

Investigation 3

The Great E² Challenge: Official Rules

Contents

One game board, twenty-five *Challenge* cards (five for each power source), twenty-six *Question* cards, four game pieces, one die and twenty Smiley markers: four green (happy) ones, six red (sad) ones, and ten orange (neutral) ones.

Object of the Game

- Evaluate a number of power sources by placing the green, red and orange Smiley markers in the right spots on the game board.
- Score as many points as possible during the game.

Getting Ready to Play

1. Sort the *Challenge* cards by power source, placing the “Generating Electricity” card on top of each pile. Place the packs next to the game board, along with the *Question* cards.
2. Sort the Smiley markers into three piles: happy, neutral and sad, and place them next to the game board.
3. Prepare scorecards for both teams.
4. Form two teams per table. Ideally, there should be two players in each team.
5. Each player chooses a game piece and places it on the Start square.
6. Take turns throwing the die. The player who rolls highest goes first.

Playing the Game

1. Players take turns, proceeding clockwise around the game board.
2. On his or her turn, each player throws the die and moves his or her piece.
3. Depending on the square landed on, the player draws a *Challenge* card for the power source depicted or a *Question* card. After a member of the opposing team reads the question aloud, the player has 20 seconds to answer. Team members may consult one another.
4. If the player lands on a square with a picture of a die, he or she rolls again.
5. If the player lands on a square for which all the *Challenge* cards have been drawn, he or she moves to the nearest “?” square and draws a *Question* card.
6. If the player lands on the “Start” square, he or she does not receive any points and waits for his or her next turn.
7. If the player answers the question correctly, he or she writes the number of points shown (1 or 2) on the team’s scorecard.
8. In either case, the team places a happy, neutral or sad Smiley marker on the game board according to the instructions on the card.
9. If a *Challenge* card in the “Generating Electricity” category was drawn, no Smiley marker is placed on the board.
10. Play continues until the entire game board has been filled with Smiley markers.
11. The team that scored the most points wins.

