

SLOPE GAME

On each turn:

Player rolls a regular 6-sided die and moves ahead the indicated number of spaces on the board.

If the player lands on a space with instructions, follow the instructions. Otherwise, player needs to identify the slope of the problem on the space as being positive, negative, zero, or undefined.



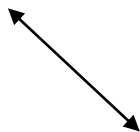

If positive: Player moves 2 spaces right.

If negative: Player moves 1 space left.

If zero: Player moves 1 space right.

If undefined: Player moves 1 space down.

If the move is not possible, the player does not move.

START	(6, 8) (-3, 4)	Move ahead 17 spaces	(-3, 2) (1, -4)	$y = -4$		(1, 2) (2, 4)	Take an another turn	$x = 2y$
(-4,3) (-4,5)	$3x - 5y = 1$	(5,1) (-2,1)	Choose an opponent to move back 4 spaces	$2x - 3y = 10$	Lose a turn	(3, 1) (-3, 3)	$x = -3$	(-9, 16) (-11, 16)
$y = 0$	Move back 4 spaces	$y = 5x - 2$	(9, 6) (1, 4)		$x = 1$	(-1,5) (6,-2)	$y = -3$	Choose an opponent to move back 9 spaces
(0,13) (-4,13)	$y = -2x + 6$	(-2,8) (1,6)	$y = -11$	Choose an opponent to lose a turn	$x = 0$	(9, -4) (3, 2)	$x = 6$	(-3, -1) (6, -4)
Move ahead 5 spaces	(-3, 2) (6, 6)	$x = 5$	(4,-3) (2,2)	$-5x + y = 10$		Take another turn	(1, 8) (-1, 7)	$x = -4y$
$y = -2$	Choose an opponent to lose a turn	(-5, 9) (3, -3)	$2x + y = 7$	(3,1) (2,6)	$x = 2$	(4, 3) (8, 4)	Temp goes from 78F and -40F in 8 days.	(6,-6) (6,2)
Lose a turn	(-1, -3) (1, -2)		(0, 1) (1, 3)	Move back 9 spaces	(-2, 2) (4, -4)	$y = 4$	(10, 4) (7, 4)	END

