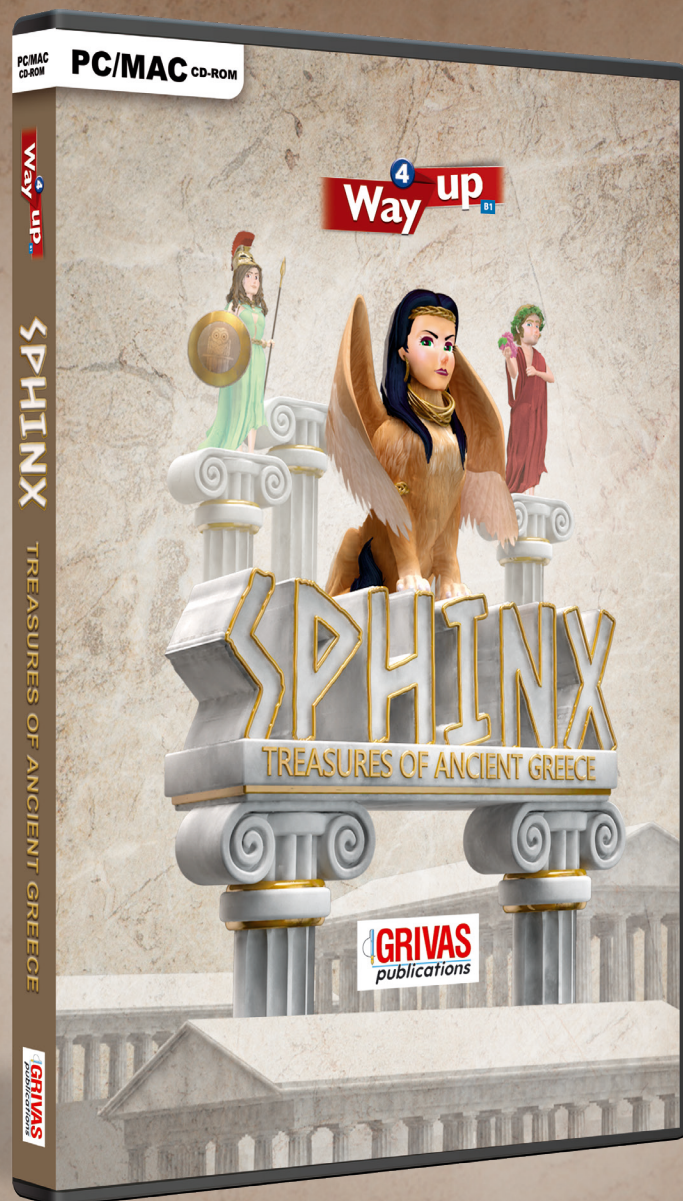


# SPHINX

TREASURES OF ANCIENT GREECE

## Teacher's Game Guide



© GRIVAS PUBLICATIONS 2019  
All rights reserved

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior permission of GRIVAS PUBLICATIONS.

Published and distributed by: GRIVAS PUBLICATIONS

***HEAD OFFICE***

*3 Irodotou St. 193 00 - P.O.Box 72 Attiki, Greece*

*Tel.: +30-210.55.73.470*

*Fax: +30-210.55.73.076 , +30-210.55.74.086*

e-mail: [info@grivas.gr](mailto:info@grivas.gr)

<http://www.grivas.gr>



## Welcome to SPHINX !

**SPHINX** is an educational game aimed at students using the **Way Up 4** Coursebook.

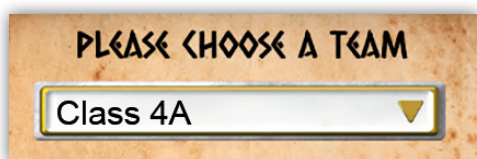
The aim of the game is for your class to complete all quizzes and collect all available postcards. To win a postcard, your students must “survive” rounds of 25 multiple-choice questions. That is, they must go through the 25 questions without making too many mistakes.

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!

### Log-in screen

The log-in screen helps you register your different classes of students on a single computer. The progress of each class will be saved, and each time the class logs in the game will continue from the point where the class left off.

On the log-in screen, you can perform the following tasks:



#### Choose a team to play with.

From this drop-down menu, you can choose which class (“team”) to play with.



After you have chosen the team, click the LOGIN button.

If you haven't created any teams, or if you want to create a new team, you can do so by clicking the ADD TEAM button.



#### Add a team.

Click the above button, then type in a team name. For extra fun, get students to think of a name for their team. After you have entered the team name, click ADD TEAM.

## Welcome screen



The Welcome screen allows users to start playing (by clicking the PLAY button), or to view and adjust audio settings (cog button at the bottom-left). A help screen is also available here (question mark button next to the settings button). You can also exit the game from this screen.



## Game structure & challenge selection screen

The game presents players with 21 quiz challenges.

14 of these challenges correspond to the 7 units in your **Way Up 4** Coursebook (e.g. one to lessons 1-2, and another to lessons 3-5, etc.).

There are 7 bonus challenges, each one corresponding to one unit in your Coursebook. These are initially unavailable ("locked"). To gain access to a bonus challenge, players must (a) complete the two regular challenges for this unit and (b) have at least 50 coins.



*The challenge selection and game progress screen provides an outline of the game's content.*

To play a challenge, click on the corresponding papyrus. Winning a challenge rewards players with a postcard. The aim of the game is to win all 21 available postcards. Postcards a team has won can be seen by clicking the link labelled 'Our Postcards' on this screen.

## Difficulty levels

Each challenge is a series of multiple-choice questions.

Questions in regular challenges are based on the content of the unit to which they correspond.

Questions in bonus challenges are general knowledge questions.

After selecting a challenge, players are initially asked to choose a difficulty level.



All challenges are replayable, so if players complete a challenge at one difficulty level, they can go back and try again at a different one.

Difficulty levels allow different lengths of time in which to complete each challenge, and give corresponding rewards as seen in the screenshot above. Please see the following section ("Challenge mechanics, features and rules") for more information.



## Challenge mechanics, features and rules

### Questions, time and coins

Each standard challenge has 25 questions. Players must answer all questions without running out of time. Time is seen at the top of the challenge screen. The starting amount of seconds players have depends on the difficulty level they chose before starting the challenge (see previous section).

A correct answer gives players 2 coins, and adds 10 seconds to the time bar.

An incorrect answer takes away 1 coin, and removes 10 seconds from the time bar.

Players lose a challenge if they run out of time.

### Help from Dionysus

By clicking on the grapes Dionysus has in his hand, players can choose to replenish 50% of their time bar. This is useful if they find themselves in a situation where time is close to running out. If players confirm that they want to receive this help, Dionysus will claim 50% of the players' coins as a "fee" at the end of the game. This is available only once in a challenge.



### Help from Athena

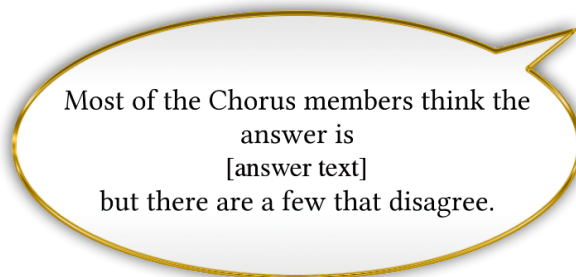
**Athena** can help players in 4 different ways:

- **1/3.** This option will eliminate one distractor from the 4 answer choices, leaving the correct answer and 2 distractors to choose from.
- **50-50.** This option will eliminate two distractors, leaving the correct answer and 1 distractor to choose from.

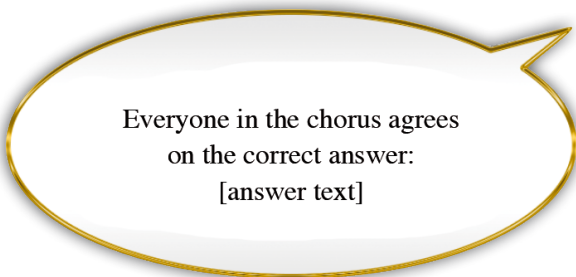




- **Chorus.** This brings up one of the following information panels. Which of the two panels appears is decided at random.

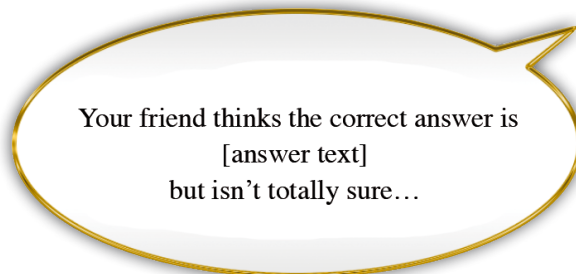


*This panel gives the correct answer 66% of the time. The rest of the time, it will display an incorrect choice.*

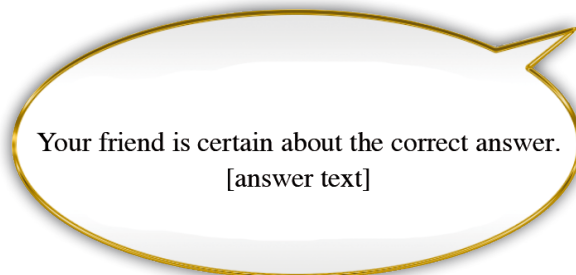


*This panel always gives the correct answer.*

- **Friend.** This brings up one of the following information panels. Which of the two panels appears is decided at random.



*This panel displays the correct choice 66% of the time. The rest of the time, it will display an incorrect choice.*



*This panel always displays the correct choice.*

**Note that each of Athena's four items is available only once in a challenge, and that only one help item can be used for one question.**

## Perfect victory

If players manage to complete a challenge with no errors and without using any help from Dionysus or Athena, this counts as a perfect victory. Perfect victories award an additional 25 coins.

## Postcards

14 postcards are awarded for completing normal challenges (Coursebook-based challenges). Once won, postcards go to the virtual album which is available from the 'Our Postcards' button on the challenge selection screen. Each postcard contains a place or item from Ancient Greece, along with additional information on it.

7 additional postcards are awarded by completing bonus challenges. These are animated, and depict items from Greek mythology. These are also available in 'Our Postcards'.





## The Great Treasure of Sphinx

Students can win The Great Treasure by winning all 21 postcards.

### Tips

- The first time you use the game, bring up the help panel. Children are very familiar with game interfaces, and this is all they need to know to play and enjoy the game.



- The whole class plays this cooperative game as a team. Select random students (or pairs of students) to complete each challenge. Allow the rest of the class to help.
- Encourage students to discuss their answers in English.
- Let your students know one lesson in advance that they will soon play Sphinx. 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!



