

[This is just a sample. Some of the pitfalls do not meet the standards in the rubric]

GET THE FLASH HOME IN A FLASH!

GAME DIRECTIONS

by Joe Gamer

The Flash needs to get home ASAP! His mother has called him to dinner. He cannot stop for anything, even to help. Pitfalls and dangers await him, and he needs your help to direct him on the best pathway to his house.

Age Range: 5th Grade and up

Number of Players: 1-4

Playing Time: 20-30 minutes

Game Object

You need make a route for the Flash to get home by placing coordinates on the *Ordered Pairs Pathway* sheet. You want to create a pathway that will not pass through any of the Pitfalls and Dangers. Once you finish filling in the *Ordered Pairs Pathway* sheet, you will take turns, with any other players, to move the Flash to each of your coordinates in order. The Flash will move only horizontally and vertically (not diagonally). To move from one coordinate to the next, the Flash will go horizontally to the x-coordinate, and then vertically to the y-coordinate (or vertically to the y-coordinate and then horizontally to the x-coordinate). The player to make it home without any pitfalls or dangers is the winner!

Game Contents

Game board with coordinate plane. Each axis has a scale from -12 to +12

4 Player tokens - The Flash

1 Finish token - Home

15 tokens for the Pitfalls and Dangers

4 sets of dice

4 pennies

Gamer Pitfalls Coordinate sheet (with coordinates filled in)

20 Ordered Pair Pathway sheets

Game Setup

1. Place player start token and player finish token anywhere on the board.
 - Neither the x or y coordinate can be more than +12 or less than -12
 - Have players write those coordinates on their *Ordered Pairs Pathway* sheet.
2. Set out 15 pitfalls and dangers on your game board and list the coordinates for each one on the *Gamer Pitfall Coordinates*.
 - Place no more than 4 pitfalls in any one quadrant
 - Pitfalls cannot be placed so that it is impossible to win
 - Here are the Flash's pitfalls:



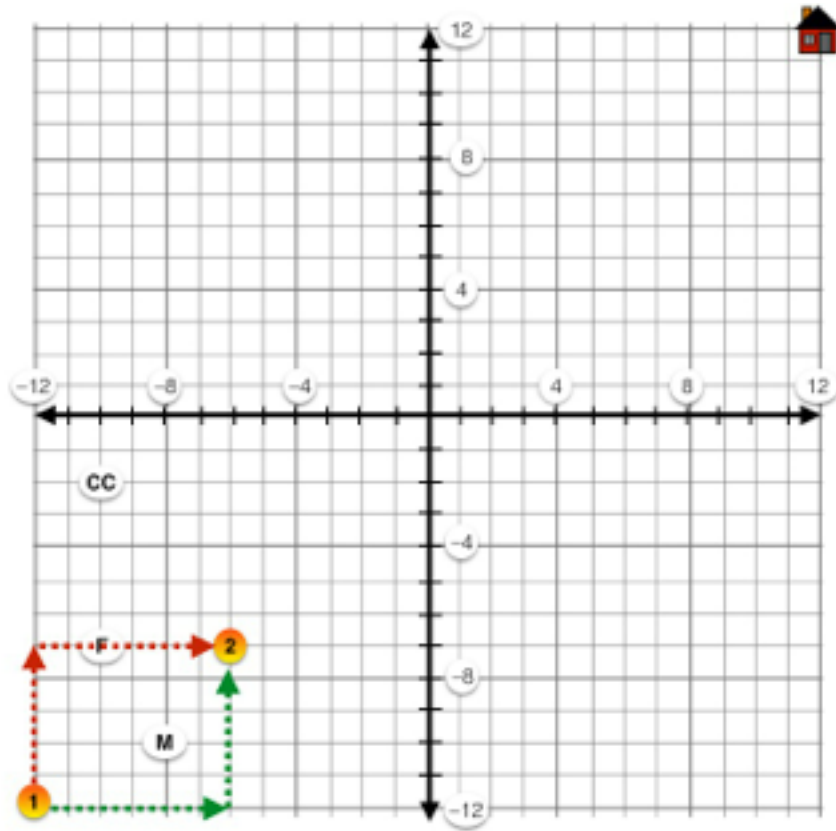
Game Play

Part 1 - Roll and Flip to make the Ordered Pair Pathway

1. Players should fill in the start and finish coordinates on the *Ordered Pairs Pathway* sheet according to where the Flash starts and where his home is.
2. Each player chooses to roll 1 or 2 dice for each turn (player may need to get a 1 or -1 and so will need to roll 1 die) and also flips 1 coin. Players can do their rolling and flipping at the same time.
 1. Heads indicates a positive number and tails indicates a negative number
 2. The roll of the dice indicates the value of the number
3. Place the number (with the + or -) in any one of the blanks on the *Ordered Pairs Pathway* sheet. Remember that you want the Flash to get from start to finish without passing through a pitfall.
4. Keep rolling/flipping until all of the blanks are full the *Ordered Pairs Pathway* sheet. Wait until the other player(s) is done.

Part 2 - Move the Flash on the Pathway you made.

1. The youngest player goes first, then next youngest, etc.
2. Starting at home, move the Flash to the second ordered pair. Let each of the players do their first move.



Remember that to move from one coordinate to the next, the Flash will go horizontally to the x-coordinate, and then vertically to the y-coordinate (or vertically to the y-coordinate and then horizontally to the x-coordinate).

In this example, the Flash is starting at $(-12, -12)$ and needs to go to $(-6, -7)$. He can go up to the y-coordinate of -7 and then to the right to the x-coordinate of -6 on the red path shown. This would make him pass through the Pitfall of playing with friends. If you chose this path, you lose a life. The green path shows the Flash going to the right to the x-coordinate of -6 and then up to the y-coordinate of -7 without passing through any Pitfalls. This is the better path to choose so you don't lose a life.

3. Continue to take turns moving the Flash to the next ordered pair on the **Ordered Pairs Pathway** sheet. You must go in order down the list of ordered pairs.
4. If the Flash passes through a Pitfall, check off one of your lives at the bottom of the **Ordered Pairs Pathway** sheet.

Winning/Scoring

When every player has gotten the Flash home, the player with the most lives left is the winner. It is very possible to have a tie!

Advanced Rules:

You can require the Flash to help the little girl on his way home. In this version, your path **MUST** pass through that Pitfall before the Flash gets home