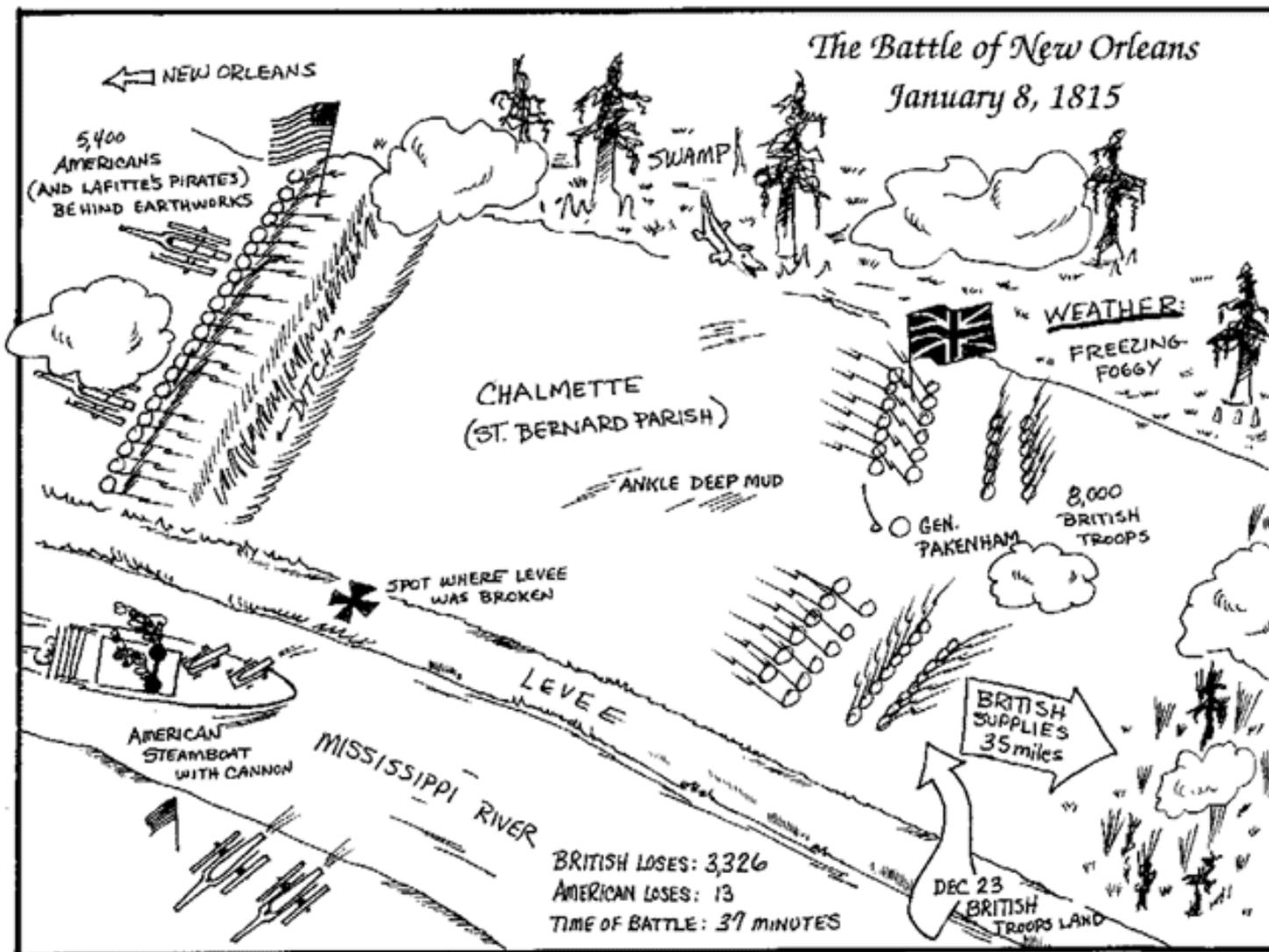
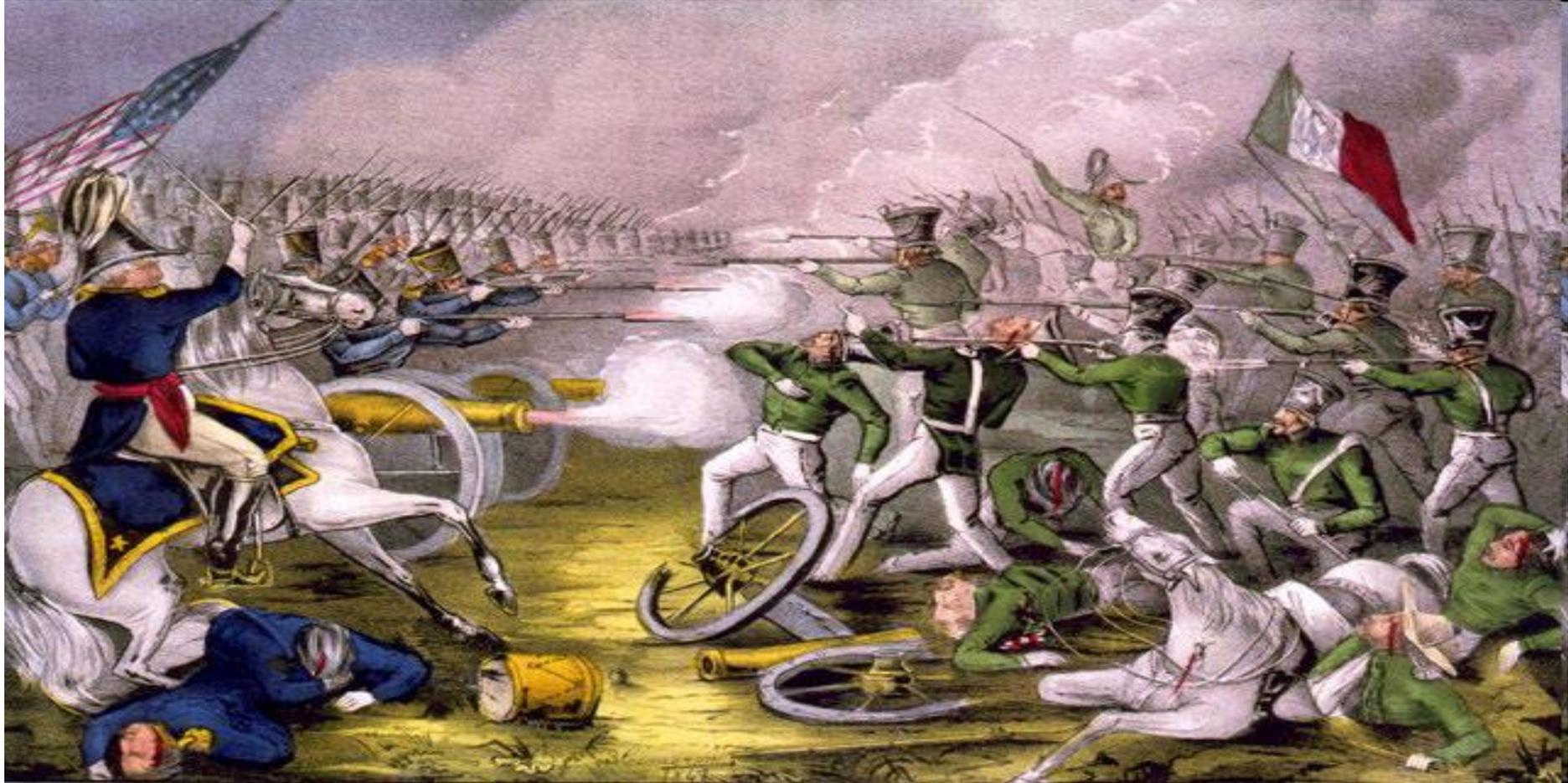


On the floor in the room to which we will be moving, there will be some “squares.” this is the battlefield.



Our game will relate to the Civil War when the United States (mostly Northerners) fought the Confederate States (mostly Southerners).



We'll divide you up into the **Rebels**
(CSA) and the **Yankees (USA)**.



Each side will be commanded by a Colonel. The Colonel will be chosen by the group.



At the beginning of the Civil War, many units elected their own officers, mostly based on popularity. Sometimes this did not work out very well, as these popular officers did not know anything about military strategy and tactics.



So choose the Colonel that will help you win, not get you slaughtered on the battlefield.



If students do not wish to participate they will receive a yellow slip/lunch detention, and go out into the hallway/dungeon.



After we go downstairs, your Colonel will give you a rank to wear around your necks.



Here are the ranks and how many points each is worth for our game.

• #	Name	# Points
• 1	Colonel	-----
• 1	Lieutenant-Colonel	7
• 1	Major	6
• 1	Captain	5
• 1	Lieutenant	4
• 1	Sergeant	3
• 2	Corporals	2 each
• 5	Privates	1 each

1 Bomb (whoever hits it
blows up, but the bomb does not
move)



1 Flag (whoever captures the flag wins the game. The flag may move, but it can only capture another flag.)



When the Colonel gives you a rank, wear it backwards around your neck so that your Colonel may see it, but the other team cannot.



The Colonel will call out the name of the person that he wants to move, and to which space he wants the person to move.



Each team is able to make only one move in their turn



Colonels have five seconds to make a move.

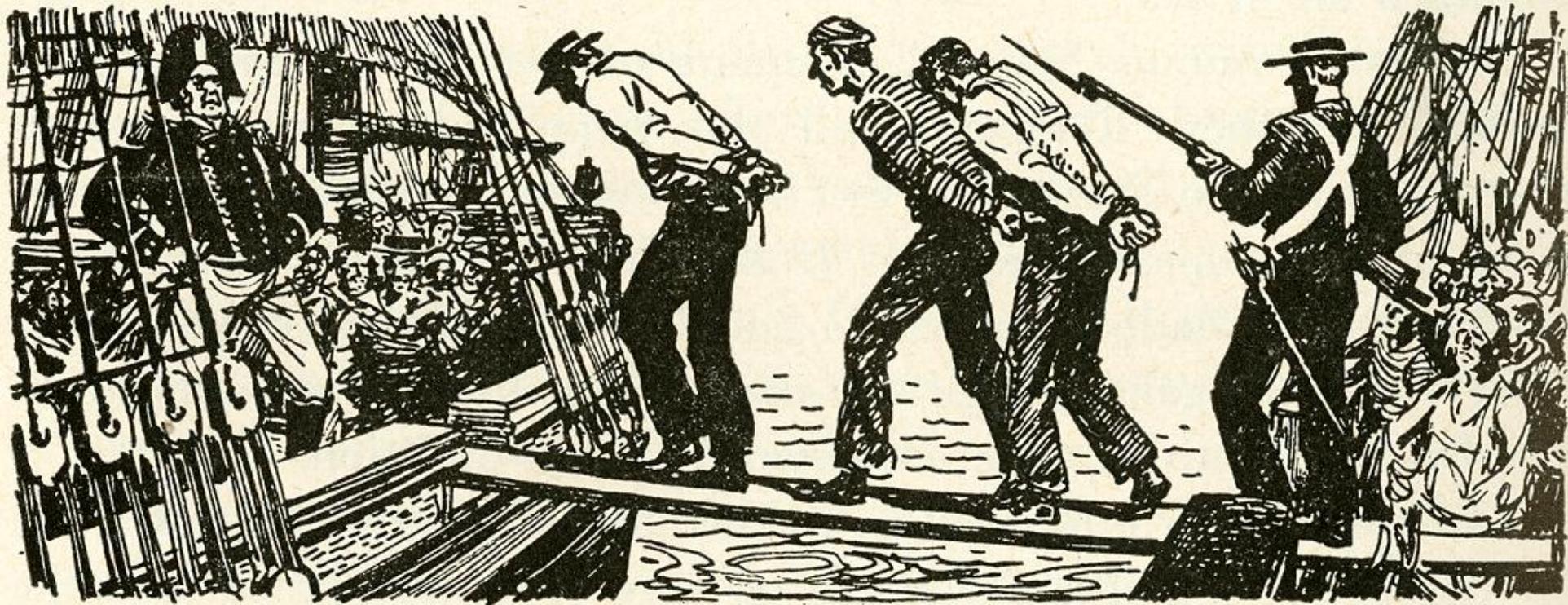


LIFE

They may move someone one space either forward, backward, sideways, or diagonally.



Points will be added up as each piece is captured.



The highest rank wins the square.



If individuals are of the same rank, the attacking piece wins the square.



As teams pass each other on the board, and are able to see the ranks of their opponents, players may not signal to their teammates to tell each other the ranks of their opponents.



The team who captures the flag wins.



If the flag is not captured by the end of the class period, the team with the most points wins.



Attack your opponent. No “shuffling”
or “dancing.”



Be nice to the rank cards and strings. The rank cards and strings are our friends.



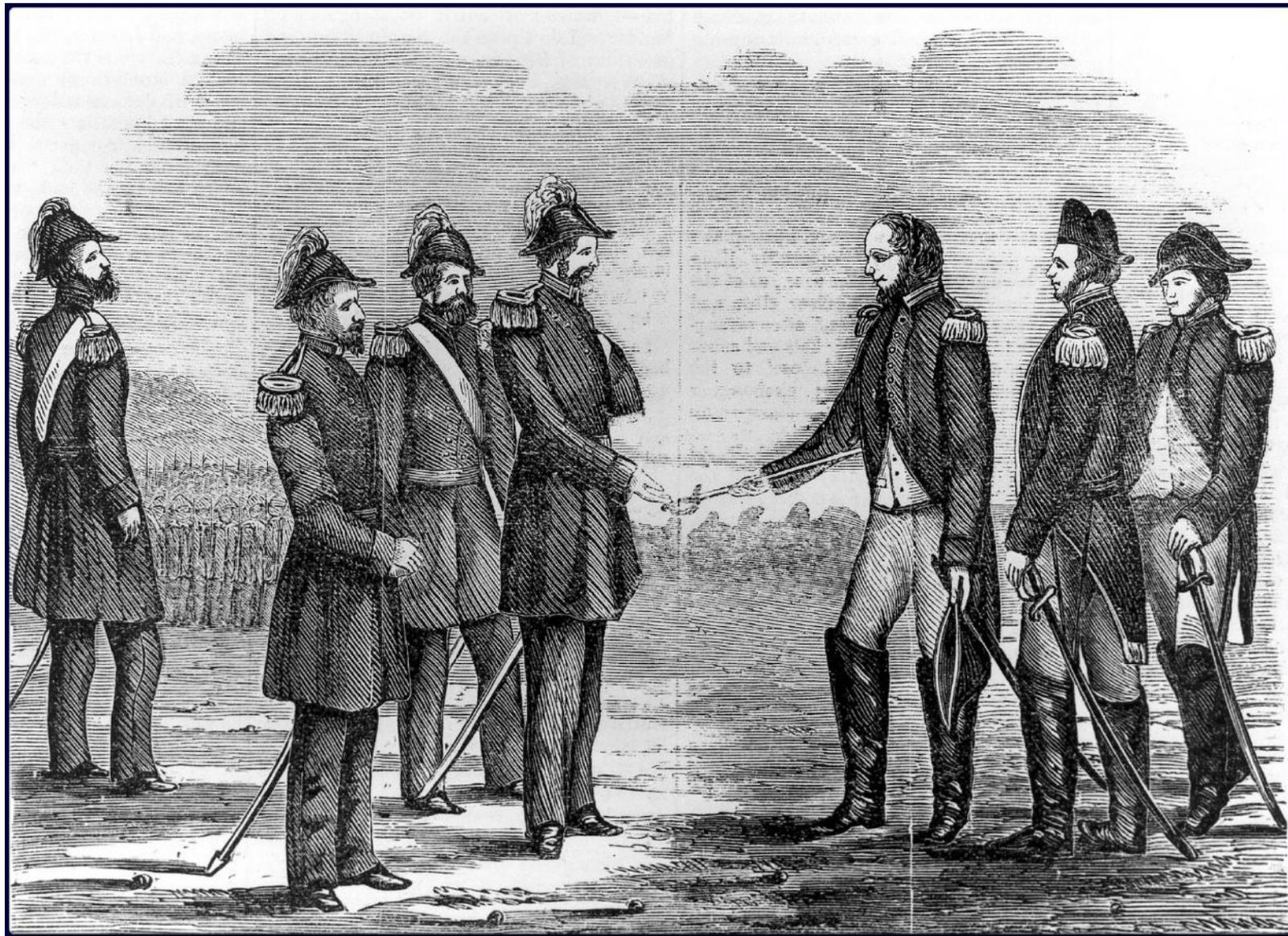
Do not turn around and show your
opponent your rank.



Be good “spies” and try to see your opponent’s rank.



Accept whatever rank you are given. No
whining.



Nobody will be the same rank twice today.



The Colonels will hand out your ranks after we **QUIETLY** move downstairs.



Here are the ranks and how many points each is worth for our game.

- | # | Name | # Points |
|---|---|----------|
| 1 | Colonel | ----- |
| 1 | Lieutenant-Colonel | 7 |
| 1 | Major | 6 |
| 1 | Captain | 5 |
| 1 | Lieutenant | 4 |
| 1 | Sergeant | 3 |
| 2 | Corporals | 2 each |
| 4 | Privates | 1 each |
| 1 | Bomb (whoever hits the bomb blows up, but the bomb does not move. | |
| 1 | Flag (whoever captures the flag wins the game. The flag may move but it can only capture another flag. | |