

I ad Piscinam!

A game to play with Latin Flashcards

- 1 Deal each player 10 cards (from one person's Flash Card deck.)
- 2 The player to the dealer's left begins by using their cards to make a sentence:
 - A If they make a sentence in Latin:
 - i they get 2 points for each linking verb sentence
 - ii 3 points for each intransitive sentence
 - iii 4 points for each transitive sentence
 - iv 5 points for each transitive + complementary infinitive sentence
 - v and an additional point for each card in the sentence, AND
 - vi an additional point for each correct conjugation or declension change they make.
 - B The player records the points, and then puts the flash cards into the discard pile.
 - C The person to the right of the current player counts up the score.
 - D If they can't make a sentence, they can ask another player for:
 - i a verb, a noun, an adjective, a preposition, or an 'other word',
 - ii and the player has to deliver it.
 - iii If the other player doesn't have the type of card, they can say "I ad piscinam!" — *go to the fish pond*. They draw a card from the deck, and add it to their hand.
 - a If they get the type of card they ask for, they stop.
 - b If they can't find a card of the right type, they keep drawing cards until they get the card they want, or they reach the end of the draw pile.
 - c If the draw pile is empty, the discard pile is flipped over and becomes the draw pile.
- 3 Once a player has composed a sentence or "gone to the fish pond," their turn ends and play passes to the left.
- 4 The game ends when one player goes "out" by using up their cards.

The player who goes out gets a 5 point bonus, and then the winner of the game is determined by the total number of points.