

# Contract Rules via the Sea

ε = crab

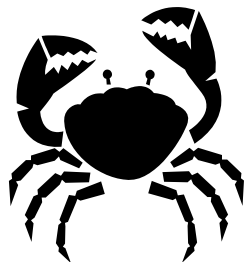
ο = bomb

α = fish

η = crab with a long claw

ω = dead fish

## Crabs



ε ε - ε ι

– two crabs fight and one loses part of its' claw

ε η - η

– a long clawed crab beats a regular crab

ε ο - ο υ

– a crab plus a bomb, ο υ what a mess

ε ω - ω

– anything and a dead fish is just a dead fish

## Fish

α ε - α

– a fish eats a crab, the fish wins

α η - α

– a fish eats a crab with a long claw, the fish wins

α η - ς

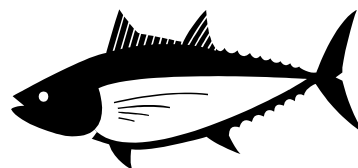
– a fish eats a crab with a long claw and a hook, the fish wins but is hooked

α ο - ω

– a fish eats a bomb, you have a dead fish

α ο υ - ω

– a fish and a blast is a dead fish



## Bombs



ο ε - ο υ

– a bomb and a crab ο υ what a mess

ο η - ω

– a bomb and a crab with a long claw, you get a dead fish

ο η - ο ι

– a bomb and a crab with a long claw and a hook, you get a bomb with a hook

ο ο - ο υ

– a bomb plus a bomb, ο υ what a blast

ο ω - ω

– anything and a dead fish is just a dead fish

ο ο υ - ο υ

– a bomb and a blast, ο υ what a blast

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This mnemonic device was created by Alan Tomlinson. See N. Clayton Croy, *A Primer of Biblical Greek* (Grand Rapids: Eerdmans, 1999), 123-125 for a full discussion of contract rules and verbs.