

RULES OF THE GAME

The object of the game is to reach Troy first. This can only be done by collecting enough coins to buy 1) a ship to sail the sea and 2) to build the Trojan Horse. Coins can be earned by answering a question (1 coin) or doing a labor (2 coins). Teams can also lose coins for sacrifices to the gods.

Labors: There are only twelve labors, and each child in each team has to do one labor. If Troy is reached before each child in the team has done a labor the Team has to wait until enough labors are done.

Questions: All children in a team will take turns in answering questions. However, expert advice can be asked from the members of his own team before the question is answered. If the answer is wrong, the question goes to the other team.

Oracles: The pythia is the priestess at an oracle whose messages were often garbled, and left for the visitors to figure out. The team can only move forward when the message is deciphered.

Rolling the die: the children in each team roll the die taking turns

The winning team will be the first to hit the Trojan horse. The contents of the horse will be distributed among the party bags.