

## Septiēs: A Chariot Racing Board Game

*Septiēs* means “seven times.” This game is so called because a chariot race consisted of seven laps.

### Materials:

- Septiēs Game Board
- Game pieces in red, white, blue, and green (3 each)
- 1 Roman numeral die
- 1 Egg & Dolphin lap-counting card
- 1 paperclip
- spinner listing the names of the four racing factions (share with the rest of the class)
- wild cards in an upside-down stack

### Game Objective:

As you race toward the finish line, you will practice using the Latin words for the four colors of the chariot racing teams. You will also practice using Roman numerals and changing a First Person Present Tense verb to Third Person Perfect Tense. However, it’s not all about skill! As you advance seven times around the stadium, your odds of winning may be affected by the spinner and the wild cards. The first player to have one of his or her chariots cross the finish line after seven laps will be the winner.

### Instructions:

1. Each of the four players should choose a different color chariot racing team. Each player should receive (or make) three game pieces in his or her color.
2. Choose a player to go first. Player A rolls the Roman numeral die and advances that number of spaces on the board, using only one game piece. As he advances, he follows the Latin guide (see the back of this page) to say the Latin for, “I am advancing [however many] spaces.”
3. The player to the Player A’s right then has a chance to add some craziness to the race! Player B must restate in Latin what the previous player just did. He follows the Latin guide on the back of this page to say, “The [previous color] just advanced [however many] spaces.” If the other players decide that Player B has spoken this statement correctly, then he gets to choose a wild card from an upside-down stack of cards. The card will cause some event, either good or bad, to happen to one chariot on the track. After he draws the card, Player B must spin the spinner in order to determine which player will be affected by the wild card. Whichever player is affected by the wild card may then choose which of his three game pieces will follow the card’s direction. After all, chariot racing is not only about luck, but also about strategy!  
N.B. – Of course, if Player B spins his own color, then a negative card affects him. This adds to the craziness of the game. Anything can happen, just as in a true chariot race!
4. Now it is Player B’s turn to roll the die and advance. Just as Player A did, Player B also says the Latin for, “I am advancing [however many] spaces.” After he does this, Player C then has a chance to win a wild card by stating in Latin what Player B just did. Play continues in this way.
5. Students keep track of the laps completed by moving the paperclip on the Egg & Dolphin lap-counting card.
6. The first player to have one chariot cross the finish line after seven laps will be the winner.

## Septiēs Chariot Racing Board Game: Latin Guide

*ūnum quādrātum prōcēdō.*

I am advancing one square.

*duo quādrāta* – two squares

*tria quādrāta* – three squares

*quattuor quādrāta* – four squares

*quinque quādrāta* – five squares

*sex quādrāta* – six squares

*russātus ūnum quādrātum prōcessit.*

The red (team) has advanced one square.

*albātus* – the white (team)

*venetus* – the blue (team)

*prasinus* – the green (team)