

Escape Jurassic Park (physics style)

Role #1: Person

- 1. Moves are from the middle of one square to the middle of another.
- 2. You may move four squares per turn in any combination of directions, NOT diagonal!
- 3. After you move, the two T-Rexes will move two squares for their turn in any combination of directions, NOT diagonal!
- 4. If the T-Rexes catch you, you get eaten and lose (game over!)
- 5. You must escape within 15 turns!
- 6. Keep track of your VECTORS on the table below!

VECTOR LOG		
turn	Dx	Dy
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

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Role #2: T-Rex

- 1. You can start wherever you'd like, but NOT in the square highlights in "START (person)"
- 2. Moves are from the middle of one square to the middle of another.
- 3. You may move two squares per turn in any combination of directions, NOT diagonal!
- 4. After you move, the person will move four squares in any direction, NOT diagonal!
- 5. If you or your T-Rex partner catch the person, you get to eat them and win!
- 6. If the person doesn't escape within 15 turns, you also win!
- 7. You may NOT enter the "Safe Zone."
- 8. Keep track of your VECTORS on the table below!

VECTOR LOG		
turn	Dx	Dy
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2		
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- 4. After you move, the person will move four squares in any direction, NOT diagonal!
- 5. If you or your T-Rex partner catch the person, you get to eat them and win!
- 6. If the person doesn't escape within 15 turns, you also win!
- 7. You may NOT enter the "Safe Zone."
- 8. Keep track of your VECTORS on the table below!

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turn	Dx	Dy
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