

Sail the Seas

A geography game about bodies of water

You will need:

- Copies of the pattern pages printed onto heavy card stock (map pages could be regular paper)
- Scissors
- Tokens: 4 for each player (Can be anything, even small pieces of candy, as long as each player has four of the small thing, and each player's tokens are unique--e.g. no duplicate colors.)

NOTE: If you want to make a "flagship" token, you can use upside down golf tees with a small colored flag taped to the top. Toothpicks in a lump of clay would work, too.)

Set-up directions:

Cut apart all the cards. (If you think of other bodies of water to add, you can use those two blank cards to draw your own.) Color the squares for the Black Sea, Yellow Sea and Red Sea (or use squares of colored paper glued on). Shuffle the cards very well. Tape together the board pages, to make a complete map. Give four flagship tokens to each player, with each player having their own color.

TIP: If you are making multiple games for a classroom, make each set of cards a different color by using a selection of pastel card stocks. That way if the cards get mixed up, it is easy to sort them out again. If you have five sets of all white cards, sorting can be a nightmare. (And they will get mixed up.)

Playing directions:

The goal of the game is to collect four cards from the same set (for example, four cards that all start with the letter B) AND be the first one to put flags on those places on the map board. The first part is collecting the four cards, the second part is finding those places on the map and putting your flags on them. The winner is the one who has all their flags placed correctly on the map.

This is a quick game that could take as little as one minute to play, or as long as fifteen minutes, depending upon the draw of the cards and the skill of the players. You will probably play series of short games that last only a few minutes each.

Choose one player to start out being the dealer. (You can switch dealers every time you start a new game, if you want to.) The dealer gives five cards to each player. The players should not reveal their cards to other players, but this game moves so quickly, with everyone intent on their own cards, that you don't have to be neurotic about hiding you cards. After everyone has five cards, the dealer puts the stack of cards in front of him. Players look at their cards to see if they have more than one of some type of card. If they do, it would be an advantage to start collecting that type of card. If they have five different cards, they will need to choose one of those types to collect. The dealer is the one who starts the cards circulating. He draws a card, then decides whether or not he wants to keep it. If he keeps it, he must discard one of his original cards in order to trade for the new one. You will always have five cards in your hand. If the dealer decides he does not need the card, he simply passes it to the player on his left. The player on the left picks up the card that the dealer just passed (face down) to him and looks at it. If he wants to keep it, he can put it in his hand, but has to discard one by passing it to the player to his left. If the second player does not want to keep that card, he simply passes it on to the player to his left.

In this way, the cards begin to be circulated from player to player, in a clockwise direction. (This is somewhat similar to the card game "Spoons.") The dealer keeps picking up cards and passing them to his left, and each player also keeps passing the cards to their left. Remember, the goal is to collect four of a kind, and you can only have five cards in your hand at one time.

The last player in the circle will be the final stop for the cards. When the last player discards a card, he simply puts it on a permanent discard pile. After the game is over you can shuffle both piles back together again.

When a player has successfully collected four of a kind (with an extra card left over) the next step is to lay down those four cards, face up, and begin putting flag tokens on those locations on the map. This sounds easy, but when you are in a hurry it can be difficult!

Meanwhile, all the other players continue passing cards around. It may be that another player will come up with four of a kind only seconds after the first player does. Then it is a race to see who can get their flags placed the fastest. Watch out, though-- some of the cards are in more than one set! If the second player to get a set has a card that is also in the first player's set, it would be advantageous to get that flag up first because there can only be one flagship per body of water. The first person to get their flag on the body of water has sole claim to it.

If a player has been out-maneuvered at the last minute, he has the option of quickly returning to regular play and picking up more cards to try for a different match (or an additional card from that set, if he's lucky!). All players keep on playing until someone has actually put all their flags on the correct location. The winner needs to be checked by the other players. Make sure the winner's flags are on the correct locations!



LIST OF CARDS

A

Arabian Sea
Aegean Sea
Adriatic Sea
Gulf of Alaska
Gulf of Aden

B

Bering Sea
Baltic Sea
Baffin Bay
Beaufort Sea
Bay of Bengal

C

Coral Sea
Caribbean Sea
Celebes Sea
Caspian Sea
Gulf of California

Named after a country

Philippine Sea
Sea of Japan
Gulf of Mexico
Gulf of Guinea
Mozambique Strait

Compass directions

North Sea
East Siberian Sea
South China Sea
East China Sea
Southern Ocean

Animals

Tasman Sea
Arabian Sea
Bay of Bengal
Gulf of Guinea
Persian Gulf

Double letter

Sargasso Sea
Mediterranean Sea
Caribbean Sea
Yellow Sea
Philippine Sea
Weddell Sea

Explorers

Hudson Bay
Bering Strait
Weddell Sea
Drake's Passage
Baffin Bay
Straits of Magellan

Touches Russia

Laptev Sea
White Sea
Sea of Okhotsk
East Siberian Sea
Kara Sea
Caspian Sea

Color

Red Sea
White Sea
Black Sea
Yellow Sea

Straits

Bering Strait
Mozambique Strait
Strait of Gibraltar
Straits of Magellan
English Channel

Touches Canada

Hudson Bay
Gulf of St. Lawrence
Bay of Fundy
Baffin Bay
Beaufort Sea

Sea Trivia:

Saltiest sea: Red Sea
Least salty sea: Baltic Sea
Highest tides: Bay of Fundy
Sea with no beaches: Sargasso Sea
Largest sea: Impossible to determine, but the top three in most lists are Arabian, Coral and Philippine, but not always in that order.

Arabian Sea



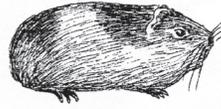
Reminds us of an animal

Bay of Bengal



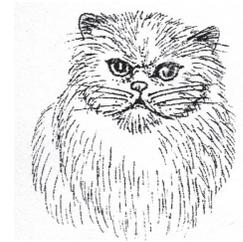
Reminds us of an animal

Gulf of Guinea



Reminds us of an animal

Persian Gulf



Reminds us of an animal

Tasman Sea



Reminds us of an animal

Baffin Bay



William Baffin

Named after explorer

Bering Sea



Vitus Bering

Named after explorer

Drake's Passage



Sir Francis Drake

Named after explorer

Hudson Bay



Henry Hudson

Named after explorer

Straits of Magellan



Ferdinand Magellan

Named after explorer

Weddell Sea



James Weddell

Named after explorer

North Sea



Compass direction
N/S/E/W

East Siberian Sea



Compass direction
N/S/E/W

South China Sea



Compass direction
N/S/E/W

East China Sea



Compass direction
N/S/E/W

Southern Ocean



Compass direction
N/S/E/W

Hudson Bay



Touches Canada

Beaufort Sea



Touches Canada

Baffin Bay



Touches Canada

Bay of Fundy



Touches Canada

Gulf of St. Lawrence



Touches Canada

Laptev Sea



Touches Russia

White Sea



Touches Russia

Sea of Okhotsk



Touches Russia

East Siberian Sea



Touches Russia

Kara Sea



Touches Russia

Caspian Sea



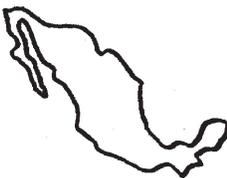
Touches Russia

Sea of Japan



Named after country

Gulf of Mexico



Named after country

Mozambique Channel



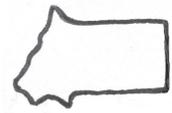
Named after country

Philippine Sea



Named after country

Gulf of Guinea



Named after country

Caspian Sea

C

Letter of alphabet

Caribbean Sea

C

Letter of alphabet

Celebes Sea

C

Letter of alphabet

Gulf of California

C

Letter of alphabet

Coral Sea

C

Letter of alphabet

Beaufort Sea

B

Letter of alphabet

Black Sea

B

Letter of alphabet

Baltic Sea

B

Letter of alphabet

Baffin Bay

B

Letter of alphabet

Bering Sea

B

Letter of alphabet

Aegean Sea

A

Letter of alphabet

Adriatic Sea

A

Letter of alphabet

Gulf of Alaska

A

Letter of alphabet

Gulf of Aden

A

Letter of the alphabet

Arabian Sea

A

Letter of the alphabet

Weddell Sea

dd

Double letter

Caribbean Sea



Double letter

Sargasso Sea



Double letter

Yellow Sea



Double letter

Mediterranean Sea



Double letter

Philippine Sea



Double letter

White Sea



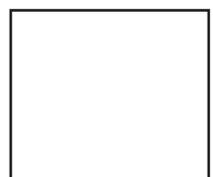
Color

Yellow Sea



Color

Red Sea



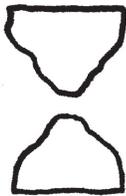
Color

Black Sea



Color

Straits of Magellan



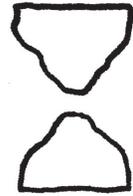
Straits

Mozambique Channel



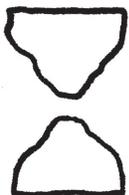
Straits

Bering Strait



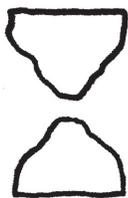
Straits

Strait of Gibraltar



Straits

English Channel



Straits



Sail the Seas

trim off this side strip

trim off this side strip

