

Conversion! Stoichiometry Edition Directions & Rules

Conversion!

1. To set up the game:
 - ✓ one die
 - ✓ game piece for each player
 - ✓ separate the game cards into two stacks—conversion & moles
 - ✓ Each player will have their own answer sheet, calculator, and any other necessary supplies needed to work stoichiometry problems.
2. Roll the die to see who goes first (highest roll goes first)
3. The first player rolls the die and advances their game piece the indicated number of spaces.
4. If the player lands on a “conversion” space—draw a conversion card. If the player lands on a “mole” space—draw a mole card.
5. The player solves the problem drawn showing all calculations on their answer sheet. **All other players also solve the problem on their own answer sheet at the same time.**
6. Players must be in agreement that the current player’s answer is correct. If the answer is incorrect, the player does not advance, and must return to the original space they were on before the roll.
7. If there is a dispute regarding the correct answer, please consult with your teacher.
8. See additional instructions on the game board.



Player Answer Sheet

Name: _____

Period: _____ Date: _____

1. After a player has moved the number of spaces indicated on the die, that player will draw the type of card indicated on the card space.
2. **All** players will then solve the problem—**showing all calculations**, on their own answer sheet.
3. Place the card type and number in the small box. (ex—C28 or M12)
4. If all players agree to the correct answer, the player moving can stay on that space.
5. If the player moving gets the problem wrong, that player must return to the space they were on before they rolled.
6. Any disputes can be settled by your teacher.

<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	<div></div>

