ALGEBRA ZOMBIE BOARD GAME

Rules of the game

The zombie board game is a fun game for educators. There are traps, pitfalls and escapes in this game. It is called Zombie Board Game because the zombie represents the biggest single threat to the players. Landing on a zombie space sends a player back to start.

1. Roll the dice and count ahead according to the number that shows up.

2. When a player lands on a space, he/she finds the value of 'X' on the space within a determined time.

3. The instructions on the other spaces are pretty straightforward.

4. **Lose a turn** : the player loses a turn to play.

5. **Go forward**

6. **Go backward**

7. The **zombie** is the space no one wants to land on. It is a killer. Landing on the zombie sends the player back to start. Restarting is no fun when your opponent is advancing.

8. **Trade Places** : This can be good or bad. The player who lands on this space swaps with the opponent. Trading places with an opponent who is ahead in the game is good. Trading places with an opponent who is behind is no fun.

9. Finally the last pitfall is towards the end of the game. To finish the game, the player must get the exact number on the dice to END. If the player has more, the player has to count forward and backwards. For example if a player is at space 31, the player needs to roll and get 4 to finish. If the player has 6 for example, the player counts forward to 4 and 2 backwards to space 33.

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START	1. $2x = 5$	2. $3x = 1$	3. $4x = 20$	4. $7x = 14$	5. $9x = 18$
11. $1 \div x = 0.5$	10. Trade Places	9. $x \div 5 = 2$	8. $2x \div 2 = 4$	7. $x \div 6 = 36$	6. Go forward 2 spaces
12. $x + 4 = 2x$	13. $4x \div 5 = 4$	14. $3x \div 5 = 3$	15.	16. $x \div 5 = 2$	17. $50x = 100$
23. $x + 5 = 10$	22. Go back 3 spaces	21. $3x + 5 = 18$	20. $x + 1 = 3x$	19. $6 + 5 = x$	18. Trade Places
24. $8 + 5 = x$	25. $x + 7 = 10$	26. $x - 5 = 13$	27. $11 = x + 8$	28. $14 = 8 + x$	29. $11 = 21 - x$
END	34. $2x = 8 - x$	33.	32. $30x = 60$	31. $x = 45 + 2$	30. Lose a Turn