

Cohort value. All of this information is on the *Tribal/Provincial Data Sheet for the teacher only*. The Combat Value is whole number that the teacher uses to determine the outcome of a battle. The Cohort Value is the number of Cohorts (**1-3**) that tribe/province supplies each turn to the conquering teams.

- *Jupiter's Fate*- If the class wins the battle the team that contributed the most Cohort Cards may roll a die. If no one team had the most then the teacher will auction to the highest bidder in Denarius. The team that rolls has the chance to gain additional Slaves, Cohorts, Denarii or something unpleasant!

HOW TO PLAY:

1. ORGANIZATION

A. Distribute the following game materials to each student in the quantities indicated:

1. STUDENT DIRECTIONS, one set per student
2. TRIBAL AND PROVINCIAL MAPS, one set per student
3. STUDENT TRACKING SHEETS, one per team
 - a. Includes **10** Denarii
 - b. Includes **8** Cohorts

B. Students will be broken into teams of 2-5 students or any number that suits the classroom situation. The students will begin the game using the Tribal Map first, and as the game progresses the teams will be switched to the Provincial Maps. All teams start in the province of **Italia**.

2. GAME RULES AND TURN SEQUENCE

A. **Senate Phase**

1. The teacher will read to the class the **3 Event Questions**. The questions are progressively harder and thus worth more *Denarii* to the teams that answer correctly. The students will work collectively to answer the questions and will write their answers on the *Answer Slip*.
2. The teacher will collect the *Answer Slips* and award the appropriate Denarius to each team. The student teams will record the amount on their *Student Tracking Sheet (Part 1)* for use that turn.
3. The teacher announces any tribal area/provinces that are open for conquest and it's *Combat Value*. Each team must decide which, if any, of the tribal areas or provinces available to attack. If a team opts not to attack a tribal area/province then the opportunity is lost.

B. **Production Phase**

1. If your team fails to answer correctly any of the *Event Questions* it still will earn Denarius if you had purchased *Slaves* the previous turn(s). At this point you may purchase additional *Slaves*, but those purchased this turn can't earn *Denarius* until the following turn. Each *Slave* costs **2 Denarius**.
2. Students will record the *Denarii* they have earned from the *Events Questions* and *Slave* production on the *Student Tracking Sheet (Part 1)*.
3. Students may purchase additional *Cohorts*. Teams must make sure to record their earnings and spending in the correct column of the *Student Tracking Sheet (Part 1)*. *Cohorts* purchased can be used for that turn's upcoming battle(s).
4. Students may purchase a Legion for every **10 Cohorts** and **25 Denarius** they possess. However, it may not be done until after Turn 150 BC! The team must record this action on their *Student Tracking Sheet (Part 1)*.