

Civil War Game Rules

1) Each player is given 4 index cards (The President and Combat Officers get a 5th card which will become their hat/sword). All players will also receive an armband which represents their "life". Losing this armband will mean the player has been removed from the game.

2) Each card must have a) the player's name, b) item name, c) the point value and d) artwork. Players must use artwork to make their card unique. The point values for each card follow:

Food	5 points
Clothing	10 points
Shoes	15 points
Gun	20 points
Sword (Officers Only)	100 Points
Hat (Presidents Only)	250 Points

3) Each player will write at least 20 questions based upon the Civil War terms given by Mr. Vitale. Each question must have a clear answer and the answer must be one of the terms on the list. For example... a student cannot ask "how many men were casualties at Gettysburg?" but "Which battle had 51,000 casualties making it the bloodiest of the war?" would be acceptable. It may mean your questions are a little easier but it will make the conflict much more fair to all involved.

4) The school will be divided into zones. 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 an opposing soldier by stating: "I challenge you!" and then ask them a question. If a soldier does not challenge you first, you may challenge them, even if they are on home soil. 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.

5) When players engage in battle, the process is simple. If a student answers a question correctly, he/she wins a card from the questioner. However if the student didn't answer correctly he/she loses a card instead. A student always has the right to ask what the answer was to ensure accuracy. Once a student

has no cards left, that student is out of the game and must hand over their armband (life/soul). When this occurs the student is removed from the game. All "kills" must be reported to Mr. Vitale the same day.

6) Each person may engage a single opponent only once between each class. You CANNOT follow some poor guy around asking them questions until they are out of cards. You can find them again during another break if you want to do them in. Remember, you may not engage anyone during class time or during a school activity. You may team up with other soldiers to ask an opposing student multiple questions as long as the defending student has at least 10 seconds to answer each question and is not delayed from reaching their class. The defending student can respond to any question with a question of their own. While asking a question, do not impede another student's progress.

7) 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 opposing player who asks them a question 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, report it to Mr. Vitale or one of your officers. All such grievances are reviewed at Appomattox Courthouse (the 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.

8) Cheating can be very easy but it ruins the experience for everyone involved. On occasion, there are students who acquire a reputation for cheating that stays with them. If you study your material and communicate properly there is no reason to cheat. If you are unprepared please be responsible enough to give up your card. Cheaters will be publicly reprimanded in addition to costing their side points.

9) The list of ranks will be posted. Officers have full command of their troops and are responsible for documenting grievances distributing ration cards 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 any of the above groups if they are a spy during the Civil War game. Spies may change daily and have only one card to give out so it is important to be there first. To take a spy's card, the procedure is a bit different: Spies will ask you a difficult question, taken from a list of their questions which are hard to answer. The first player (and each subsequent player) to approach a spy will receive only one question and will likely fail to answer it correctly. The second player will have a slightly easier question, and the third still easier until eventually, the spy will ask a question which can be answered. Once a player answers a spy's question correctly, they have the opportunity to gain the spy's card. Before that happens, captured spies have the right to ask a dying request from the student who killed them. It will be small and/or inexpensive request and is optional on your part. If you complete the request, you are entitled to the spy's card. Spy Cards can be quite large and confer a significant advantage to your side.

11) The Game will run from Monday to Wednesday. The Confederates will have home field advantage on Monday, all areas are shoot first (neutral) on Tuesday and the Union will have homefield advantage on Wednesday. Appomattox Courthouse will be on Wednesday afternoon and should be attended by representative officers from each class. Results will be posted that evening.