

Rules for
Nanomania
For ages 8 and up
2 to 6 players

Contents

1 Gameboard
48 Person/Event Cards
48 Science Cards
48 Technology Cards
6 Mission Cards
1 Die
6 Game Pieces

Note: The Person/Event cards are printed on 2 sheets of bright pink paper; the Science cards are printed on 2 sheets of green paper; and the Technology cards are printed on 2 sheets of yellow paper. Use scissors to cut out the sets of 48 cards.

Setting Up

First, unpack the game board. Then, take out the game pieces. Each player selects a game piece and sets it on one of the Carbon atoms on the game board.

Each player selects a mission to solve. The mission card contains important information that will help answer questions and solve the mission.

How To Win

The object of the game *Nanomania* is to be the first player to complete his mission. The game ends when the first player solves his mission. To solve a mission, a player must correctly answer six questions with at least one person/event question, at least one technology question, and at least one science question.

Person/Event Cards

Players are asked either to name a person credited with a particular discovery, invention, or quotation or provide a year of an important nanotech event or milestone. Clues to some of the questions are on each player's mission card.

Science Cards

Players are asked multiple choice, true/false, and simple fill-in-the-blank questions about science related to nanotechnology including physics at nanoscales, devices used for metrology (measurement), and nanoparticles, powders and films.

Technology Cards

Players are asked multiple choice, true/false, and simple fill-in-the-blank questions about technology related to nanotechnology including applications in the fields of medicine, electronics, environmental sciences, alternative energy, and more.

How To Play

Players take turns in alphabetical order of their names. To complete a player's turn, the player rolls a die and moves between atoms along the bonds of their molecule or between molecules the number of bonds shown on the die. Players may move to any color atom.

When finished moving, the player to the right asks a question corresponding to the atom color (type). On an Oxygen atom (red), the player is asked a person/event card. On a Carbon atom (black/grey), the player is asked a science question. On a Hydrogen atom (white), the player is asked a technology question. On any other atom, the player selects which category to answer.

If the player answers the question incorrectly, the card is returned to the bottom of the stack. If the player answers the question correctly, the he places the card on one of the 6 spaces on his Mission card. A player wins when he collects six cards, with at least one from each category.

<u>Atom</u>	<u>Card</u>
Red (Oxygen)	Person/Event
Black (Carbon)	Science
White (Hydrogen)	Technology
Green (Chlorine)	Player's Choice

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