

# The !dea Corps

## how to play



The object of *Reaction™* is to be the first player to run out of cards and also get the highest number of points. One gains points by “creating” chemical reactions, or molecules. The first player to run out of cards gains 10 points.

### creating molecules

A molecule is a combination of two or more atoms that combine to make a naturally occurring compound. The first 36 chemical elements are included in the game, with other elements thrown in for good measure, including Silver (Ag) and Gold (Au).

A player creates a molecule by laying the cards in front of them, face-up, that make up a molecule. The face values of the element cards in these created molecules are counted to determine a winner. Only naturally occurring molecules are allowed. A guide to some well-known and some not-so-well known molecules is included.

### beginning play

Play begins by dealing eight cards to each player. The dealer places the remaining cards face down in a stack in the center of play. The dealer turns over the first card from this stack and places it face-up next to the stack, which becomes the discard pile. The player to the dealer's immediate left gets the first turn.

### during a turn

A player can do one of three things to start their turn:

- A player may draw the top card from the stack of face-down cards;
- They may draw any card from the discard pile [and must take every other card that lays on top of it];
- Or they may take a molecule from another player and use it during their turn to create a larger molecule.

A player may not take a card from the face-down stack and also from an opponent's molecule in the same turn.

A player can only create a molecule during their turn of play. During their turn, a player can create as many molecules as they can using the element cards, Wild cards or Multiplier cards.

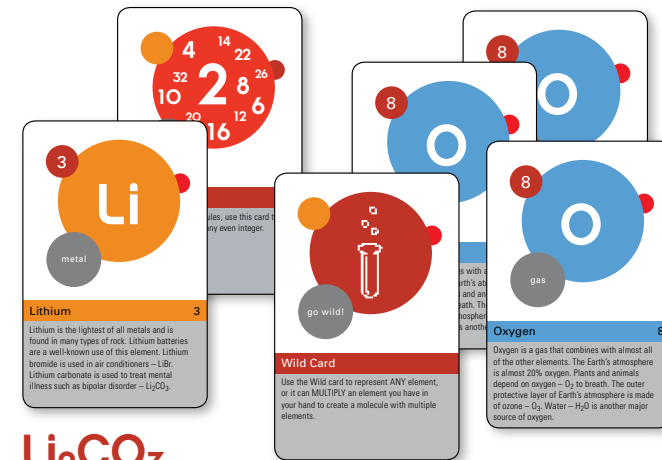
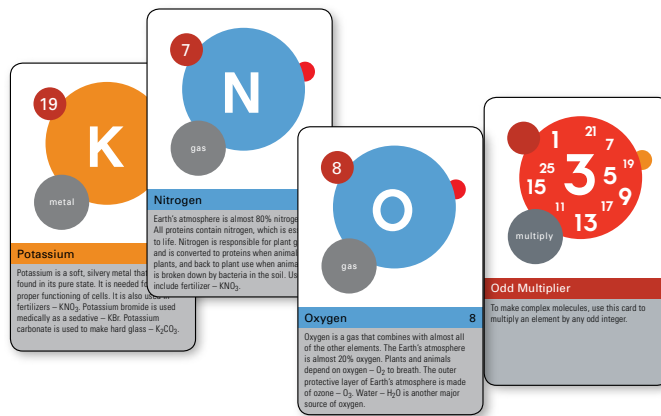
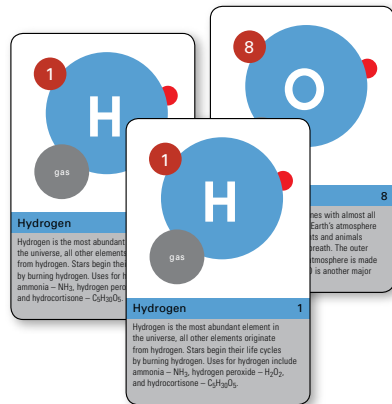
A player may, but does not have to, discard a card from their hand to end a turn.

### special cards

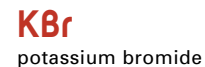
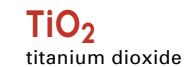
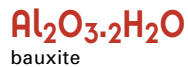
*Reaction™* includes seven Wild Cards that can represent any of the known elements, even ones not included in the game cards. The game also includes twenty Multiplier Cards to multiply any element when making complex molecules. For example, Oxygen ( $O_2$ ) is created by combining two Oxygen cards, or by combining one Oxygen card

*(continued on back page)*

## molecule examples



## other common molecules



# The !dea Corps



along with an Even Multiplier card. Another example is Arsenic Trioxide ( $\text{AsO}_3$ ), which a player creates by combining an Arsenic card with three Oxygen cards; or alternately by combining one Arsenic card along with one Oxygen card and an Odd Multiplier card.

## **destroying opponent's molecules**

There are six Bunsen Burner cards in each deck. During their turn, a player may use a Bunsen Burner card to destroy any one their opponent's molecules. When a Bunsen Burner destroys an opponent's molecule, it is laid on top of the molecule and these cards can no longer be used, their points do not count and are no longer "in play."

## **taking molecules from opponents**

During their turn, a player may seize the molecules that opponents have built and use them to create new molecules.

To seize a molecule from an opponent, a player must use all but one of the elements that make up the opponent's molecule and immediately make a new molecule. For example, if a player took  $\text{H}_2\text{O}$  from an opponent, they would have to use two of those three elements to create a new molecule. A player does not have to immediately use a Multiplier card from an opponent's seized molecule. This Multiplier card may be saved for later use.

## **winning the game**

When the first player runs out of cards, the game is over. There are two options for figuring out who has the most points:

- Players can simply count the number of cards they have among all their molecules, and then subtract the number of cards they have left in their hand to determine a point total. The player with the highest number of points wins. The first player to run out of cards adds 10 points to their total. For example,  $\text{H}_2\text{O}$  made of three cards counts as 3 points.
- Or, for advanced play, the element numbers from each molecule are counted. For example, the point total for Iron Oxide,  $\text{Fe}_2\text{O}_3$ , is figured out by multiplying  $26 \times 2$  ( $\text{Fe}_2$ ), which equals 52, added to ( $\text{O}_2$ ),  $8 \times 2$  which equals 16, for a total of  $52 + 16 = 68$ . If this player had two cards left in their hand, (Calcium and Bromine, for example), those element numbers, (20 & 35) would be subtracted from the player's point total,  $68 - 20 = 48 - 35 = 13$ .

## **Reaction™ The Game of Molecules**

©2004, The Idea Corps, LLC

P.O. Box 706, Hartland, MI 48353

For more information about The Idea Corps or *Reaction™*, visit [www.theideacorps.com](http://www.theideacorps.com)