Instructions to Design and Play “Relic Hunters” board game.

Print your Route Planner, Game Map, Stops and Starts Sheet and Gameplay Instructions all found at the end of this document.

You are a time travelling Relic Hunter. Inspired by a recent visit to the Museum of Archaeology you want to travel back in time to visit locations of historical artefacts and relics. Plan a Route, Draw a Map and compete with other Relic Hunters to collect the most artefacts. You have a time-travelling Hot Air Balloon (Travels @250 mph or 400 km/h) and the all-knowing Oracle (otherwise known as the internet) to help you research and answer questions to earn the relics.

Helpful sites: http://www.bbc.co.uk/ahistoryoftheworld/about/british-museum-objects/
http://www.museum.ie/Archaeology/Exhibitions/Current-Exhibitions

Route Planner Design

Begin by adding the starting point of your imaginary journey to the sheet. Write in your intended start time and 0 kms or miles depending on which measurement you will be using. Choose 9 locations to visit and collect relics/ artefacts along the way (they can be local historical sites, locations inspired by a museum visit or any archaeological site around the world). Mark these in to your Route Planner as well as your finishing point. Work out the distances between each location you have chosen (you can use a computer or phone to help you do this) and then work out how much time it will take to get there. (Going back in time takes 0 secs). Finally note down what year you will be time-travelling to in order to visit the location.

Fill in your list of activities and questions. There are 3 sections in each location. If you are using the internet to help you research the location questions make sure you make a note of the answer to give to the teacher for when you play the game later.
Maths Question Examples:

- How many miles/kms is the total journey?
- If you travel by Hot Air Balloon how long will the journey take?
- How long will it take to complete by Train or Plane?
- If you have to be there by 5.30 on Wednesday evening what time should you leave if you are travelling by plane, train or Balloon.
- Which is the longest/shortest leg of the journey?
- How many years back in time do you have to go to visit location 1?
- Which is the most recent era you will be visiting?

(Train: 100 mph (160 km/h), Plane: 500 mph (800 km/h) and Hot Air Balloon: 250 mph (400 km/h))

Game Ideas & Riddles:

- I spy
- The “Who Am I?” game. There are several ways to play this game. In one version the person who is ‘on’ chooses a celebrity or a historical figure and players take it in turns to ask yes or no questions to work out who they are.
- “Yes, No, Black or White”. The player who is ‘on’ asks the other players questions. They must answer, but if they use any of the words: Yes, No, Black or White, they are out. They are not allowed say “I don’t know”
- ABC fruit game. First person starts with A is for Apple, next B is for Banana etc. You can’t repeat a fruit if you can’t think of a fruit or you lose the thread of letters you are out. Last person left in wins. You can do the same game with any names or items.
- From what heavy seven letter word can you take away two letters and have eight left?
- Mary’s father has 4 children; Nana, Nene and Nini. What is the name of the 4th?
- What is as round as a dishpan, but no matter the size all the water in the ocean cannot fill it.
Location Questions:

Use a trip to an Archaeology Museum to generate questions in groups of 2-6. Otherwise research can be done in the classroom to generate questions based on the 9 location chosen to visit. A note should be made of the answers and later kept by the teacher for each group when the game is being played later.

Draw a Map

Use the Game Map to fill in your start, end and 9 locations from your route planner. This is used as the game board. When a player gets a point they can take any segment of any location circle on the board that is blank. They write in their name on that section. You own the relic from that location when you have all three sections, but it is not secure just yet.

Each player researches an Archaeological or Historical Site that interests you. Based on your research, do a drawing of the site in 1 of the 6 spaces on the map. During the game play when you have filled in all 3 sections of your location, secure it by telling all the other players an interesting fact about the site you researched. Otherwise your sections can be stolen or swapped by others using the Stops and Starts sheet. The game ends when all the segments are taken, the player with most relics from the locations wins the game.
<table>
<thead>
<tr>
<th>Time</th>
<th>Location</th>
<th>Archaeological Site</th>
<th>Maths/Games/Puzzles = Earn a segment in a location circle on Game Board</th>
<th>KMs/Miles</th>
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</thead>
<tbody>
<tr>
<td>Start</td>
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<td></td>
<td>Give a bonus segment when:</td>
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<tr>
<td>1</td>
<td>Take away a segment when:</td>
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<td>2</td>
<td>Take another players segment when:</td>
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<td>3</td>
<td>Take another players segment when:</td>
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<td>4</td>
<td>Swap players segment when:</td>
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<tr>
<td>5</td>
<td>Swap players segment when:</td>
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</table>

Add bonuses and forfeits here ↑↑↑↑↑:

Example: Take one of Sean’s segments away when he gets a certain question wrong or Mary can swap segments with any player when she tells everyone a joke with a history theme and they laugh. N.B. Locations segments cannot be stolen or swapped if the owner has secured the location by telling their “Interesting Fact”
Instructions for Playing ‘Relic Hunters’ Board Game:

You will need:

- Your Route Planner that you have designed
- Your Map that you have created
- Your Stops and Starts Sheet
- Copy of the Instructions and rules
- Pens and Paper
- Dice

2-6 players can play. After you have filled in the Route Planner, Game Map and Stops and Starts Sheet you can start the game. The aim of the game is to collect relics from locations by earning segments after completing activities and questions.

Start by taking it in turn to roll the dice to see who goes first.

- 1st Player rolls the dice if they get a ‘1’ or ‘4’ they get a maths question from the Route Planner. If they answer correctly they earn a segment. The player writes their name or initial in that segment. The player on their left takes their turn and so on.
- If you roll a ‘2’ or ‘5’ all the players play a game from the Route Planner
- If you roll a ‘3’ you get a Location Question
- If you roll a ‘6’ you get to use the “Stops and Starts” Sheet. Roll the dice again and complete the activity labelled with the number you rolled.

Once a player has written their name in all three locations segments they can secure it by telling the group an interesting fact about the site of interest that they previously researched and drawn on the Game Map. After it is secured no one else can steal or swap those segments.

Rules: Questions from the Route Planner are used once only. You can only write your name in any empty segment in any location, even if someone else has started filling that location with their names. You can steal or swap segments if you complete tasks from the Stops and Starts Sheet, unless the location has been secured with a fact. The game ends when all the location segments are filled.