

Organic Molecules Card Game

2-6 players

Playing time: as little as 5-10 minutes per game, though some games may take 20 or more minutes.
Play the game several times. Each game will be different.

Background information:

The molecules you will make in this game may or may not be actual molecules found in nature. There are so many real organic molecules that, chances are, your molecules will be at least very similar to real ones.

Here is what the letters stand for: H= hydrogen, C= carbon, O= oxygen, N= nitrogen, Cl= chlorine, Br= bromine, F= fluorine. (You may have noticed that there are a lot of hydrogen cards in the game. 90% of all atoms in the universe are hydrogen!)

The lines on the cards represent electrons that the atom would like to share with another atom.

You will need:

- copies of the pattern pages printed onto card stock (any color-- you can make them brightly colored if you wish!)
- scissors

NOTE: If you are making more than one set of cards, I strongly recommend making each set a different color. It will be easy to make sure all the cards get back into the right sets. Otherwise, you will have to count each type of card to make sure one set doesn't have more or less than another. Life is too short to waste time counting cards!

How to play:

Give each player five cards. The rest go face down in a draw pile. Put one of the carbons (with no double bonds) face up to be the starter card. The players take turns laying down cards, trying to get rid of all the cards in their hand. The first player to get rid of all their cards wins the game. HOWEVER: the last card he lays down MUST complete a molecule. If a player lays down his last card on an incomplete molecule, he must draw another card. He may not lay down this new card immediately, but must wait till his next turn to play it.

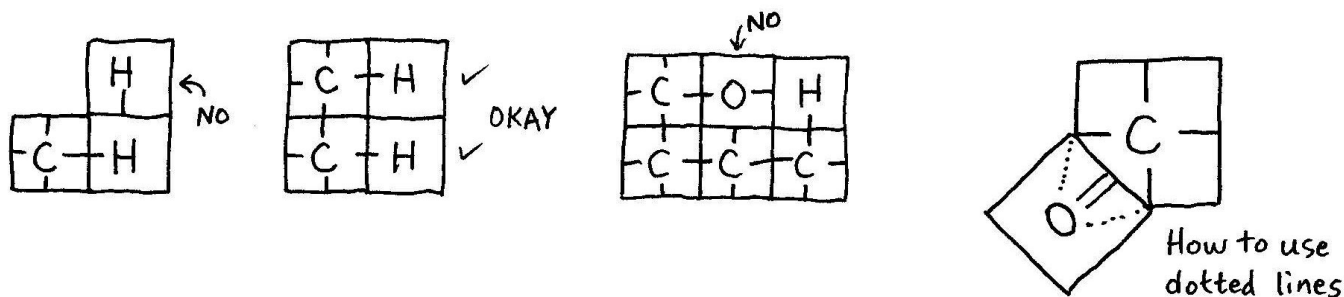
The lines represent bonds. You must match single bonds to single bonds and double bonds to double bonds. A molecule is complete when no bonds are "left hanging." Each bond line must have something attached to it.

Notice that on the double bond O, there are dotted lines. This is so that you can turn the card caddy-corner and match the double bond with two single bonds.

If a player cannot lay down a card, he must take one from the draw pile. He may lay this card down immediately if he can do so.

If a molecule is finished and all players are still holding cards, simply begin another molecule. You must use a carbon with four single bonds as the starter card for a new molecule.

Remember, in order to win the game, the player must lay down his last card as the final atom in a molecule!



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