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

Print your Route Planner, Game Map, ‘Heave-Ho!’ Sheet and Gameplay Instructions all found at the end of this document. You will need pens and paper, a dice and internet access. The Game is designed for 3-6 players. Allow an hour to design the game and an hour to play. (It may take less time)

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.


Assign Roles:

**Quartermaster** will be the player in charge coordinating the researching of locations, they allocate turns and help the other players research their relic and relic location.

**Navigator** will be the player in charge of noting the locations and distances on the Route Planner Sheet. They can use the internet to help.

**Second Officer** will be the player in charge of noting the activities in the Route Planner and making sure other players understand what to do.

**Cartographer** will be the player in charge of marking locations on the Game Map and coordinating the other players in drawing their relics in the rectangular spaces on the Game Map. They are also responsible for marking the names on the segments during the game and circling the locations when they are secured by players.

**Captain** will be the player in charge of making sure all the game design elements are completed and that the rules are followed during the game.

**Boatswain** will be the player in charge of the instruction sheet and ‘Heave-Ho!’ sheet.
**Game Design**

**Step 1.** Each player visits a Museum website or:
http://www.bbc.co.uk/ahistoryoftheworld/about/british-museum-objects/
http://www.museum.ie/Archaeology/Exhibitions/Current-Exhibitions

1. They choose a relic that is of particular interest to them.

2. They make a note of the location it was found in and when it was found. Tell the Navigator and Cartographer so they can add it to the Route planner and Game Map.

3. Each player then **researches 2 facts** about their location or relic. The first fact can be written in the Route Planner as a “True or False” fact to try to catch players out during the game or a location question. The second fact should be memorized and is used during the game as a way of securing your relic location on the game map and also when using the ‘Heave-Ho!’ Sheet.

4. Draw your Relic or image of your location on the Game Map in the space provided.

**Step 2.** Each player picks an activity and the **Second Officer** adds them to the Route Planner.

**Activity Ideas:**
- The Historical “Who Am I?” game. There are several ways to play this game. The person who dices is ‘on’ and chooses an historical figure and the other players take it in turns to ask yes or no questions to work out who they are. The person who guesses correctly gets a segment as does the player who is “on”.
- ABC name game. First person starts with A is for Ann, next B is for Bruce etc. You can’t repeat a name, if you can’t think of one or you lose the thread of letters you are out. Last person left in wins.
- Do an Impression of an Historical Figure. If another player guesses who you are you both get a segment.
- Sing any song with an historical theme and get a segment.

The **Second Officer** ensures the Route Planner is complete with activities and location questions/ true or false facts.
## Route Planner Page 1

<table>
<thead>
<tr>
<th>Time</th>
<th>Location of Relics</th>
<th>Maths/Activities/Questions = Earn a segment in a location circle on Game Board</th>
<th>KMs/Miles</th>
</tr>
</thead>
<tbody>
<tr>
<td>2016</td>
<td>Your present Location</td>
<td>Fill in Route Planner, Map and Stop and Starts Sheet</td>
<td>0km</td>
</tr>
<tr>
<td></td>
<td>▲ How long will it take to complete the 1st part of the journey in a Hot Air Balloon?</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>●</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>●</td>
<td></td>
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</tr>
</tbody>
</table>

|      | ▲ How long will it take to complete the 2nd part of the journey in a Train? | | |
|      | ● | | |
|      | ● | | |

|      | ▲ You must reach your next destination by 3 pm. You are travelling by Hot Air Balloon. What time should you set out? | | |
|      | ● | | |
|      | ● | | |

∞ = Maths Question  
● = Game  
○ = Location Question

Train travels @ 100 mph (160 km/h), Plane @ 500 mph (800 km/h) and Hot Air Balloon@ 250 mph (400 km/h)
You must reach your next destination by 8:30 pm. You are travelling by Train. What time should you set out?

What is the longest part of the journey?

How long will it take to complete the total journey in a Plane?

∞ = Maths Question
● = Game
● = Location Question

Train travels @ 100 mph (160 km/h), Plane @ 500 mph (800 km/h) and Hot Air Balloon @ 250 mph (400 km/h)
# Heave-Ho!

<table>
<thead>
<tr>
<th>If you dice a</th>
<th>Give a bonus segment when:</th>
<th>Take away a player’s segment when:</th>
<th>Take another players segment when:</th>
<th>Take another players segment when:</th>
<th>Swap players segment when:</th>
<th>Swap players segment when:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The person on your left cannot recall your fact</td>
<td>They cannot recall their own fact</td>
<td>The person on your right cannot recall your fact</td>
<td>You accurately recall the person on your right’s fact</td>
<td>Neither of you remember each other’s fact</td>
<td>You both remember each other’s fact</td>
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<td>2</td>
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<td>3</td>
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<td>6</td>
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</tbody>
</table>

If there are no segments on the board yet the player who rolled the dice gets a segment if the player on their left cannot recall their fact.
Ready to Play? **Instructions for Playing ‘Relic Hunters’ Board Game:**

You will need:
- Your Route Planner that you have designed
- Your Map that you have created
- The ‘Heave-Ho!’ Sheet
- Copy of the Instructions and rules
- Dice

3-6 players can play. After you have filled in the Route Planner and Game Map you are ready to start. The aim of the game is to secure locations by earning segments after completing activities and questions. The player with the most locations wins.

Start by taking it in turn to roll the dice to see who goes first. Each player then takes it in turns to tell the other players their second fact. (Your 1\textsuperscript{st} fact is already marked on the route planner). Make sure you try to memorize these facts.

- 1\textsuperscript{st} Player rolls the dice if they get a ‘1’ or ‘4’ they get a maths question from the Route Planner (start at the top and work down). If they answer correctly they earn a segment. The Cartographer writes their name or initial in that segment. The play moves in a clockwise direction.
- If you roll a ‘2’ or ‘5’ all the players play do an activity marked ▪ on the Route Planner
- If you roll a ‘3’ you ask another player your Location Question/ True or False Fact marked ● on the Route Planner. If they get it wrong you get the segment. You they get it right they get the segment on the map.
- If you roll a ‘6’ you use the ‘Heave-Ho!’ Sheet. Roll the dice again and complete the task beside that number.

Once a player has written their name in all three locations segments they can secure it by recalling their second fact.

**Rules:** Questions from the Route Planner are used starting at the top and working down. If you use them all before the game ends go back to the top and start again. You can 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 ‘Heave-Ho!’ Sheet, unless the location has been secured with a fact already. The game ends when all the location segments are filled.