

## Element Connections Board Game

### Game Directions

The game has been created to review facts in both chemistry and astronomy that relate to the creation of the elements as we know them.

Use any suitable object as a placement marker (candy works well) to indicate how far along the board a player is. The game can be played by any number of players, but 2 to 3 players are probably the most manageable on the board.

Both **Phenom** (phenomena) and **Elements** cards should be shuffled and placed on their appropriate boxes on the board.

To begin the game, a player, who will play second or next, draws a **Phenom** card and reads it to the player whose turn it is to go first. To get on the board, a **Phenom** question must be answered correctly. The directions for moving spaces ahead or back are at the bottom of the card. Initially, until a player leaves the Big Bang area, the backward movement is ignored.

Landing on a **p, h, e, n, o,** or **m** square requires the player to answer a question from the **Phenom** deck during his/her next turn. When any other square is landed on, the card is drawn from the **Elements** deck.

Landing on the **n** square above **Supernovae** creates a 50/50 chance. If the player answers the question correctly he/she moves the number of spaces indicated and gets to answer another question right away. If the question is answered incorrectly, then the player moves backward the number of spaces indicated (if any) but also misses his/her turn in the next round.

The first player to the middle of the board (**fin!**) wins!