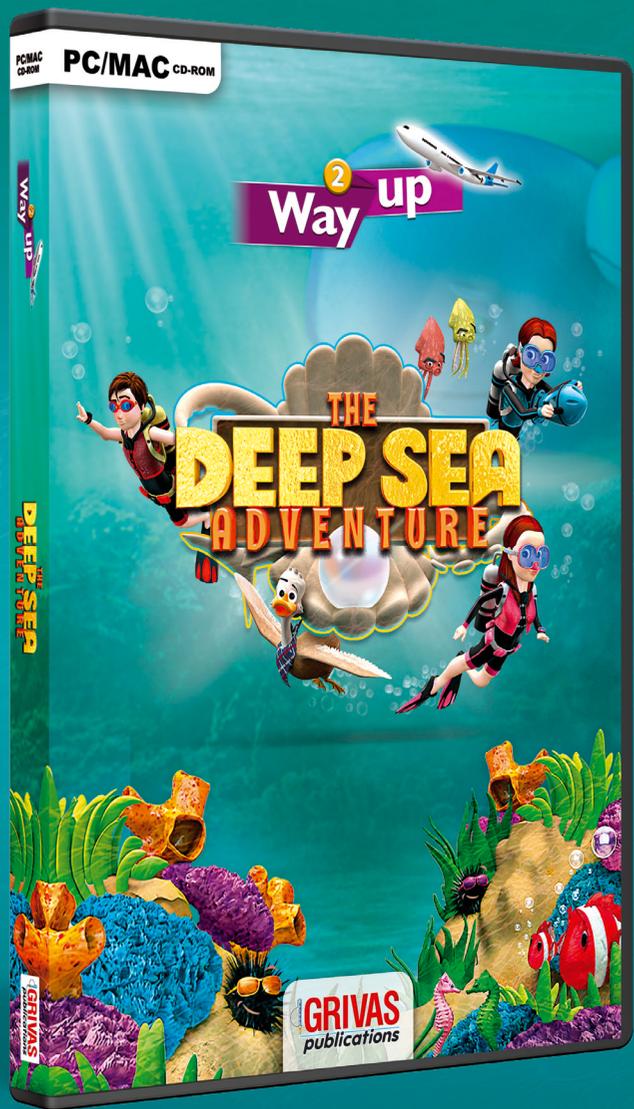


THE DEEP SEA ADVENTURE

Teacher's Game Guide



***Welcome to* THE DEEP SEA ADVENTURE !**

The Deep Sea Adventure is an educational game aimed at students using the **Way Up 2** Coursebook.

This document aims to give you an overview of the gameplay and the game's mechanics. However, the best way to find out is simply by playing! Get your class on board, jump in, and have fun!

Opening screen

On the opening screen, you can perform the following tasks:

-  Display a HELP screen which outlines the basic gameplay.
-  Access the SETTINGS sub-menu, which allows you to
 -  turn the music on or off.
 -  turn the sound effects on or off.
 -  exit the game.
-  Start a new game.

Structure & Usage: the game selection screen

The Deep Sea Adventure features 14 instances (“games”). Each game tests students on language items from a specific section. These are shown on each game’s button. For instance, the first game features content from Unit 1, Lessons 1 & 2. The second game features content from Unit 1, Lessons 3, 4 and 5, and so on. The game is intended for use every time your students have completed the relevant part of the book.



On the game selection screen, you are able to choose which game you want to play. Games your students have already played and won will appear with a check mark. Games in which your students have achieved “big wins” (see section Games outcomes) will appear with a check mark and a golden outline.

The character selection screen

Here, you are able to select up to 4 characters who will be used in the game. The characters appear in the story in the **Way Up 2** Coursebook.

Each character has got their own special abilities.



Ideally, play the game with all 4 available characters. Select playable characters by clicking the button next to their names. Note that Dexter is always selected by default.

Divide your class into 4 groups, and get them to answer questions during the corresponding character's turn.

You can also select the game's difficulty level from this screen. These fall into three categories: 'Heroic' gives students 10 rounds to win the game, 'Epic' gives them 9 rounds, while 'Legendary' gives them 8 rounds.

Gameplay

The Deep Sea Adventure is a turn-based game. This means players take turns to play (rather than play at the same time). It's also a co-operative game, so its aim is for all selected player characters to reach the end of the board (the 'boat'). To achieve this, players must answer questions to earn the right to spin and move. If any player answers incorrectly, they miss a turn. Players must also work out how to use their special abilities strategically.



To win a game, all players must reach the boat. If they manage to get to the boat and collect all 5 pearls on the way, this counts as a 'big win'. The 'big win' is when all players manage to reach the boat **and** collect all 5 pearls.



Question cards.

There are 40 distinct question cards in each game. Each player's turn begins by drawing a question card. Players must answer correctly to earn the right to spin and move.



Event cards.

The player must draw an event card if they end their move on an event tile. Event cards can be good or bad.

Below is a list of all event cards in the game. All cards appear twice in the event cards deck except for Blessing of the Deep.

Fisherman's nets.

Dexter got caught in a fisherman's nets. His friends are there to help, but they lose precious time!

All players miss the next turn.

Cursed Treasure.

The heroes find a treasure chest, but when they open it... Oh no! Everyone turns into a squid!!

-1 movement for all players for the rest of the game unless you can spin 4 or higher.

Hippocrates Turtle.

You have met the great doctor of the sea!

If any players are squids, they go back to how they were before.

Stingrays.

The Stingrays show you the way!

+1 movement for all players for the rest of the game if you can spin 3 or higher.

Sardines!

A huge flock of sardines swims by. You have to wait until they have passed... **Miss next turn.**

Oswald the Octopus.

Oswald has stolen your pearls! **Lose all the pearls your team has collected.**

Blowfish.

A blowfish has scared Bobby! **-3 movement next turn for Bobby.**

Riches of the sea.

You have discovered a cave full of pearls. **Get all 5 pearls, even if Oswald has stolen them.**

Bubbles the Dolphin.

Bubbles takes everyone on his back and shoots through the deep! **Spin again!**

Bonzo the Shark.

The shark is chasing Charlie! **-2 movement for Charlie next turn.**

Flippers.

You find a pair of flippers! **+1 movement next turn.**

Seaweed lunch.

You eat some seaweed. You are filled with energy and strength!

+2 movement for all players next turn.

Blessing of the deep.

From sardines to whales, all animals support you!

Turn all event tiles to good ones. *(This card appears only once.)*

Special abilities

Each of the 4 characters have their own special abilities and/or limitations.

Dexter starts the game with -1 movement. This means that whenever the player controlling Dexter spins, they will be awarded 1 fewer movement point than what they spin. For example, if they spin a 4, they will only be able to move 3 tiles. However, Dexter has a very special ability to make up for it. Whenever he draws a bad event card, he has a 66% chance to stop the event from happening. This makes him ideal for picking up event cards.



Tara can give movement points he doesn't use to other players. This is a very useful ability. Use it to help anyone who is a little bit behind catch up with the others.

Charlie can help Dexter move faster if he is on tiles 19-24. During this time, Dexter's penalty of -1 movement per turn is cancelled.



Bobby has +1 movement for the entire game. However, he must reach the boat first. If other players get there before him, they have to wait for him!

Winning and losing

To win, all characters must reach the boat before they run out of rounds. If players manage this, and they have collected all 5 pearls, this counts as a big win. If players achieve big wins for all games, a special congratulatory screen appears. Players lose the game if they run out of rounds without everyone being safely in the boat.

Tips

- The first time you use the game, bring up the help panel from the opening screen of the game. Children are very familiar with game interfaces, and this is all they need to know to play and enjoy the game.
- To play the game, divide your class into 2-4 groups depending on its size. Ideally, you should have 4 groups to get the maximum fun out of the game. Each team has a 'captain' who gets up to the board and spins the wheel to move. A team can change its captain when the game is half-way through (in the 5th round if you're playing a 10-round game).
- Encourage students to discuss their next move in English. Allow them 15 seconds if they wish to do it in their mother tongue, but 45 seconds if they do it in English.
- Let your students know one lesson in advance that they will soon play The Deep Sea Adventure. Tell them to revise and be prepared, as even one wrong answer at the wrong stage of the game can make a difference between winning and losing!



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