



PLAYING THE GAME

One person acts as the referee:
reading these instructions, as well as
distributing the GameBoards and scoring throughout the game

Split up the players in to 2 teams: Team A and Team B.
Gameplay alternates between Team A and Team B.

There are 12 different GameBoards.
Each team is given one GameBoard at a time.

A GameBoard shows the Red Sea and a number of linked hexagonal areas.
Each area contains a word.
The objective is to find safe passage for the Jewish people across the Red Sea.
The desired path is formed by adjoining areas whose words share a common theme.

If the team is unable to find a path, they can be told the theme;
this clue should allow them to identify the areas that hold words from this theme.

Each team has to describe the path by naming the words AND state the theme that they share

SCORING

1 point if the team lists all the words that form the path
2 points if the team identifies the common theme (without receiving any clue)
*Note that there may be more than one word that describes the common theme;
acceptance of alternatives is at the discretion of the referee*

EXAMPLE

Note that there is a "practice" GameBoard for teams to familiarise themselves with how the game is played as the instructions are explained.
This is labelled as Board 0.
The path is highlighted:
"Aleph", "Bet", "Gimmel" and "Daled" all share the theme of "Hebrew" or "Alphabet".