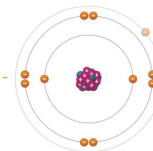


# ION



## Setup

### Centre:

- 3 compound goal cards
- 4 element cards
- Draw pile

### Each player:

- 10 card hand
- 3 different action cards

## Play

### Simultaneously:

- Choose 1 (face down), pass rest on.
- Reveal chosen cards, either:
  - Play as single element/ion
  - Form a bond with other single ion(s)
    - Transition metals: Can freely choose charge
  - [Radioactive]: Count how many revealed...  
1: Do nothing | 2: Floop 90° | 3: Flip face-down

### End of Round:

- When 2 cards left in hand - discard
- RXN tile used: Take card from centre/discards
- Compound with green polyatomic ions:
  - Can flip 1 tile face up
- End of round scoring
- Keep radioactive elements to one side for end of game, reset all other cards

## Scoring

### End of round:

- Single ions worth nothing
- Compounds:
  - Points on cards
  - Bonus points from compound goal cards
- Noble gases: points for sets (2/5/9)
- Radioactive: face-up/flooped (4/2)

### End of game:

- Add up round scores
- Radioactive: Total decay value, ranked (score sheet)
- Face-up tiles = 2pts

## Tiles

**Play 2 & draw:** Play 2 from hand, draw 1 from deck before passing hand

**Play from centre:** At any time, play face-up card from centre. Not replaced.

**RXN:** Rearrange cards throughout round. At end of round, take card from centre or discards.