

# *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 your 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

<p>Hudson Bay</p>  <p>Touches Canada</p>	<p>Beaufort Sea</p>  <p>Touches Canada</p>	<p>Baffin Bay</p>  <p>Touches Canada</p>	<p>Bay of Fundy</p>  <p>Touches Canada</p>
<p>Gulf of St. Lawrence</p>  <p>Touches Canada</p>	<p>Laptev Sea</p>  <p>Touches Russia</p>	<p>White Sea</p>  <p>Touches Russia</p>	<p>Sea of Okhotsk</p>  <p>Touches Russia</p>
<p>East Siberian Sea</p>  <p>Touches Russia</p>	<p>Kara Sea</p>  <p>Touches Russia</p>	<p>Caspian Sea</p>  <p>Touches Russia</p>	<p>Sea of Japan</p>  <p>Named after country</p>
<p>Gulf of Mexico</p>  <p>Named after country</p>	<p>Mozambique Channel</p>  <p>Named after country</p>	<p>Philippine Sea</p>  <p>Named after country</p>	<p>Gulf of Guinea</p>  <p>Named after country</p>

<p>Caspian Sea</p> <p>C</p> <p>Letter of alphabet</p>	<p>Caribbean Sea</p> <p>C</p> <p>Letter of alphabet</p>	<p>Celebes Sea</p> <p>C</p> <p>Letter of alphabet</p>	<p>Gulf of California</p> <p>C</p> <p>Letter of alphabet</p>
<p>Coral Sea</p> <p>C</p> <p>Letter of alphabet</p>	<p>Beaufort Sea</p> <p>B</p> <p>Letter of alphabet</p>	<p>Black Sea</p> <p>B</p> <p>Letter of alphabet</p>	<p>Baltic Sea</p> <p>B</p> <p>Letter of alphabet</p>
<p>Baffin Bay</p> <p>B</p> <p>Letter of alphabet</p>	<p>Bering Sea</p> <p>B</p> <p>Letter of alphabet</p>	<p>Aegean Sea</p> <p>A</p> <p>Letter of alphabet</p>	<p>Adriatic Sea</p> <p>A</p> <p>Letter of alphabet</p>
<p>Gulf of Alaska</p> <p>A</p> <p>Letter of alphabet</p>	<p>Gulf of Aden</p> <p>A</p> <p>Letter of the alphabet</p>	<p>Arabian Sea</p> <p>A</p> <p>Letter of the alphabet</p>	<p>Weddell Sea</p> <p>dd</p> <p>Double letter</p>

<p>Caribbean Sea</p>  <p>Double letter</p>	<p>Sargasso Sea</p>  <p>Double letter</p>	<p>Yellow Sea</p>  <p>Double letter</p>	<p>Mediterranean Sea</p>  <p>Double letter</p>
<p>Philippine Sea</p>  <p>Double letter</p>	<p>White Sea</p>  <p>Color</p>	<p>Yellow Sea</p>  <p>Color</p>	<p>Red Sea</p>  <p>Color</p>
<p>Black Sea</p>  <p>Color</p>	<p>Straits of Magellan</p>  <p>Straits</p>	<p>Mozambique Channel</p>  <p>Straits</p>	<p>Bering Strait</p>  <p>Straits</p>
<p>Strait of Gibraltar</p>  <p>Straits</p>	<p>English Channel</p>  <p>Straits</p>		



# Sail the Seas





trim off this side strip

trim off this side strip

