

## Mathopoly instructions – August 2015

Very similar to Monopoly, except solving mathematics (algebra) problems is the way each team is qualified to move its piece about the board via a spinner (e.g., <http://www.shodor.org/interactivate/activities/BasicSpinner/>). A timer is also required (e.g., <http://e.ggtimer.com/>) to limit the time for a team to solve a given mathematics problem.

Before a team can spin a spinner to determine its number of moves, the team must correctly answer a mathematics challenge question. If they get it wrong, they lose their turn AND the other teams can earn \$50 by giving the correct answer. If they get it right, they spin and move accordingly. One correct answer gives the team another chance at a second spin and continued movement of their piece, if they get a second mathematics challenge question correct. No more than two consecutive turns are allowed for a team before it becomes the turn for a different team.

‘Go’ – the starting position for all teams, each team earns \$200 for passing go after the game has started. Exception...teams having just been released from jail do NOT earn \$200 when they return to ‘Go’ and pass the ‘Go’ position.

A team landing on the...

- ‘Even’ space spins again and earns \$100 if an **even** number comes up on the spinner and pays \$100 to the penalty account if an odd number comes up.
- ‘Odd’ space spins again and earns \$100 if an **odd** number comes up on the spinner and pays \$100 to the penalty account if an even number comes up.
- ‘Go to jail’ space goes to jail and immediately gets a chance with the spinner to spin a ‘1’ (one). If a ‘1’ appears on the spin, they are sent to the ‘Go’ position *without* earning \$200 when they pass the ‘Go’ position. If they fail to spin a ‘1’ they can post bail (\$100 on the first try, paid to the penalty account) or wait in jail for their next turn. On the second try, they can try to spin a ‘1’; if successful, they are sent to the ‘Go’ position (w/o earning \$200), if unsuccessful, they must post \$200 bail to the penalty account and are sent to the ‘Go’ position (w/o earning \$200).
- ‘Challenge!’ space wins all of the money currently in the penalty account (zeroing it out) and earns the right to have a ‘super’ mathematics challenge question, without competition from the other teams. A correct answer to a ‘Challenge!’ question earns \$200.

A team landing on P12 that doesn’t own the property must pay the P12 owners \$84 if there is one house on the P12 property. Building a house on the P12 property costs \$210. Property can only be purchased or built upon on separate turns, one house per turn, at most. There is a three house maximum on each property. A team landing on a utility (power, trash, water) space that doesn’t own the utility must pay the utility owner \$10.

Accounting break – after each team has had a turn (completion of a round), each team must total the account dollar additions and subtractions of every team from the just-completed round to determine the total account balance of each team. Teams making correct accounting calculations earn \$100 at the beginning of the next round.

Gryffindor points – after the completion of a round, each team can earn \$100 at the beginning of the next round if they exhibited courteous behavior to teammates, opposing teams, and the game host during the previous round.