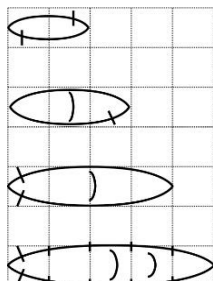


Salamis, Isle Divine

ὦ Ἀθηναῖοι, σῶζετε τὴν ὑμετέραν πατρίδα ἀπὸ τῶν κακῶν Πέρσων!

(Find and attack the Persian fleet by providing the corresponding noun/verb form for squares on the board. One point for each ship sunk; 3 points for sinking Xerxes' ship!)

NOUNS	Nom. Sg.	Acc. Sg.	Gen. Sg.	Dat. Sg.	Nom. Pl.	Acc. Pl.	Gen. Pl.	Dat. Pl.	I	You	He/She/It	We	Y'all	They	Imperative 2nd Sg.	2nd Pl. Imperative	VERBS
λόγος																	βαίνω
άνήρ																	οἶδα
θεά																	λέγω
ναῦς																	δουλόομαι
γείτων																	ἡσυχάζω
νῆσος																	ἔρχομαι
θύρα																	σῶζω
ἔργον																	φροντίζω
νύξ																	ὁράω
πόλεμος																	μένω
νίκη																	εἰμί
νεώριον																	διώκω
σωτήρ																	ποιέω
βοή																	βλέπω
ράψωδός																	γίγνομαι
πράγμα																	τολμάω



Papyrela (2 long)

Fishing boat (3 long)

Freight ship (4 long)

Trireme Warship (5 long)

Salamis, Isle Divine

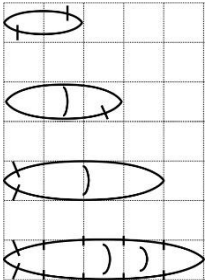


Game Objective

The object is to try and sink all the other player's ships before they sink all of yours.
Keep your page hidden so that your opponent won't know where your ships are hiding!

Starting a New Game

- Each player places 4 ships somewhere on their board:



Papyrela (2 long)

Fishing boat (3 long)

Freight ship (4 long)

Trireme Warship (5 long)

- The ships can only be placed vertically or horizontally (Not diagonally)
- Ships may not overlap each other.
- Players may not move the ships.

Playing the Game

- Take turns trying to hit each other's ships by guessing the X/Y coordinates.
- The opponent will respond by saying if the guess is a 'miss' or 'hit' a ship.
- Mark your guesses on the page: O=Miss, X=hit
- Mark your opponent's guesses that hit your ship: '#' = Hit by your opponent
- Announce "You sank my [ship]" when your opponent hits all of a ship's squares
- As soon as all of one player's ships have been sunk, the other player wins!