# **Rules**

### The Alternate Version of Life with Exponents

- Each player takes a turn spinning



- The number you land on is how many spaces you moves
- When you land on a marked pick up spot then you draw one challenge card (recycle the deck when finished).
- You choose the path of your character (school or job) to get the chance to get a better job and make more money
- When you spin 0 you get 1 b card and get to spin again
- Highest money at the end wins
- Four of one money makes the higher card



### School:



- When you choose to go to school you have to take a loan of  $\frac{1}{b^2}(b^{-1})$  (4 b cards loan)
- When you reach the end of school you get a choice of 5 job cards. Pick 2 and then pick your desired job
- When you land or pass a money spot collect the amount of money associated with your job

### **Career Path:**



- When you choose to go instantly into a job. Pick out 2 cards in the career path deck and then choose your desired card.
- When you land or pass a money spot collect the amount of money associated with your job

## **Card Rules**

(Money comes from the Bank)

#### **PVP Card**

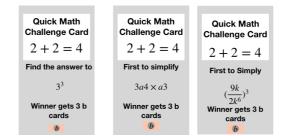


- Choose one person to play against
- Role the die separately to decide the base
- Take a turn rolling the die for the exponent
- Higher number is divided by bottom
- Player with higher card win money
- Same number = no money

#### When Base is One:

- Lower number wins
- When both players get 1 each person get 1 n cards

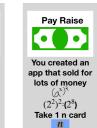
#### **Quick Math Card**



- Find the answer or simply the equation to win the money
- Once you read the card tell your opponent(s)
- Once everyone is ready then flip up the equation
- First to answer gets the money

#### **Pay Raise**



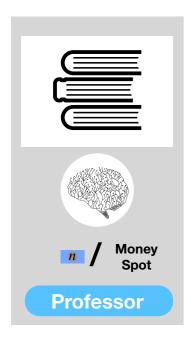


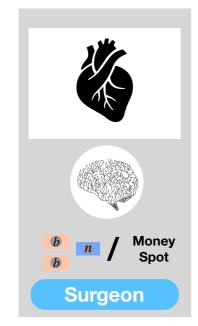
- Lucky you, you have received more money
- Follow the cards instructions and take the amount it says

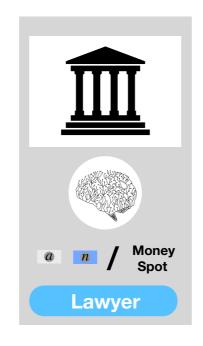
# Jobs

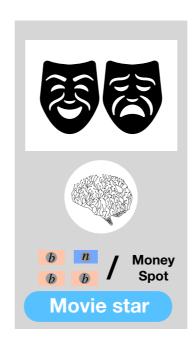
## School:

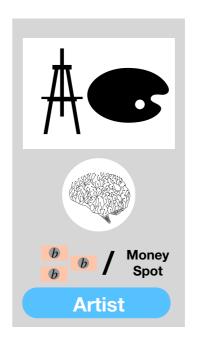






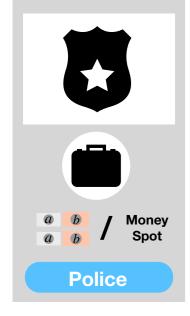






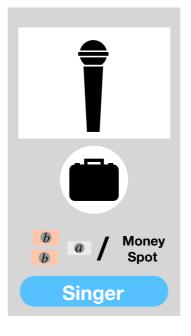
## **Career Path:**





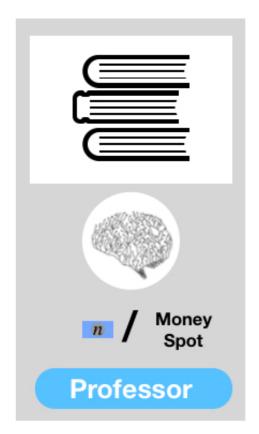


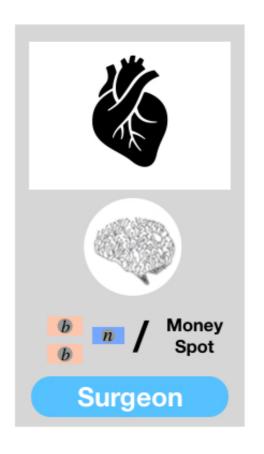


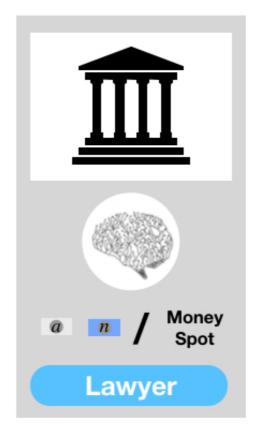


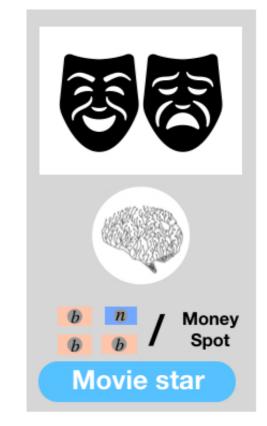


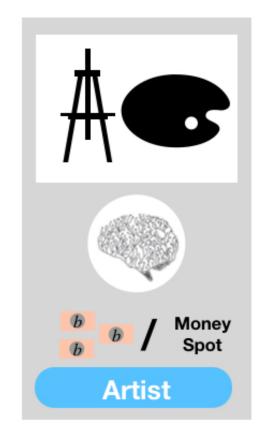
Base —> Exponent   V	1	2	3	4
1	1	2	3	4
2	1	4	9	16
3	1	8	27	64
4	1	16	81	256

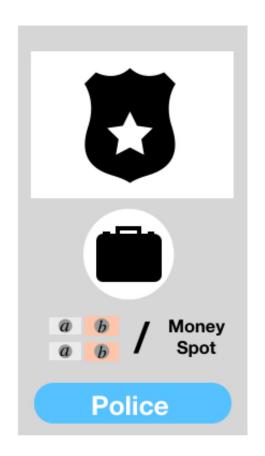




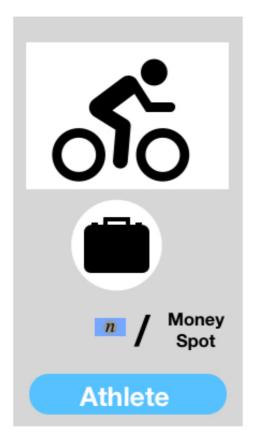


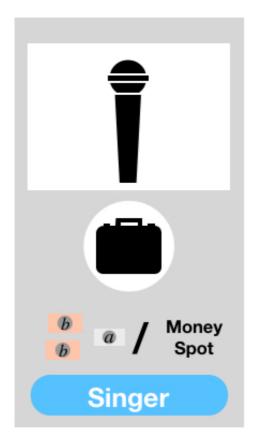


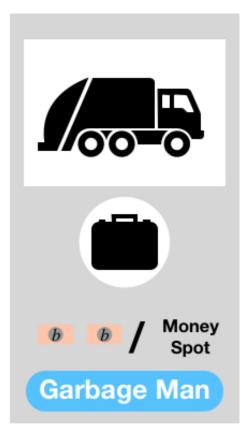






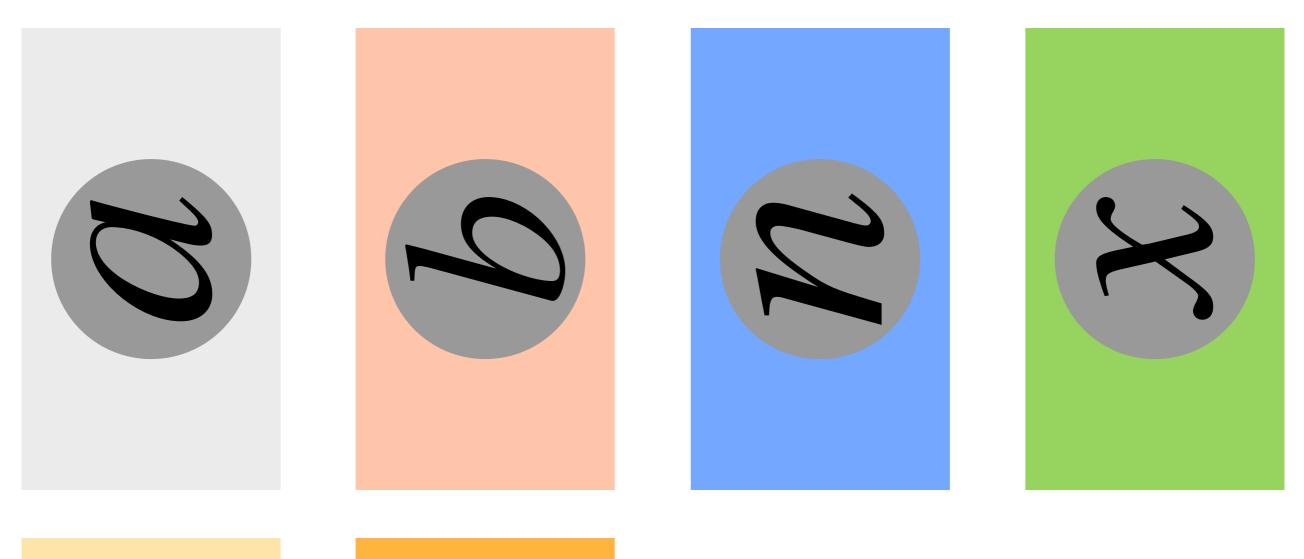


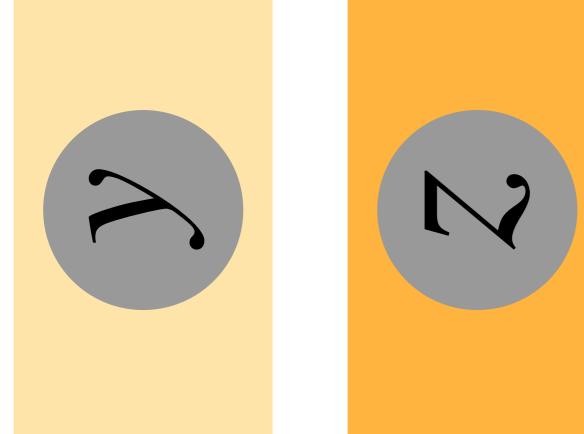




# Rules of Exponents or Laws of Exponents

Multiplication Rule	$a^x \times a^y = a^{x+y}$ comp	ethion card
Division Rule	$a^{x} \times a^{y} = a^{x+y} comp$ $a^{x} \div a^{y} = a^{x-y}$	prp card
Power of a Power Rule	$\left(a^{x}\right)^{y}=a^{xy} \times \lambda \lambda \cos a$	· ·
Power of a Product Rule	$(ab)^x = a^x b^x \mid and$	on same number comp
Power of a Fraction Rule	$\left(\frac{a}{b}\right)^x = \frac{a^x}{b^x}  \text{and}  b^x$	<b>'</b>
Zero Exponent	$a^0 = 1$ Ospin =	1=160\$ &1 nav
Negative Exponent	$a^{-x} = \frac{1}{a^x}$	J. 12
Fractional Exponent	$a^{\frac{x}{y}} = \sqrt[y]{a^x}$	







Take a turn rolling the die for the exponent. Higher number is divided by bottom. Player with higher card win money

5> = 3 b cards

5 < = 1 b cards

Quick Math Challenge Card

$$2 + 2 = 4$$

Find the answer to

 $3^3$ 

Winner gets 3 b cards

b

Quick Math Challenge Card

$$2 + 2 = 4$$

First to simplify

$$3a^5 \times a^4$$

Winner gets 3 b cards

b

**Pay Raise** 



It is your lucky day. You got a pay raise.
Square 2 b cards (2<sup>2</sup>)

b

**Pay Raise** 



You have found money on the ground.

Pick up 3

a

**Pay Raise** 



You created an app that sold for lots of money

$$(\mathcal{O}^{*})^{*}$$

 $(2^2)^2 = (2^8)$ 

Take 1 n card

n

## Quick Math Challenge Card

$$2 + 2 = 4$$

**First to Simply** 

$$(\frac{9k}{2k^6})^3$$

Winner gets 3 b cards

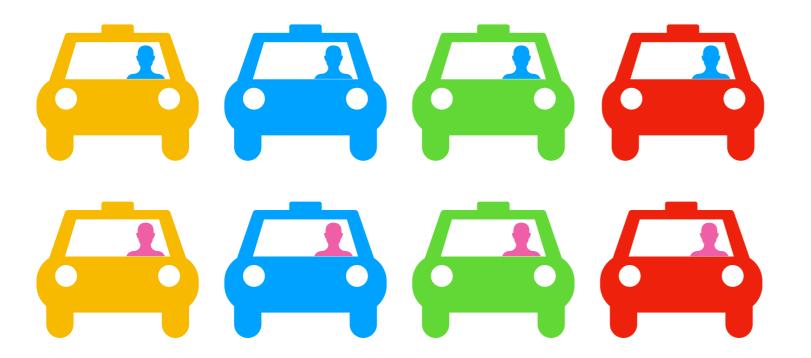




Take a turn rolling the die for the exponent. Higher number is divided by bottom. Player with higher card win money

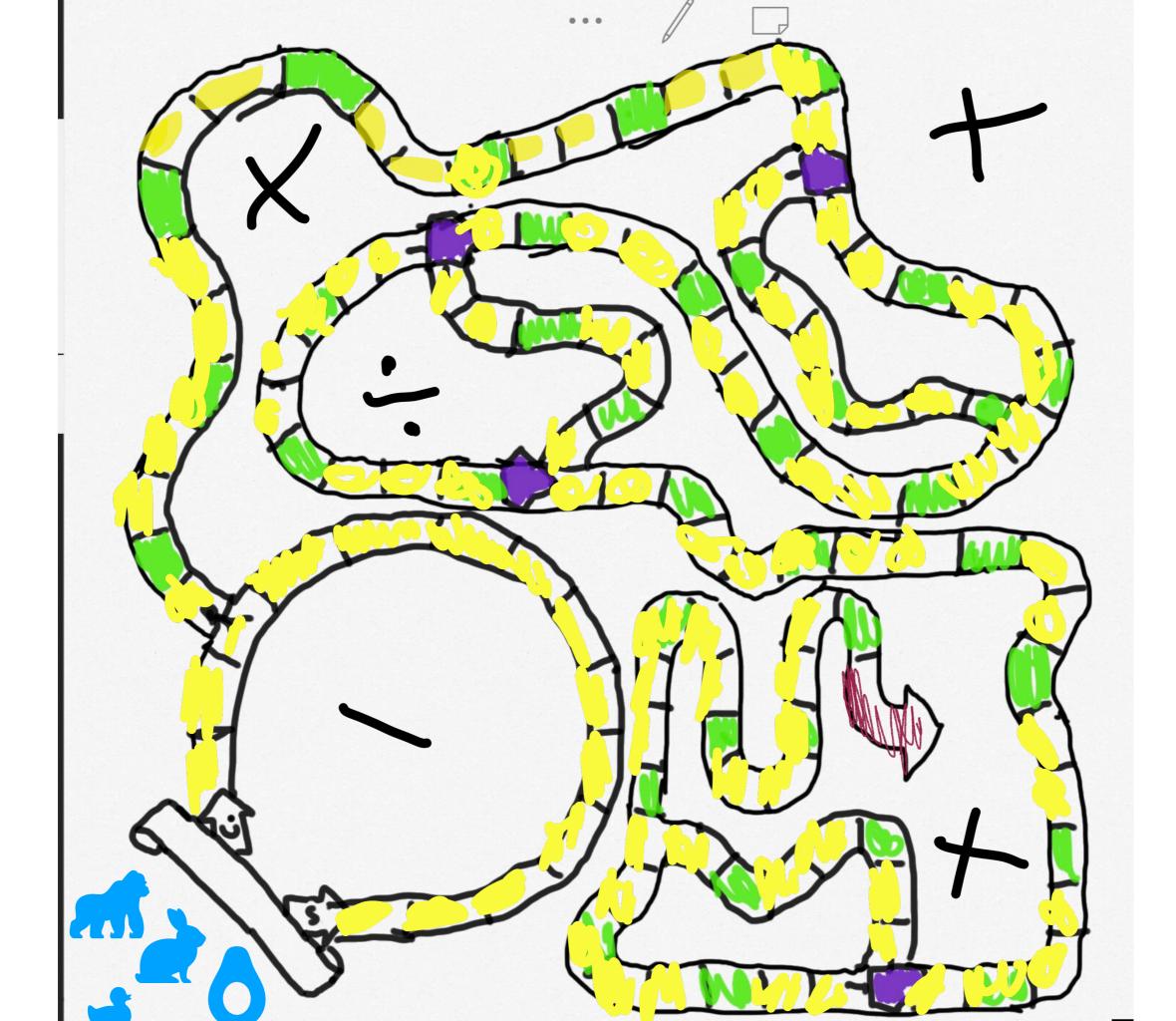
5> = 3b cards

5 < = 1 b cards





Pick a player



## **Feedback**

#### **Exponents happen every turn**

The game was not quite complete so the rules did not make much sense. The exponent rules did not appear very often and not all of them were shown. The money had no significance but I assume when the school part is added they will. Good ideas this can be a very interesting game. Also why is Siri being used it did not make much sense to us although it might not others. Also what does the spinning wheel do?

**Spinner moves your character** 

That is how you win in the end

Siri was said in the rules to be temperate

0 = 1?

Job

**School**