

# Games List IETC 2017

## **Codenames**

### *Description*

Codenames is a team-based deduction game that plays

### *How To Play*

Take 25 word (or picture) cards and spread them out onto the table in a 5 x 5 grid. Separate the group into two teams – the red team and the blue team. Each team chooses a “spymaster” who will give the clues for their team. The goal of the game is to find all their “field agents” before the other team finds all theirs. The two spymasters sit together and draw an answer card that shows the locations of all the agents. Choose one spymaster to go first.

On their turn, a spymaster says a single word and a number. The word is a clue to try to get their team to pick the correct cards and reveal their field agents. The team then guesses, one at a time, the cards corresponding to the clue given. If correct, the field agent is revealed and they may guess again (up to the number given in the clue). If incorrect, the card is revealed and the team’s turn ends. If the white assassin cards is revealed, that team loses immediately. If they successfully reveal all the cards tied to the clue, the team may take a bonus turn to attempt to guess a previously missed clue.

Play alternates until one team has revealed all their field agents (or the assassin was found).

### *Value as an Educational Tool*

## **Kingdomino**

### *Description*

Kingdomino features domino-style play mixed with kingdom building.

### *How To Play*

Each player takes a castle, a starting plot of land, and all the meeples (wooden people) in matching colors and places their castle on top of a starting plot of land. Depending on the number of players, some Domino Tiles may need to be randomly selected and discarded from play. All tiles being used are then mixed and placed at random inside the box, where they can be drawn from. A number of Domino Tiles are drawn equal to the number of players (unless playing with only two, in which case four tiles are drawn). For the first round, a player takes a meeple from each player, puts them into their hand and then drops them, one at a time. This determines the selection order for the first turn (only).

From the draw pile, take a number of tiles equal to the number of players. The tiles are arranged vertically, with lowest value at the top of the column and highest at the bottom. The first player selects a tile by placing their meeple on it (but not taking the tile). All the remaining players do the same (with the last player marking the tile that is left).

Before any tiles are taken, a new set of tiles is drawn and arranged, from low to high number, to form a new column. The player whose meeple is on the top tile (lowest number) picks up their meeple and their tile, then places their meeple on a tile in the new column. The remaining players do the same in turn order from the top tile down to the bottom tile (highest number).

Note: The higher the number on the tile, the “better” the tile is in terms of scoring, but the later your subsequent selection will be in the following turn.

Each player places their selected tile in their kingdom. A new domino must be placed such that AT LEAST one side of the new tile matches the terrain type of a tile already in the kingdom. For the purposes of matching, the starting plot of land with the castle is considered all types (i.e. all dominos may be matched to it). A kingdom is limited to a 5x5 grid and the castle does not need to be in the center, but having the castle in the center will score bonus points at the end of the game. If you are unable to place a tile in your kingdom, it is discarded instead.

The game ends when the last set of tiles are drawn, selected, claimed, and placed (or discarded). Then each kingdom is scored. Your score is determined by counting up each connected set of the same terrain squares and multiplying that times the number of crowns in that terrain. So three connected wheat fields with three crowns is worth nine points. Connected terrain areas with no crowns are worth no points. Five bonus points are awarded if the kingdom is complete (a 5x5 grid with no tiles having been discarded). Ten bonus points are awarded if the castle is in the center of the 5x5 grid. In the event of a tie, the player with the most crowns win. If there is a tie for crowns, those players share the win.

*Value as an Educational Tool*

## **Wits & Wagers**

### *Description*

Wits & Wagers is a trivia game that uses only numeric values as answers and emphasizes as much have a good “educated guess” as knowing the right answer.

### *How To Play*

Players (or teams) choose a color. Each player or team is given ten red chips representing five points, and three blue chips representing ten points for a total of 80 points. One person is the “Question Reader” for the game and another is assigned the role of “Banker”.

There are seven question rounds in the game. For each round, the Question Reader reads the question corresponding to the round number, then flips the sand timer. Players/teams then have until the timer

runs out to write down their answer to the question. The best answer is the one which comes closest without going over the actual answer. This point must be emphasized.

After all of the players have written their answers, all answers are revealed and arranged on the playing mat from smallest to highest, in boxes which correspond to 5:1, 4:1, 3:1, 2:1, 1:1 (and then upwards again) payouts. Duplicate answers are stacked in the same box. If there are an odd number of different answers after stacking duplicates, they are arranged with the middle answer on the 1:1 odds box and the higher and lower answers above and below them. Even numbers of answers are arranged so that the center 1:1 box is empty.

One set, the timer is flipped and the players place their bets. Bets can be between 0 and 10 points. Bet chips are marked with a wooden marker cube of the player's color. If 10 points are bet, the points can be split between two answers by placing two 5 point chips and placing marker cubes on both chips, or all ten can be bet on the same answer. Betting is always optional.

After the timer runs out, the correct answer is read from the back of the question card. The winning answer is the one which comes closest without going over. If all answers are higher than the actual answer, the special "The Correct Answer is smaller than all given answers" box pays out. Otherwise, the box containing the winning answer pays out at the odds for that box. The banker also gives a ten point bonus in chips to the player/team whose answer cards were in the winning payout box.

This continues for six rounds. On the seventh round, there is no limit on betting (once again, players can still bet zero), but they can only split their bet between two boxes as marked by their colored cubes.

The player/team with the most points after the seventh round is the winner.

### *Value as an Educational Tool*

## **Happy Salmon**

### *Description*

Happy Salmon is a manic, fast playing card game designed for high interactivity for a group of 3-6 people (up to 12 with the alternate color set).

### *How To Play*

Separate the cards into piles of 12 based on the backs of the cards (each color is a set of 12 cards). Each person takes a pile of cards and shuffles them, face down, without looking at them. The goal of the game is to play all 12 cards before anyone else plays their 12. Someone in the group says "go" and everyone turns their cards face up and starts calling out the action named on the card. If you find someone calling the same action, you perform that action with that person, then toss that card down onto the table. It is important that the card is not dropped UNTIL the action is completed. There are 3 cards for each of the actions. The actions are:

Pound It – You do a fist bump with the other person  
High 5 – You do a high five with the other person  
Happy Salmon – You slap each other's forearm (like fish tails)  
Switcheroo – You trade places with the other person around the table

If you are calling an action and cannot find a person who matches, you may place that card at the bottom of your pile and move on to the next one (you will eventually come back to it through play).

*Value as an Educational Tool*

## **Snake Oil**

### *Description*

Snake Oil is a light-hearted card game that emphasizes creativity and high interaction where players take on the role of sales people trying to pitch their invented products to the unwitting customer. This game plays with 3-10 players.

### *How To Play*

Take the purple word cards and shuffle them. Deal 6 cards to each player. Select a player to play the first customer. That person draws a green customer card and looks at both sides – each side names a type of customer – they announce which type of customer they are going to be for the round. All the other players look at their word cards and select two to create a “product” that they will pitch to the customer. In no particular order (and with the flair of a snake oil salesmen), the other players pitch their product to the customer. Once all the players have made their pitch, the customer chooses the best product for the customer, awarding the customer card to that player.

Depending on the number of players, this game can be played in one or multiple rounds (a round is every player getting to play the customer one time).

*Value as an Educational Tool*

## **Timeline**

### *Description*

Timeline is a game that involves placing cards depicting significant historical events in chronological order along a timeline. This game plays 2-8 players.

### *How To Play*

Note that the cards are two sided, with one side noting the historical event and a year and the other side noting only the historical event. Shuffle the cards so that the side without the year is face up, then deal 4 cards to each player. These cards remain on the table (with the year side face down) – they are not

picked up and everyone else can see them. Take the top card on the draw pile and place it year side up in the center of the table.

The first player chooses one of their cards and places it either before or after the card in the center of the table, depending on whether they believe the event occurred before or after the year of the card already there. Reveal the year side of the card. If the card has been correctly placed, leave it there (extending the timeline). If the card has been incorrectly placed, discard it and the player that played it must draw another card and place it in front of them. The winner of the game is the player who first successfully plays all four cards.

In the event that two cards have the same year (this happens occasionally), a card is correctly placed as long as it is adjacent to the other card with the same year.

### *Value as an Educational Tool*

There are 8 versions of the Timeline game in production – from historical events to inventions to diversity. There are also several versions of the “Cardline” series, which is based on the rules for Timeline, but covers subjects like geography, dinosaurs, or animals (the “timeline” is based on attributes like the size of the country or animal, etc.).

The Timeline rules provide an excellent framework to develop more subject-specific custom games that can be used to reinforce lessons. For example, we created a custom game based on Tolkien’s *The Fellowship of the Ring* to be played by students in the classroom. In our version, events from the first book in the trilogy were used to create the game cards. The students played the game, but, as play went on, table talk took over during the game when a card was incorrectly placed, reinforcing the story and chronology for all the students, making it an excellent review opportunity. This same approach could be used for other books tied to specific lesson plans.

## **Chicken Cha Cha Cha**

### *Description*

Chicken Cha Cha Cha is a memory and racing game as players try to race around the barnyard and steal the other chicken’s tail feathers. This game plays with 2-4 players.

### *How To Play*

Take the 24 egg shaped pieces and arrange them in a loop, face up, in the center of the table. Take the 12 octagon pieces and place them, face down, in a 3 x 4 pattern inside of the loop of eggs. Each player takes a chicken and its corresponding tail feather and places it on an egg in the loop. The chickens must be equally distant from each other (5 eggs in between for 4 players, 7 for 3 players, and 11 for 2 players).

Choose one player to go first. That player flips one of the twelve octagons from the center of the loop trying to find a match to the picture of the egg in front of their chicken. They **MUST** show everyone the revealed octagon before replacing it in the spot it was revealed. If they fail, their turn ends. If they are

correct, they move their chicken to that egg and may go again. If they move their chicken to the egg immediately before an egg occupied by another chicken, they must look for the matching octagon for the NEXT UNOCCUPIED egg ahead of them. If they are successful, they move to that egg and steal ALL the tail feathers from the chickens they just passed and may go again.

The game ends when one chicken has all the tail feathers.

*Value as an Educational Tool*

## **Quack-a-Doodle Moo**

*Description*

Quack-a-Doodle Moo is a fast playing memory game for 4-10 players. It has been formerly marketed and sold under the name Snorta.

*How To Play*

Deal all the cards out to all the players. All the players pile the cards up, without looking at them, in front of them. One of the larger animal cards is placed, face down, in front of each player. Once all players have their card pile and animal card, each player reveals their animal card one at a time, showing the other players, making its animal noise (“meow”, “moo”, etc.), and then placing it back down in front of them face down (so no one can see it).

Choose a starting player. That person takes the top card from their card pile and flips it face up in front of them. It is important that the card is flipped face up away from them – the player should not see the card before anyone else can see it. If that card matches the top face up card of another player, both players race to make the animal noise of the animal on the face down animal card of that player. The other players judge who got the animal noise right first. There is no penalty for guessing wrong, so they can keep trying until someone gets it right! Whoever wins takes their face up pile of cards and gives them to the player who lost. That player adds those cards to their face down pile (not the face up pile of played cards in front of them). The first player to flip their last card from their face down pile (and successfully makes the right animal noise, if necessary) wins.

*Value as an Educational Tool*

Will add later.