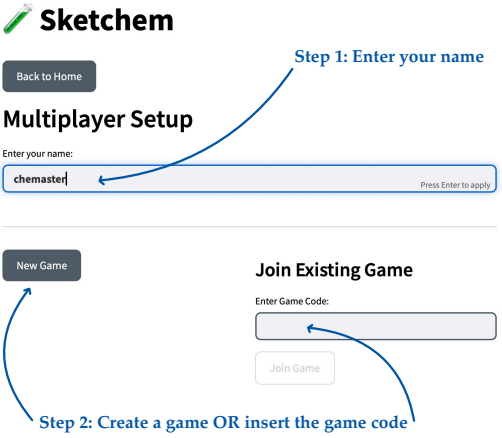
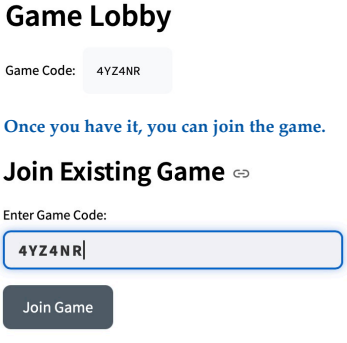
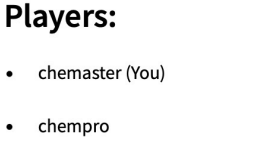
Setting up the Multiplayer game

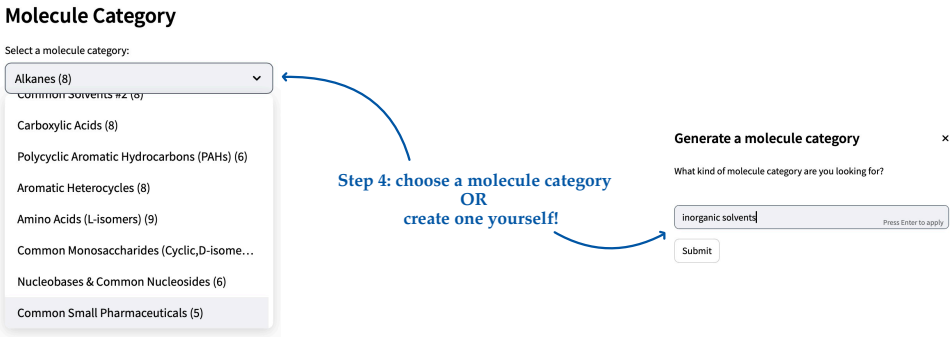


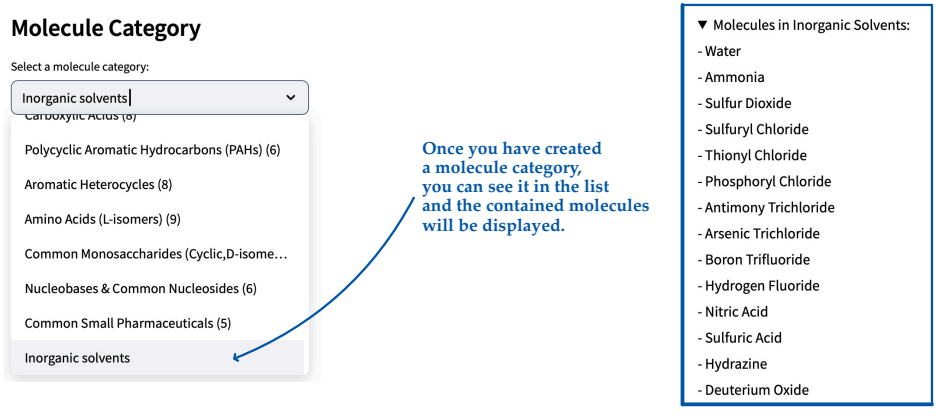
The host can send you the game code which can be found in the Game Lobby.



All the players will be displayed on the page.





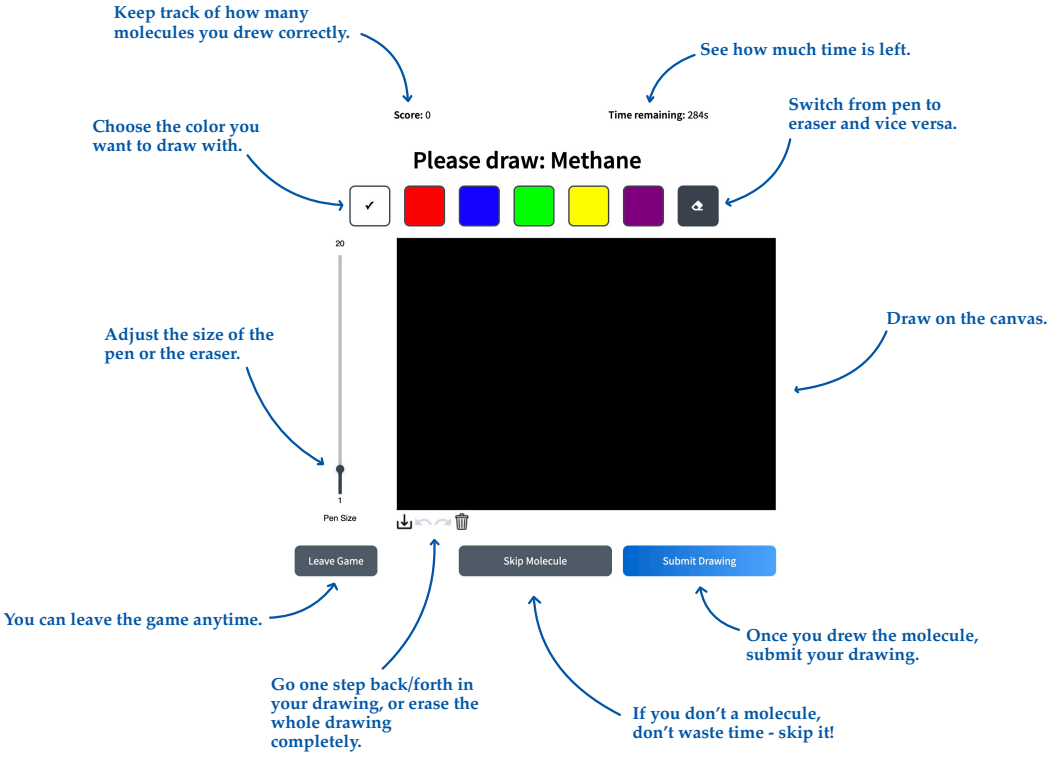


Step 5: When everyone is ready, the host can start the game.

Setting up the Single Player game

Follow the same steps as for the multiplayer game, but starting with step 3 instead of step 1.

How to play the game



You will know when you drew a molecule correctly or if it was not quite right.