

Quark

- Setup
 - Center
 - Atoms, neutron and proton stack
 - Energy stack
 - Baryon draw pile + 3 open baryon cards
 - Meson draw pile + 3 open meson cards
 - Quark draw pile + 3 open quark cards
 - Each player
 - 5 quark cards
 - 2 energy tokens
 - Reference card
 - 1 start player token
 - Goal
 - Create (highest scoring) particles
 - Atomic building blocks (proton and neutron) don't score, but can be used to make an (high scoring) atom
 - Rounds
 - each player gets a turn, starting with start player
 - 2 actions
 - collect quarks, annihilating them for energy, decaying them and using them to create subatomic particles (see further)
 - Can take the same action twice
 - (end of turn): discard until 7 cards (hand limit) in hand
 - Decayed quarks (in front of player) do not count towards hand limit
 - End of game
 - trigger is either of
 - One of the three draw decks is empty
 - A player creates
 - Beryllium in a 2 or 3 player game
 - Lithium in a 4 player game.
 - Round is continued (until all players have had same number of turns)
- Actions
 - Draw 1 quark card
 - from the 3 face-up cards, or closed from the draw deck
 - Immediately replace open cards drawn
 - Discard 1 quark card, draw 2
 - Open cards are replaced after the action, not after the first card draw
 - Decay
 - Heavy quarks eligible for decay have upside down text at the bottom
 - Place the decayable quark card upside down in front of you
 - Obtain 1 energy
 - Can be used as any one of the quarks listed on the top now
 - Annihilate
 - Discard a (same flavour) quark & anti-quark pair (Anti-quarks are identified by a bar above the quark symbol)
 - release and gain energy, heavier quark and anti-quarks pairs produce more energy (as indicated on the reference cards)
 - UP (2), DOWN (3), STRANGE(4), CHARMED (5), BOTTOM (6), and TOP (8).
 - player's left and right get one energy each from the bank
 - draw a new quark blindly from the quark draw deck.
 - Create face-up Baryons or Mesons, or subatomic building blocks
 - Discard the required quarks (indicated on the card)
 - For Baryons, neutrons and protons, you can also use 3 anti-quarks of the correct flavour, but
 - Either all 3 quark or all three anti-quark
 - Anti-matter is more rare, and useful for other actions
 - You can pay energy to transform 1 (only 1) of the quarks used in creation
 - Quarks can only be transformed upward
 - Energy cost is 1 energy per each step up (e.g. up to strange would cost 2 energy)
 - Take the Baryon or Meson card and put it face down in front of you
 - For neutrons or protons take the appropriate token
 - Scoring
 - Points on created Baryons and Mesons
 - Points for the highest level Atom you can create
 - For the game, energy doubles as electrons in atom building
 - E.g. for Helium you need 2 protons, 2 neutrons and 2 energy
 - Only the highest atom that can be made is scored (not lower ones, not multiple smaller atoms)
 - Extra, unused building blocks get no score
 - 1 Point for each left over energy