

Civil War Game Rules

- 1) Each Player is given 4 index cards (Officers get a 5th sword) and an armband which represents your life/soul. Use artwork to make your card unique. Each card must have your name, the item name, the point value and some artwork.

Food	5 points
Clothing	10 points
Shoes	15 points
Gun	20 points
Sword (Officers Only)	25 Points
Hat (Presidents Only)	50 Points

- 2) Each player will keep a list on which they have written at least 15 approved questions based upon the Civil War terms given by Mr. Vitale. It is **IMPORTANT** that the answer to each question is a term from the list. For example... a student cannot ask "how many men were casualties at Gettysburg?" but asking "Which battle had 51,000 casualties making it the bloodiest of the war?" would be acceptable. It means that your questions may be a little easier and less obscure but it will make the war much more exciting and useful for all involved.
- 3) When on "Home" territory soldiers may ask an opponent a question first. Simply put, being on home territory gives you the right to shoot first. You engage another by stating: "I challenge you!" and then ask them a question. If they do not challenge you first, you may challenge them. Each player has the option to ask a return question of the challenging player if they are still alive after the first question. If players want to continue to exchange questions and both agree, more than one question can be asked at a time. Neutral territory allows either side to shoot first.
- 4) When players have engaged in battle, the exchange of cards is simple. If a student answered the question correctly, the student takes a card from the questioner. If the student could not answer correctly, he/she gives a card to the questioner. A student always has the right to ask what the correct answer was as a means to ensure accuracy. Once a student has no cards left, that student is dead and must hand over their armband (life/soul). When this occurs the student has surrendered and is removed from the game. All "kills" must be reported to Mr. Vitale the same day.
- 5) Each person may engage a single opponent only once between each class. You may not engage anyone during class time or during a school sanctioned activity. You may team up with other soldiers to be able to ask an opposing student multiple questions as long as the defending

student has at least 10 seconds to answer the question, is not delayed from reaching their class and is asked no more than 1 question per student. As always, the defending student can respond to each question with a question of their own. Before and after school, you can ambush students with as many questions as you want as long as you do not impede their progress and they have the opportunity to return fire between questions.

- 6) Students are NEVER allowed to be late to their next class as a result of the war. It is crucial you do not impede another student. If you want to ask them a question and they are running late, walk with them towards their class but do not be late to your own. Students who lengthen the process by running away, ignoring an attacker or utilizing deception will be removed from the game and their points will be given to the other side. If anyone engages in this behavior, you must report it to Mr. Vitale or one of your officers. All such grievances are reviewed at Appomattox Courthouse (Monday afternoon after the war ends) and penalties will be awarded on a case by case basis. Please don't think you have cheated the system by running away, hiding your armband, etc, as countless students have cost their team the game as well as their reputation by such behavior. If this happens, all students on either side have a duty to report misdeeds regardless of side. (It's much like the affirmative duty under the Fug. Slave Law.) Any student guilty of such violations will be addressed and figurative executions are a possibility. There are no second chance in war.
- 7) Cheating as usual, can be very easy but it ruins the experience for everyone involved. If you study your material and communicate properly there is no reason to cheat; therefor if you are unprepared please be responsible enough to take your punishment. Cheaters will be publically reprimanded in addition to costing their side points.
- 8) The territories will be displayed on signs and may change as the war progresses. Essentially, the classroom buildings hallways will be Confederate on Thursday 12/15, Neutral on Friday 12/16 and Union on Monday 12/19. This is based on the shifting advantages of the Civil War as it reached its conclusion by 1865.
- 9) The list of ranks will be posted on Mr. Vitale's door. Officers have full command of their troops and are responsible for documenting grievances distributing rations and communicating with other units.
- 10) Don't forget, there are spies among you... Teachers, Custodians, Administrators, etc. Do not be afraid to ask if they are a spy for the Civil War game. Spies may change daily and have only one card to give out so it is important to be there first. Spies have a series of questions which are increasingly easy to answer. The first player to approach a spy can receive only one question and will have a hard time answering it. The second player will have an easier question, and eventually, the spy will ask a question easy enough to be answered and will hand over their card. Captured spies have the right to ask a dying request from the student who killed them. It will be small and/or inexpensive and is optional on your part. If you complete the request, you are entitled to their card which can be quite large and confers a significant advantage to your side.