

Chemistry Battle

Rules

This is a game for two players.

To play the game, follow the order of the actions.

(I) Preparation

1. Each player chooses a group of elements to play.
2. Create your deck of 20 cards, using element and event cards of your group or neutral cards

(II) Gameplay

At the start of the game, each player starts with 1 experiment point. They are destroyed at the end of the turn (whether they are used or not), and you start with one additional one at the start of the next turn.

Draw a card at the start of your turn.

On each turn, you can play cards as long as you have the points to do so.

(III) Win conditions

To win the game, you can either

- Reduce the opponent's health to 0
- Make your opponent run out of cards in their deck
- or if your opponent concedes

Neutral Events

Reaction: Combine two elements with a combined electrical charge of 0. It goes to the side of the player who played this card. The molecule has the combined attack and health of the two combined elements, but it cannot attack immediately. It is no longer considered an element.

Atomic Decay: Choose an element. Transform it into the element with one less proton than the transformed element.

Radiation: Choose an element with a radiation count. Destroy it and another molecule

Group events

Each group has its own event cards to influence the game

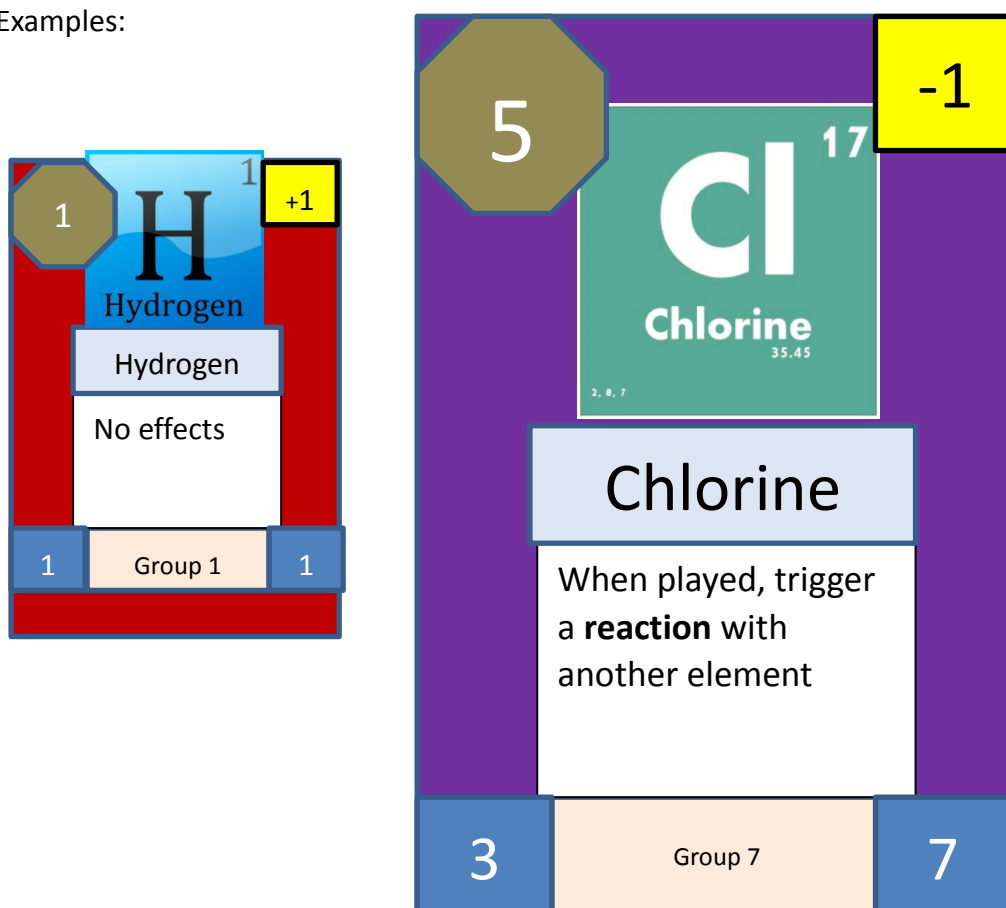
Example:



Element Cards

These are the minions you control to attack the enemy. Each has its own attack and health, as well as an electron count for reactions.

Examples:



Events

In the order of point costs:

0: Atomic Decay- Choose an element. Transform it into the element with one less proton than the transformed element.

1: Reaction- Combine two elements with a combined electrical charge of 0. It goes to the side of the player who played this card. The molecule has the combined attack and health of the two combined elements, but it cannot attack immediately. It is no longer considered an element.

2: Enzymes- Exchange the attack and health of an element

4: Oxidation-Choose an element. Combine it with oxygen to make a compound

5: Electrify- Choose a compound. Destroy it.

7: Arson-Destroy all elements and compounds except noble gases.

8: Copied papers-Take control of a compound on the opponent's side. They draw 2 cards.

Elements

{Key-----Name:Cost/Electric charge/Attack/Health(Group)}[Effects]}

Lithium:3/+1/3/3(Group 1)[Reduce another element's electric charge by 1]

Boron:3/+3/4/3(Group 3)

Carbon:6/+4/5/5(Group 4)[Can trigger a reaction with more than 1 element]

Nitrogen:5/-3/5/5(Group 5)

Oxygen:4/-2/4/4(Group 6)[Trigger a reaction with another element]

Fluoride:7/-1/7/5(Group 7)[Destroy another element]

Neon:6/0/5/5(Group 4)[Can't be targeted by events]