Automathink (Max 6 players)

Objective of the game
Own the most property at the end of 30 minutes

How to Play
- To begin each player must select a token
- To determine who goes first
    - Everyone must roll a die and whoever gets the highest number goes first
- At the beginning of each you roll the dice and advance that many spaces
- On your turn if you land on a…
    - <u>Property</u> - you have the opportunity to buy it. Each property has a math problem; if you answer it correctly you get the property. If you do not answer correctly nothing happens.
    - <u>Wordswords</u>– you have the opportunity to buy it. Each Word Problem has a math word problem to answer; if you answer it correctly you get the property. If you do not answer correctly nothing happens.
    - <u>Art Class</u> –you get to go to art and nothing happens because you are busy painting.
    - <u>Brain Break</u> - you will get a card that says second chance. A second chance means that if you land on a property and you get the question wrong you have a second chance, so you can try again.
    - <u>Go to Art Class</u> – you are sent straight to art class where you must stay for 1 turn and miss your turn because you are busy painting.
    - <u>Reach for the Top</u> – You must pick up a quiz card answer the question and do what the card says.
    - <u>Shoot for the Moon</u> - You must pick up a test card answer the question and do what the card says.
    - **<u>What ever space you land on another player must ask you the question, you may not look at the card</u>**

- If someone else lands on your property you may ask him or her a math question (**that you must know the answer to**) and if they answer the question right they get to take your property.

- If someone else lands on your word problem nothing happens, once you get a word problem it is yours for the rest of the game.

Materials List
- 22 property cards
- 4 wordswords cards
- 20 reach for the top cards
- 20 shoot for the moon cards
- 10 second chance cards
- 6 tokens
- Instructions

How the game ends
Have a timer that runs for 30 minutes, when the timer goes the game is over; whoever has the most properties wins the game.

To make the game a little easier you could even play on teams of two!