

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

permits, play game on 7 x 7 Ks & Qs Board using Coordinate Strip Labels (1-7) and (A-G)

Hex-A-Gone™

Positioning of Gameboard, Pattern Blocks, and Flag Card.



- white 20 x 30 foam board
- Download and print Show Box Label and place as shown.
- Bank of pattern blocks are placed on Upper Left side of board and selected blocks placed in Show Box below the Bank.
- Use stickers to number inner hexagons of board 1-7 as shown above.
Note: These stickers can be adjusted as game play proceeds.
- Pattern Block Selection: Participant tells Host which block(s) to select. Host selects and places such blocks into Show Box for participant to verify.
- Pattern Block Placement: Participant tells Host how to place each pattern block onto board, e.g. place the red piece (trapezoid) on Hexagon 5. Host points to space(s) as indicated by participant, then places as described.
NOTE 1: Participants use of edge and vertex terminology as related to numbered hexagons or other shapes is helpful.
NOTE 2: If sticker is covered by a block, the sticker can be placed on top of the just-placed block.
- Specific Virtual Directionality Terms: geometric terminology; edge, side and vertex