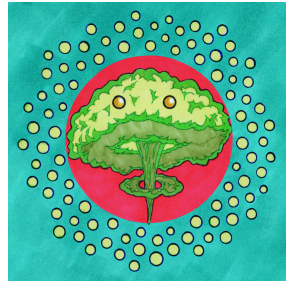


# PERIODIC TABLE WAR!



**GAME DESIGNER:** The Hill Family

**PLAYERS:** 2

**TIME** 20 min

**Ages:** 6+

**OBJECTIVE:** Win all of your opponent's cards

## RULES

1. Divide the deck between the two players
2. Each player turns up a card at the same time and the player with the higher Atomic Number takes both cards and puts them, face down, on the bottom of their stack.
3. If the cards have the same special power- then a War starts. Players each draw three cards and place them down in front of them. Then they each draw the next card on the top of their pile. Whoever has the higher Atomic Number wins all 14 cards. If the turned-up cards again have the same special power, another War is started.
4. If a card has two special powers it only has to match one of its special powers to the other card to start a war.
5. Scientist and Laboratory special icons will not start a war, however Anti Scientist and Anti Lab cards will start a war.
6. The player who wins all of the cards from the other wins the game.