

Division I

Recommended Materials for Virtual MP Teaching



- Webcam: The Pentathlon Institute used a 1080P Webcam with Microphone, ([Mersuii USB Computer Web Cam](#))
- Gooseneck Mount Camera Phone Holder ([Lamicall Cell Phone Clamp Clip for Desk, 33.4 inches \(85cm\) bendable lazy long snake arm](#))
 - Camera distance from game play varies based on your camera
- 20 x 30 Foam Core board (can be found at many retailers)
- Transparent Dice Container
- Downloadable Labels from MP Website
 - Can be printed in black & white or color
- Number stickers for Hex-A-Gone board, Neon stickers for Orange squares in Hex-A-Gone; green and blue transparent chips are recommended to better view shapes for Shape-Up

SHAPE-UP™

Positioning of Gameboard, Dice, Chips, and Flag Card



- camera distance: 28" from board
- white 20 x 30 foam board
- transparent die container (depth-at least 1 ½ - 2 inches; diameter 2 ½ - 3 inches)
- green and blue transparent chips are recommended to better view shapes beneath chips
- Host shakes die for players.
- Participant tells Host where to move chips based on die value, e.g. how many spaces up/down, left/right. Host points to spaces as described by participant, then moves chip(s).
- **NOTE 1:** After moving chip(s), Host makes sure to place chip(s) to the side of shape so that all can view shapes.
- **NOTE 2:** Encourage participants to use shape terminology when moving chips.
- Bump Rules: Participant lets Host know when to bump and resultant action(s). Host first points to what participant described and then places chip(s) accordingly.
- Specific Virtual Directionality Terms: left/right; up/down; shape terminology

Calla™

Positioning of Gameboard, Cubes, and Flag Card



- camera distance: 22" from board
- white 20 x 30 foam board
- Download and print Player A and Player B Labels each numbered A-E. Place as shown above
- Taking a Turn: Participant tells Host which "Shield" to select and how to move cubes, e.g. pick up cubes from Shield A and place 1 cube in each of the following: Shield A, Calla, and Shield E. Host points to Shields as described by participant then moves cube(s).
- Free Turn or Capture: Participant tells Host when either action occurs and how to respond.
- Specific Virtual Directionality Terms: A through E "Shields"

Star Track™

Positioning of Gameboard, Chain Links, Pawns, Discard



- white 20 x 30 foam board
- Download and print the Chain Selection Label. Place as shown above.
- Chain Selection: Participant tells Host to select 2 chains from container. Host selects and places the 2 chains side-by-side under the Chain Selection Label. Participant then selects 1 of the chains. Participant asks Host to place unused chain back in container and then announces the number of links in selected chain.
Note: Participant can use their computer pointer to assist with counting links in selected chain.
- Pawn Movement:
 - 1) Participant asks Host to move pawn the number of spaces corresponding with selected chain; Participant tells Host what to do when landing on Starred/Numbered Spaces and when to Bump.
 - 2) Participant asks Host to point to selected chain for opponent to check and to pass the Flag Card.
Note: The virtual act of pointing to the selected chain replaces the in-person act of physically passing the chain.

- 3) Opponent checks number of links and asks Host to place in Discard Pile on Right Side of board.

Kings & Quadraphages™

Positioning of Gameboard, Pawns, Chips & Flag Card



- white 20 x 30 foam board
- Download and print Coordinate Strip Labels (1-9) and (A-I) and place as shown above.
- King Movement: Participant tells Host where to move pawn by coordinates or left/right; up/down; diagonally (up/down; left/right). Host points to space as described by participant, then moves the pawn.
- Chip Placement: participant uses coordinates to describe placement, e.g. (5, G). Host uses pointer to indicate if correct, then places chip as described.
- Specific Virtual Directionality Terms: left/right; up/down; diagonally (up/down; left/right); coordinate terminology

INSTRUCTIONAL NOTES:

- Prior to playing Ks & Qs on full, official Gameboard, make sure to play this game on 5 x 5 Ks & Qs Board using Coordinate Strip Labels (1-5) and (A-E). If time

