

H 1																	He 2
Li 3	Be 4											B 5	C 6	N 7	O 8	F 9	Ne 10
Na 11	Mg 12											Al 13	Si 14	P 15	S 16	Cl 17	Ar 18
K 19	Ca 20	Sc 21	Ti 22	V 23	Cr 24	Mn 25	Fe 26	Co 27	Ni 28	Cu 29	Zn 30	Ga 31	Ge 32	As 33	Se 34	Br 35	Kr 36
Rb 37	Sr 38	Y 39	Zr 40	Nb 41	Mo 42	Tc 43	Ru 44	Rh 45	Pd 46	Ag 47	Cd 48	In 49	Sn 50	Sb 51	Te 52	I 53	Xe 54
Cs 55	Ba 56	La 57	Hf 72	Ta 73	W 74	Re 75	Os 76	Ir 77	Pt 78	Au 79	Hg 80	Tl 81	Pb 82	Bi 83	Po 84	At 85	Rn 86

QUICK OVERVIEW

Dice Move - Roll the die to see how many spaces to move

Chemical Move - Metals: Forward 1 Space
Non Metals: Backwards 1 Space

Bonus Move: Same 1st letter - 2 spaces
Different 1st letter - 4 spaces

Extra Turn: Nobel Gas

Hydrogen H 1																	Helium He 2				
Lithium Li 3	Beryllium Be 4															Boron B 5	Carbon C 6	Nitrogen N 7	Oxygen O 8	Flourine F 9	Neon Ne 10
Sodium Na 11	Magnesium Mg 12															Aluminum Al 13	Silicon Si 14	Phosphorus P 15	Sulfur S 16	Chlorine Cl 17	Argon Ar 18
Potassium K 19	Calcium Ca 20	Scandium Sc 21	Titanium Ti 22	Vanadium V 23	Chromine Cr 24	Manganese Mn 25	Iron Fe 26	Cobalt Co 27	Nickle Ni 28	Copper Cu 29	Zinc Zn 30	Gallium Ga 31	Germanium Ge 32	Arsenic As 33	Selenium Se 34	Bromine Br 35	Krypton Kr 36				
Rubidium Rb 37	Strontium Sr 38	Yttrium Y 39	Zirconium Zr 40	Niobium Nb 41	Molybdenum Mo 42	Technetium Tc 43	Ruthenium Ru 44	Rhodium Rh 45	Palladium Pd 46	Silver Ag 47	Cadmium Cd 48	Indium In 49	Tin Sn 50	Antimony Sb 51	Tellurium Te 52	Iodine I 53	Xenon Xe 54				
Caesium Cs 55	Barium Ba 56	Lanthanum La 57	Hafnium Hf 72	Tantalum Ta 73	Tungsten W 75	Rhenium Re 75	Osmium Os 76	Iridium Ir 77	Platinum Pt 78	Gold Au 79	Mercury Hg 80	Thallium Tl 81	Lead Pb 82	Bismuth Bi 83	Polonium Po 84	Astatine At 85	Radon Rn 86				

1. Roll the die to determine who goes first.
2. **Number Move:** On a player's turn, he or she rolls the die to see how many spaces to move their marker. Start at Element #1 (hydrogen) and progress to 2, 3, 4, 5 etc. The markers move from left to right, then at the end of the row they go to the left side of the row below them. They may also add the number on their die to the place they are currently on to determine where they will land. For instance, if they are on Carbon #6 and roll a 5, they can move to Sodium #11 (6+5.)
3. **Chemical Move:** If their marker falls on a metal, they get to move one place to the right to show that metals give electrons. If their marker falls on a non-metal, they move their marker backward one space to show that non-metals take electrons.
4. **Bonus Move:** If the player can say the name of the element you have landed on, he or she moves their marker ahead two more spaces as a bonus. However, if the name of the element does not start with the same letter as the chemical symbol (for instance, Na for sodium) the player moves ahead four bonus spaces instead of two. Players do not get to move further for knowing the name of the element they landed on as a bonus move.
 - 4a. Beginning Level: For newer players, they can make the Bonus Move for knowing the name of the element for either of the spaces they land on - the Number Move or the Chemical Move. They do not get two Bonus Moves if they know both.
 - 4b. Advanced Level: Once students are familiar with the Periodic Table, they only get the Bonus Move if they know the name of the element they landed on for the Chemical Move.
5. **Extra Turn:** If a player lands on the last element in a line (helium, neon, argon, krypton, xenon, radon) they should call out "Nobel Gas" and the player can take an extra turn. These are the elements that fill an electron shell.
6. If a player passes element #57 (lanthanum), another player can call out "Lanthanide Series." The player moving has to stop and move his or her marker to the bottom of the table and their turn ends. On their next turn, they begin at Element #72 (hafnium.) This recognizes that there are additional elements that do not fit on the main body of the periodic table. If no one calls out "Lanthanide series" before the next player rolls the die, the player who passed lanthanum continues as usual.
7. First player to get to Radon wins. You do not have to roll the exact number to win.