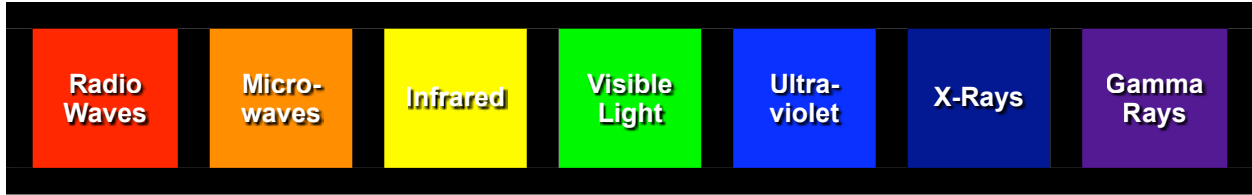


The Electromagnetic Spectrum Game



Overview of the Game

The object of the game is to collect tiles representing each frequency of the electromagnetic spectrum. Players spin the wheel to jump up or down the spectrum, each turn taking an action card or question card from the stack. The first player to collect tiles from all seven frequencies wins!

Game Materials

- 1 Electromagnetic Spectrum Game Board
- 1 Spinner
- 4 Spectrum Trays
- 4 of each Spectrum Frequency Tile: Radio Waves (red), Microwaves (orange), Infrared (yellow), Visible Light (green), Ultraviolet (blue), X-Rays (indigo) and Gamma Rays (violet).
- 4 Game Player Pieces - Blue, Red, Green, Yellow.

The Rules

Before Play:

1. Question and Action Cards are **shuffled** and placed face down beside the board in separate piles.
2. Each player gets a **Game Piece** and a **Spectrum Tray** to collect frequency tiles.
3. Players may place their pieces **anywhere** on the board to start.
4. Players **spin the spinner** to see who goes first; the highest frequency wins.

Playing:

1. The player going first **spins the spinner**.
2. If the spinner lands on **Action Card**, the player draws an action card and reads it aloud. The player must follow its directions, and then his or her turn ends.
3. If spinner lands on a frequency, the player moves his or her piece to that square. The person to the player's right draws a **Question Card**, and asks the question of the player.
4. If the player **answers correctly**, he or she collects the **tile** for that part of the spectrum and places it on his or her **Spectrum Card** and spins again. If he or she answers incorrectly, the turn ends.
5. Play continues in this fashion **clockwise** until a player collects all seven symbols of the spectrum.