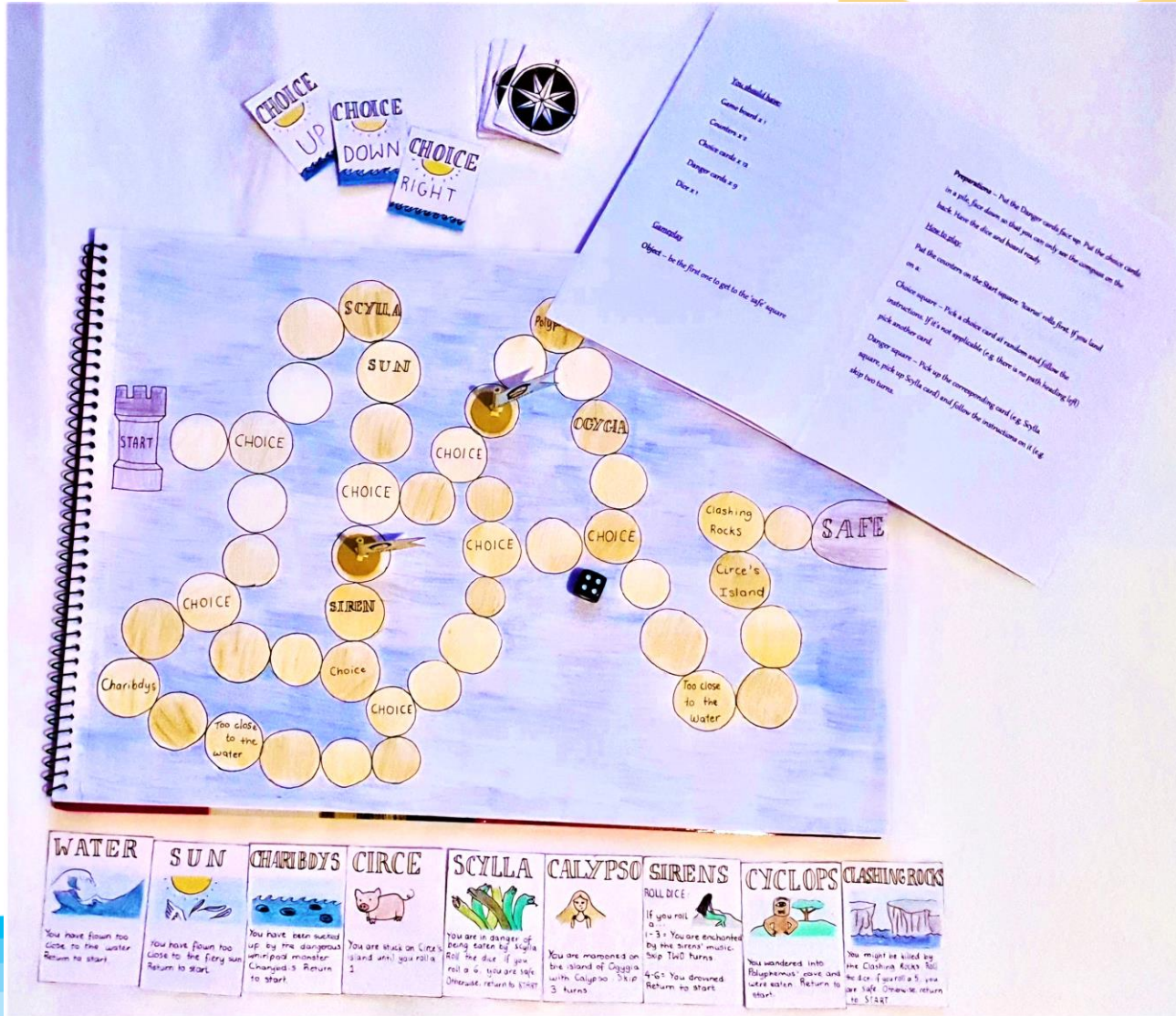


Daedalus and Icarus- Board Game

By Avani 7z1 (7T)



<p>WATER</p> <p>You have flown too close to the water. Return to start.</p>	<p>SUN</p> <p>You have flown too close to the fiery sun. Return to start.</p>	<p>CHARIBDYS</p> <p>You have been sucked up by the dangerous whirpool monster Charibdy's. Return to start.</p>	<p>CIRCE</p> <p>You are stuck on Circe's Island until you roll a 2.</p>	<p>SCYLLA</p> <p>You are in danger of being eaten by Scylla. Roll the dice. If you roll a 6, you are safe. Otherwise, return to start.</p>	<p>CALYPSO</p> <p>You are marooned on the island of Calypso with Calypso. Skip 3 turns.</p>	<p>SIRENS</p> <p>ROLL DICE</p> <p>If you roll a 1-3 - You are enchanted by the sirens' music. Skip TWO turns.</p> <p>4-6 - You drowned. Return to start.</p>	<p>CYCLOPS</p> <p>You wandered into Polyphemus' cave and were eaten. Return to start.</p>	<p>CLASHING ROCKS</p> <p>You might be killed by the Clashing Rocks. Roll the dice. If you roll a 5, you are safe. Otherwise, return to START.</p>
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I created a board game with the theme of Daedalus and Icarus. It shows all the dangers (including the sun and the sea) that they faced while escaping. The aim of the game is to get to the square marked 'Safe' first. Included in the game is:

- A game manual
- Dice
- Game board
- Choice cards (this will be explained in the following slides along with the danger cards)
- Danger cards
- Tokens/counters



The game board

This is the game board. It has various dangers and choices dotted around the board.

It is a game mainly based on chance as most of the gameplay is decided by the dice, like what path you go on, what square you land on etc.

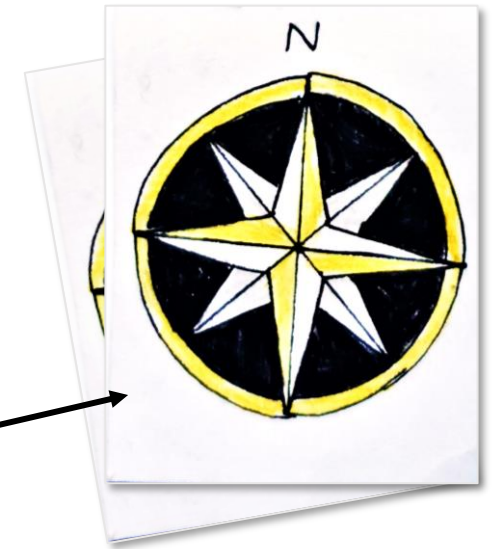




Choice Cards:

These are a set of 12 cards- 3 up, 3 down, 3 left, 3 right. These are shuffled and placed face down so that you can only see the compass on the back. When you land on a square that says 'Choice' you pick a card at random and follow the direction it says. If it is not applicable (e.g. there is no path going left) pick another card from the pile.

Design on back



Danger Cards

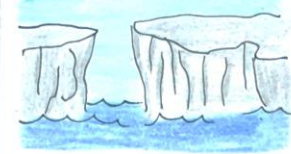
These are a set of 9 cards with their corresponding squares dotted across the board. When you land on a square with one of these headings on it, you look at the card and follow the instructions on it (e.g. If you landed on a square that said 'Circe', you would read the Circe card and follow what is written on it)

WATER



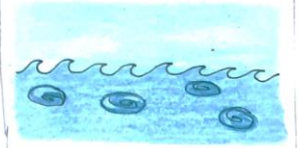
You have flown too close to the water. Return to start.

CLASHING ROCKS



You might be killed by the Clashing Rocks. Roll the dice - if you roll a 5, you are safe. Otherwise, return to START.

CHARIBDYS



You have been sucked up by the dangerous whirlpool monster Charybdis. Return to start.

CYCLOPS



You wandered into Polyphemus' cave and were eaten. Return to start.

SUN



You have flown too close to the fiery sun. Return to start.

SCYLLA



You are in danger of being eaten by Scylla. Roll the dice. If you roll a 6, you are safe. Otherwise, return to START.

SIRENS

ROLL DICE:

If you roll a...

1-3 = You are enchanted by the sirens' music. Skip TWO turns.

4-6 = You drowned. Return to start.



CIRCE



You are stuck on Circe's island until you roll a 1.

CALYPSO

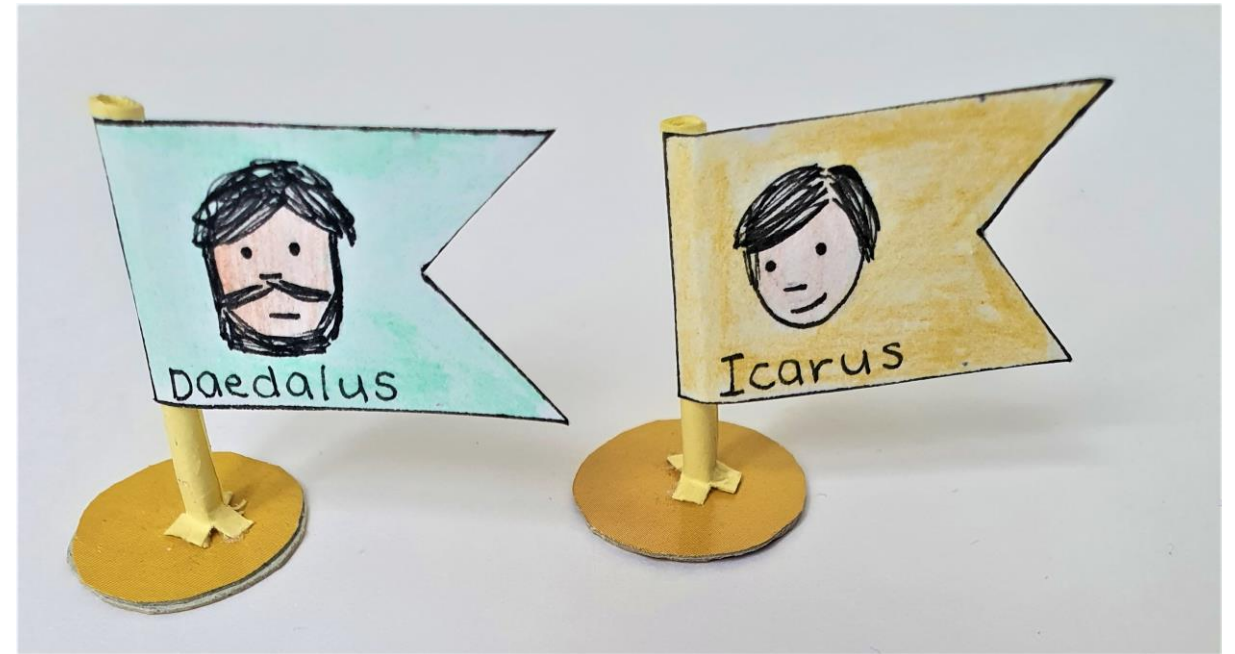


You are marooned on the island of Ogygia with Calypso. Skip 3 turns.



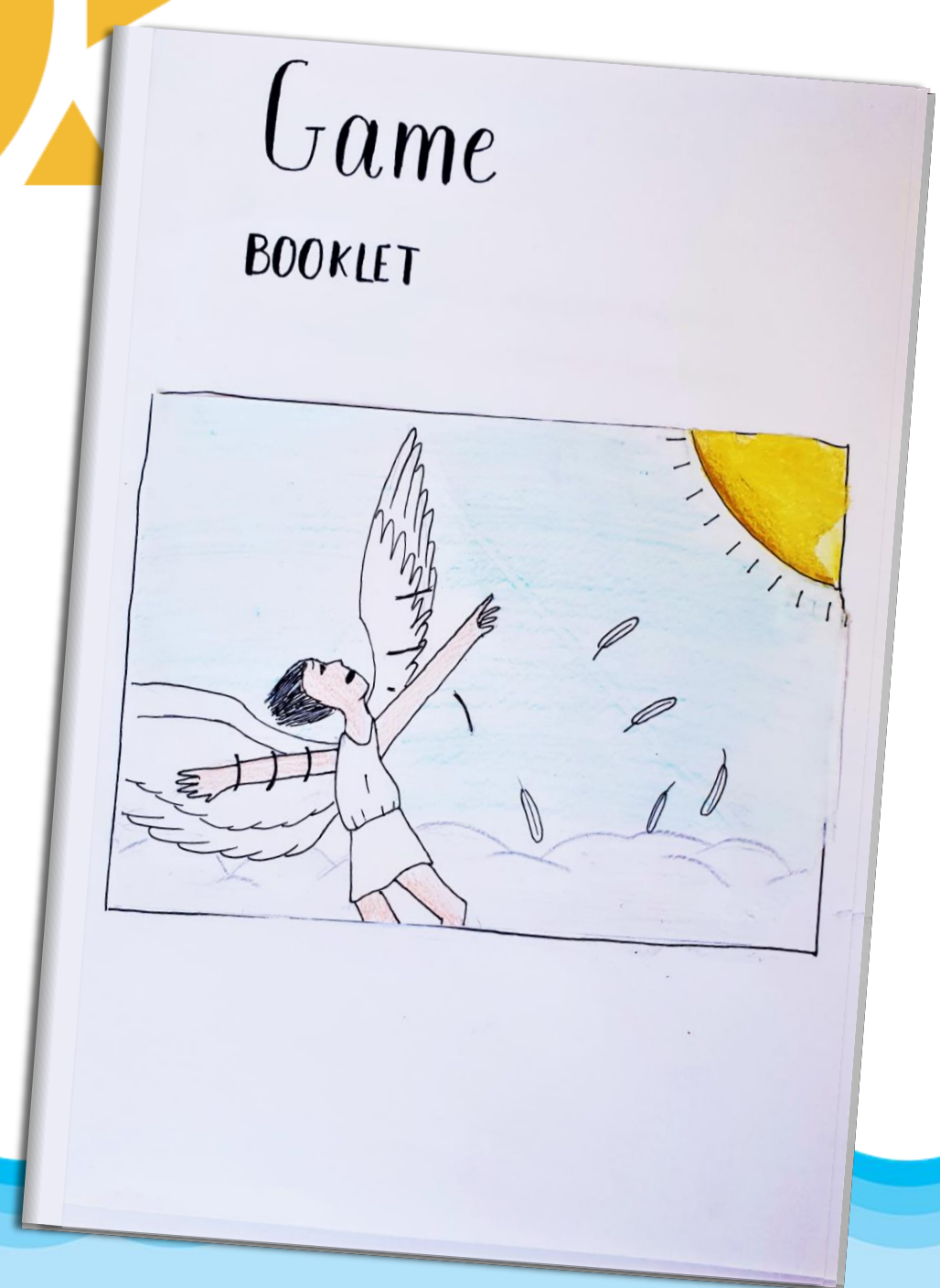
Tokens

These are the tokens that you use to play. When the game begins, Icarus rolls first. If you are playing with more than two players, coins or other substitutes (e.g. cardboard circle etc.) can be used.



Game booklet

This is the game booklet with all the instructions, gameplay and preparations information. All pages (in order) are on the next slide.



Backstory

Daedalus and Icarus have just escaped from King Minos' fortress. Minos will surely try to hunt them down. But for now, there are more pressing problems; the hardest part of their journey is yet to come. They must avoid the dangers of the sea; monsters, and worse, await them. Help Daedalus and Icarus fly to safety, fast!

You should have:

Game board x 1

Counters x 2

Choice cards x 12

Danger cards x 9

Dice x 1

Gameplay

Object – be the first one to get to the 'safe' square

Preparations – Put the Danger cards face up. Put the choice cards in a pile, face down so that you can only see the compass on the back. Have the dice and board ready.

How to play:

Put the counters on the Start square. 'Icarus' rolls first. If you land on a:

Choice square – Pick a choice card at random and follow the instructions. If it's not applicable (e.g. there is no path heading left) pick another card.

Danger square – Pick up the corresponding card (e.g. Scylla square, pick up Scylla card) and follow the instructions on it (e.g. skip two turns.

Moral

In the myth, Icarus flew too close to the sun. There are multiple morals to this story:

1. Listen to your elders, especially your parents
2. Don't go to any extremes, stay in the middle, the 'Goldilocks zone'. 'In medio stat virtus'
3. Don't get too carried away when you are having fun- safety first.