

RISE OF THE ROMAN EMPIRE - ALTERNATE RULES

VARIANT 1 – “*Know your Empire*”

RULES (for 3 or 4 players)

AIM: To collect as many *Roman* cards as possible.

PREPARATION: Remove the blue *Roman Empire* card; shuffle all the other cards and place the deck on the table, face down.

GAME: The youngest player picks up the top card (without revealing it to the other players) from the deck and reads out the FACT and the SUBTITLE; e.g. "Emperor (27BC-14 AD)" is the subtitle of "Augustus"). The player next to him/her, in turn clockwise, has to guess what is the TITLE (Name of the emperor, War, Event, etc.) of the card. If the player guesses correctly he/she wins the card; otherwise the next player will have the chance to guess and so on until the end of the turn. If, at the end of the round, nobody guesses correctly the cards is discarded. The player on the left of the first "reader" picks up the second card and so on.

When all cards have been revealed the game ends. The player who has collected the most cards is the winner.

[as a further variation the reader could add more information based on his/her knowledge]

VARIANT 2 – “*The bar chart*”

RULES (for 3 or 4 players)

AIM: To draw a graph using the data in the Roman Empire cards and compare the reigns of the different emperors (ideal for school children).

PREPARATION: Set out all the Emperor cards in a row left to right. Pupils need pencil, ruler and graph paper.

ACTIVITY: On a piece of graph paper pupils draw a bar chart containing the following variables:

-dependent variable (y axis): Time (Years) starting from 0 until 100.

-independent variable (x axis): Emperor name.

Teacher goes around and help pupils to get the appropriate scaling and years of reign (e.g. in the Augustus card, pupils can read his reign was 27BC-14AD, that means that his reign lasted 41 years). If time allows, pupils should discuss about the length of emperor's reign, causes of early death, relation between length of reign and political events/wars, coinage (why is it so difficult to find coins with portraits of Otho or Vitellius?), law produced, etc.

VARIANT 3 – “*The poster*”

RULES (for 3 or 4 players)

AIM: To draw a poster using the data and the pictures in the Roman Empire cards.

PREPARATION: paper, colour pencils, pictures (if available).

ACTIVITY: Choose some 5-6 cards related to the same period and make a theme poster.

Typical themes might be: The era of Augustus, Hadrian's greatness, The mad emperors, Invasion of Britannia, etc.

Teacher should help pupils to get the appropriate period/cards if they are in trouble.

If time allows, pupils should be encouraged to check out each other's posters.

VARIANT 4 – “*Make your own rules*”

RULES (for 3 or 4 players)

AIM: To devise the rules of the game using the cards provided in 25 minutes (suitable for school children).

The game must be entertaining, challenging and educational. Discuss rules in a group and write rules on lined paper. When rules are ready, pupils have to play-test the game and see if it is playable. Rules are then swapped between different groups who will try to play the game. In planning the game the following sections should be considered.

1- AIM

2- PREPARATION

3- GAME

4- EXAMPLES