - this symbol allows any points the player has to be banked in the bank box. **Your** cash goes to zero but you have money safe in the bank that cannot be stolen or wiped out!

The 'hitlist' part of the w/sheet is there for players to keep track of who has the largest amounts of cash for future 'robbings', 'killings', 'swappings' etc.

The winner is the player at the end of the activity that has the highest score in both their 'bank' and their ongoing score.

Note — you can only use your Shield, Bank, Mirror, Kill etc. if it is in the square in play (e.g. F5). You can't save them until later! ©