



1

 Hydrogen


2
 He
 Helium


3
 Li
 Lithium

4
 Be
 Beryllium

5
 B
 Boron

6

 Carbon

7

 Nitrogen

8

 Oxygen

9
 F
 Fluorine


10
 Ne
 Neon


11
 Na
 Sodium

12
 Mg
 Magnesium

13
 Al
 Aluminum

14
 Si
 Silicon

15

 Phosphorus

16

 Sulfur

17
 Cl
 Chlorine

18
 Ar
 Argon

Hazard Identification

fire

- 4 - spontaneously combusts
- 3 - burns readily
- 2 - ignites at high temp
- 1 - ignites after preheating
- 0 - will not burn

chemical

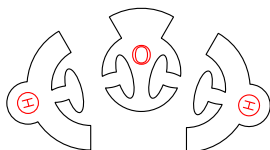
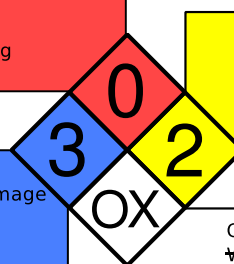
- 4 - explodes readily
- 3 - explodes when ignited
- 2 - unstable
- 1 - unstable when heated
- 0 - stable

health

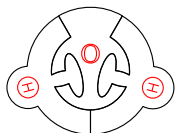
- 4 - lethal
- 3 - causes permanent damage
- 2 - incapacitates
- 1 - irritates
- 0 - no effect

special

- OX - strong oxidizer
- W - reacts with water
- SA - simple asphyxiant
- COR - corrosive

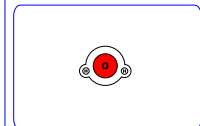


Join atoms and bonds to make hazardous molecules to crush your enemies.



Molecules are complete when no slots or tabs are exposed.

WATER



H₂O 18 g/mol

From a drop of water a hyacinth could infer the possibility of an Atlantic or a Niagara without having seen or heard of one or the other - Arthur Conan Doyle

