

CENTIPEDE HILL: DRAFT

GAME COMPONENTS:

- Game Board
- Dice
- Cards
- Avatar Pieces

OBJECTIVE:

Be the first player to reach the winning on the board!

GAMEPLAY:

There is 1 deck of cards.

The player must pick up 1 card from the deck. This card has a number on it. The number is a BASE.

Then the player rolls the dice.

The number that the player rolls is the EXPONENT.

Then the player puts both the BASE and the EXPONENT together to create a POWER. The player must now solve the equation as quickly as possible.

The first number from the answer is the number of spaces the player can move on the board. (ie: 3029 turns into 3)

Repeat until the game is finished. The first player who makes it to the top of Centipede Hill wins.

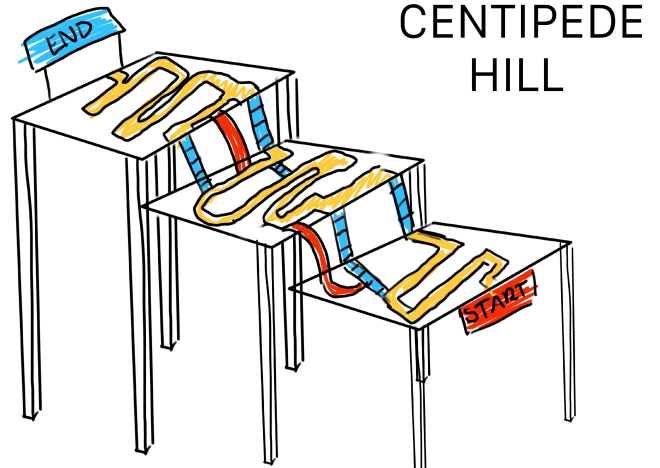
OR (with all 4 exponent laws)

There are 2 decks of cards.

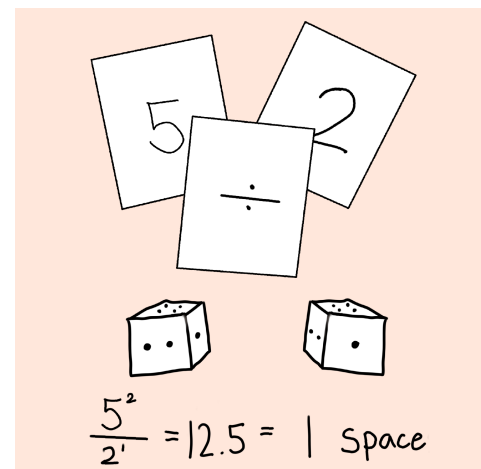
The player must pick up two cards from the 1st deck, and one card from the 2nd. The numbers on the cards from the 1st deck are both BASES. The card from the 2nd is the OPERATION.

Then, the player rolls two dice. The numbers that the player rolls are EXPONENTS.

Then the player puts the both BASES and the EXPONENTS together to create two POWERS. The player now has to add the OPERATION



HmMmmmmmm



and solve the equation.

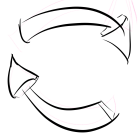
The first number from the answer is the number of spaces the player can move on the board. (ie: 3029 turns into 3)

Repeat until the game is finished. The player who makes it to the top of Centipede Hill wins.



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SPECIAL SPOTS:

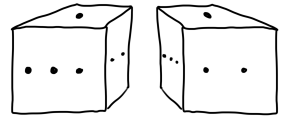


Switch! If a player lands on this spot on the board they may switch spots with the nearest avatar to them.



Earthquake! If a player lands on this spot, then they must roll the dice twice. The first number they roll is the BASE and the second number they roll is the EXPONENT. They must create a POWER and solve the equation. The first number from the answer is the amount of spaces ALL PLAYERS must move backwards. (ie: $2083 = 2$ spaces back)

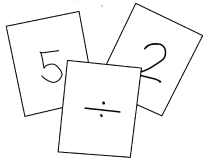
EARTHQUAKE



$$3^2 = 9 \text{ spaces back}$$



Skip turn! If a player lands on this spot they must skip their next turn.



Triple Threat! If a player land on this spot they get to do their turn three times, BUT if they get any question wrong, they only move 1 space.