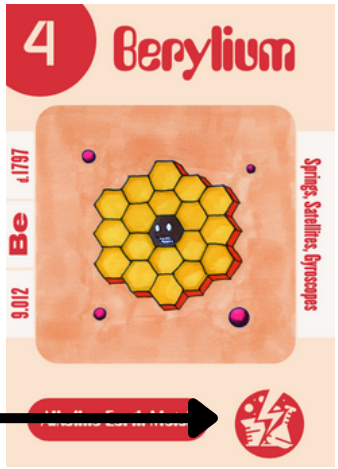
RULES

ATOM DUEL has several different levels of difficulty in which you can play. Level One is the basic mechanics of the game. Each subsequent level adds a **Special Power** to the game which adds more complexity and strategy.

Special Powers are denoted by icons in the lower right hand corner of the card.



ATOM DUEL LEVELS

Level 1: High Card: START HERE

Level 2: Scientists and Laboratories

Level 3: Lasers

Level 4: Radiation

Level 5: Alloys

Level 6: Magnets and Carbides

Level 7: Unique Special Power Cards

LEVEL ONE: High Card

1. Deal 5 cards to each player
2. The person to the left of the dealer plays the first card
3. Each player plays a card; the person who plays the card with the highest Atomic Number wins all of the cards
4. The winner of the hand starts the next hand
5. Each player keeps their cards won to the side for counting at the end of the game
6. Once all 5 cards have been played, a new round starts; the dealer rotates clockwise and deals 5 more cards to each player.
7. In the last round, deal out as many cards as possible for everyone to have an equal number of cards, then discard any extra cards
8. At the end of the deck, whoever won the most cards wins

EXAMPLE

Player 1 plays

Player 2 plays

Player 3 plays

Uranium (92) has the highest Atomic Number and wins the hand

LEVEL TWO: Scientists and Laboratories

LEVEL TWO adds Scientist, Laboratory and Anti-Scientist and Anti-Laboratory Cards into play.

Scientist and Laboratories are cards with a Scientist or Lab icon on the lower right corner of the card. They are the highest cards in the deck, from 96-118.

 Scientist

 Laboratory

Any Anti-Scientist card  beats a Scientist Card

Any Anti-Laboratory Card  beats any Laboratory Card

EXAMPLE

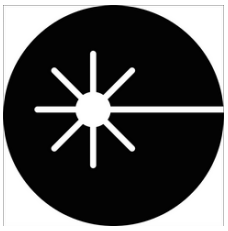
Anti-Scientist Card

beats

Scientist Card

The Anti card takes on the Atomic Number of the Scientist it beats; in this scenario Lithium now has an Atomic Number of 99

LEVEL THREE: LASERS

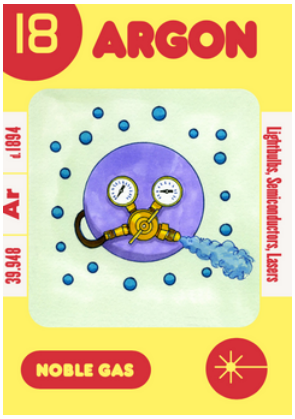


In Level Three Lasers are added into play

Lasers vaporize an unplayed card in a player's hand.

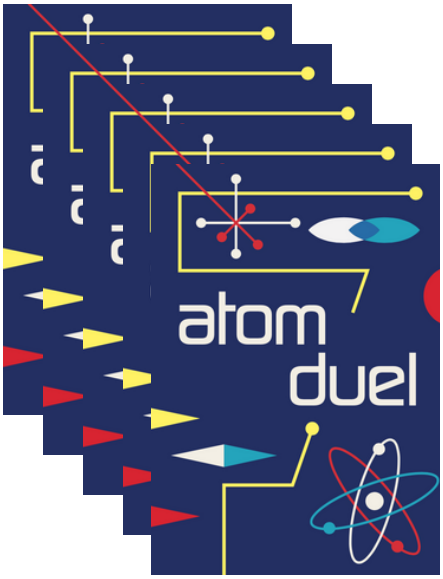
- When you play a laser card, choose an opponent to vaporize.
- Pick from one of the player's unplayed cards.
- That player will show the table the card and then discard it.
- The laser card then acts as any other card; its value is its Atomic Number

EXAMPLE



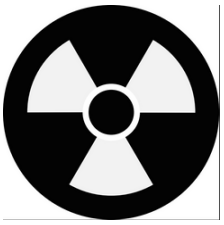
Player One
plays a laser card

and selects a card
from Player 2's hand



Player 2 reveals the card to all players,
then must discard

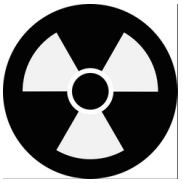
LEVEL FOUR: RADIATION



In Level 4, Radioactive cards and radiation stoppers are added

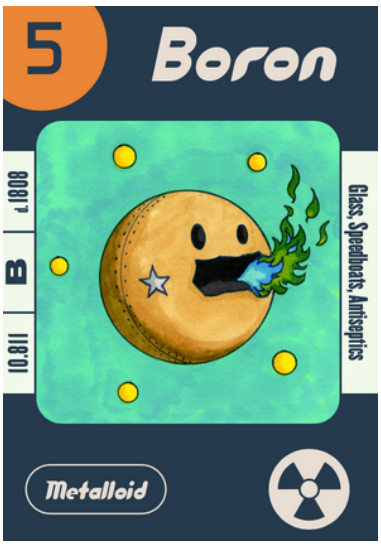
Radioactive cards

Radioactive cards have a red or pink ring around the nucleus of the element



Radioactive Stoppers beat all radioactive cards.
If a radioactive stopper beats a radioactive card with a higher atomic number, it assumes the atomic number of that card. If the card is lower the radioactive stopper keeps its own atomic number

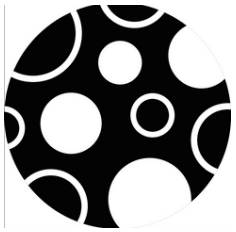
EXAMPLE



beats

Boron, a radioactive stopper, beats Californium, a radioactive element with a pink ring around the nucleus

LEVEL 5: ALLOYS



Alloys can be combined with another alloy to form a compound. The compound then becomes the addition of the two alloy's Atomic Numbers.

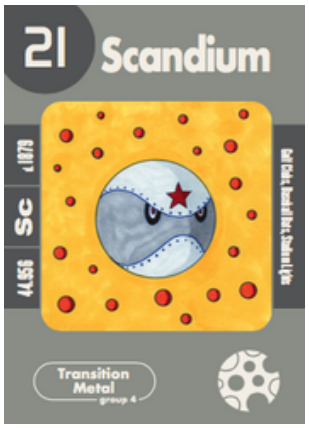
- More than two alloys can be combined; the atomic number continues to be a combination of all atomic numbers.
- The player who played the last card in the alloy controls the alloy

NB: CARDS WITH TWO SPECIAL POWERS

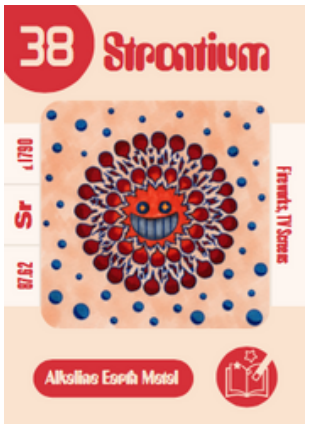
When playing a card with two special powers, a player must announce which power the card will use at the time of playing the card. If one of the special cards is an alloy, other players may still use it as an alloy

EXAMPLE

Player 1 plays

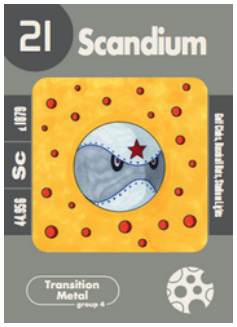


Player 2 plays



Player 3 plays

+



Player 3 creates an alloy with Player 1's Scandium and wins the hand with an Atomic Number of 45

LEVEL 6: MAGNETS AND CARBIDE BITS

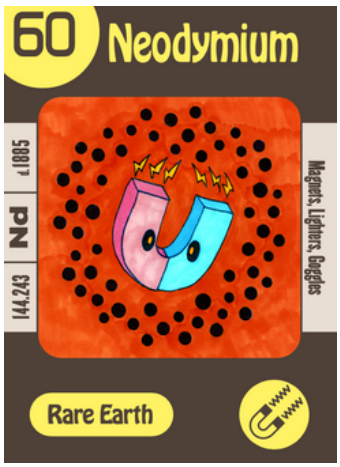
Magnets

Form a compound with the second highest card played in the hand (aside from itself) and combines its Atomic Number with that card's Atomic Number.

- The only cards Magnets cannot connect with are Noble Gases
- If two Magnets are played in a hand they cancel each other out and the cards revert to their own atomic numbers. If three are played, the first two cancel each other out and the last one can operate as a magnet.
- If a magnet is played against only one card in a hand, its powers do not work

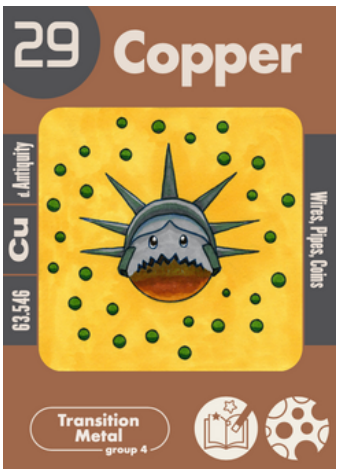
EXAMPLE

Player 1 plays



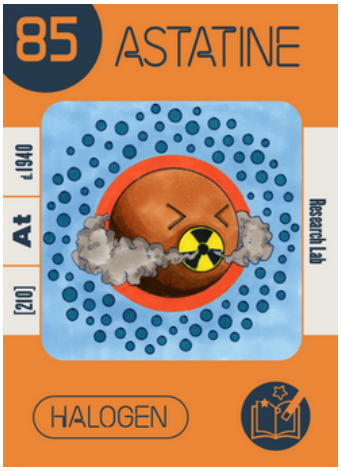
Magnet

Player 2 plays



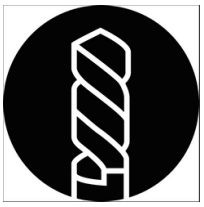
2nd highest card aside from Magnet

Player 3 plays



Highest Card

The Magnet attracts the 2nd highest card and adds the Atomic number, 60 + 29 = 89. Therefore it beats number 85 Astatine and wins the hand



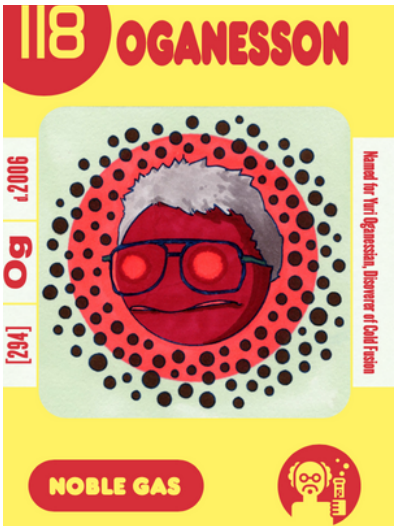
Carbide Bits
cut the highest card's (at the end of the round) atomic number in half, including compounds like alloys and magnets. If the carbide bit card has the highest atomic number then it cuts itself in half.

EXAMPLE

Player 1 plays

Player 2 plays

Player 3 plays



Tungsten cuts Oganesson's Atomic Number in half turning it to 59. Tungsten wins the hand

LEVEL 7: UNIQUE SPECIAL POWER CARDS

Level 7 is the final level where all special powers are in play, including all of the unique special power cards that have a book icon. If you get a card with a unique special power make sure to look up its power before you start playing so you can use it to your advantage!

PLAYING THE LAST ROUND

In Level 7, the last round changes

In the last round, everyone plays their card simultaneously! Players look at their cards, place them face down from left to right in order of which card they will play first. They then flip over at the same time.

UNIQUE SPECIAL POWER CARDS

1 Hydrogen After Hydrogen is played, the hand continues until someone wins. Before the next hand starts, all players trade their unplayed cards, passing their cards to the person on their left.

6 Carbon Carbon can be added to any alloy card. Their atomic number sum is then multiplied by 3.

7 Nitrogen subtract 77 from each of the other cards' atomic numbers.

8 Oxygen is added to the second highest card played in a hand, with the exception of Noble Gases. The player who plays Oxygen controls this compound.

17 Chlorine After playing, all unplayed cards from each player are gathered together face down, shuffled, and re-dealt to all players

19 Potassium Add to any scientist card and combine the two atomic numbers

29 Copper Immune to lasers

30 Zinc Add 5 points to each of your unplayed cards for the rest of the round, not including Zinc. If a player has played Zinc and then a card passing card is played, i.e. Hydrogen, Chlorine, Mercury, the +5 Atomic Number attribute remains with the player who played the Zinc card.

32 Germanium After playing, all players must put their unplayed cards face down in front of them and not look at them for the rest of the round. To play a card, players must advance a card face down into the middle and then flip it over.

38 Strontium Pick an unplayed card from each player and make them show it to all of the others

47 Silver Immune to Magnets and Carbides

57 Lanthanum When played, all players must play the rest of the hand with their remaining cards facing up on the table in front of them

59 Praseaodymium Combine with any Alloy card

79 Gold Immune to Lasers, Magnets, and Carbides

80 Mercury After Mercury is played, the player may trade two unplayed cards with any other player and gets to pick from their hand. The player does not have to trade the cards, but if they do it must be two cards and not just one.

81 Thallium Choose a player and look at three of their unplayed cards. The other players cannot see the cards

85, 87 Astatine, Francium must be played first in a round or they become worthless. If Francium or Astatine is not played as the first card, they have zero value and cannot be combined with any other card.

Noble Gases (2, 10, 18, 36, 54, 86, 118) Noble Gases cannot be combined into a compound using magnets or any other special power card

MORE DETAILED RULES

Dealing the Cards

2 players: 7 cards each for 8 rounds, last round 3 cards each
3 players: 6 cards each for 6 rounds, last round 3 cards each
4 players: 5 cards each for 5 rounds, last round 4 cards each
5 players: 5 cards each for 4 rounds, last round 3 cards each

Discard any remainder cards after dealing the last hand

SCIENTIST AND LAB CARDS

1. **ANTI SCIENTIST/LAB CARDS** trump any scientist/lab cards played in a hand
2. If two anti scientist/lab cards are played in the same hand against a scientist/lab, the *Anti* card with the highest atomic number wins.
3. When an anti scientist/lab card is played, other players may beat the anti-scientist/lab card by playing a card with a higher atomic number of the scientist/lab it is trumping.
4. If an anti scientist/lab card is played and no scientist/lab is played in the hand, its value remains its atomic number.
5. Carbide bits do not work on anti scientist/lab cards that have trumped a scientist/lab card.

Cards with Two Special Powers

When playing a card with two special powers, a player must announce which power the card will use at the time of playing the card. If one of the special cards is an alloy, other players may still use it as an alloy

Ties

1. In the case of a tie, the player with the least amount of cards wins, i.e. Lutetium (71) beats the Manganese (25) + Palladium (46) alloy.

2. In ties with the same amount of cards e.g. Polonium (84) -77 vs Nitrogen (7), the card that does not use a special power wins. Therefore in this example Polonium wins as Nitrogen is using its special power

3. In ties where the cards are equal in number and both are using a special power, the card closest to the letter A alphabetically wins the hand. I.e if Gold using Zinc +5 is played against Nitrogen, both cards employ a special power and are only one card. Therefore Gold wins as G is closest to A.

Two Carbides played in the same hand

If two carbides are played in the same hand, the first one cuts the highest atomic number in half, and the second cuts the second highest card's number in half. The numbers are cut in half once all cards have been played.

Magnets and Anti-Radiation Cards

If a Magnet and Anti Radiation card are played in the same hand, the Magnet card's atomic number becomes its atomic number plus the second highest card's atomic number aside from itself. This compound is not considered radioactive. The Anti Radiation card takes on the higher number of the atomic number of the highest radioactive card or its own atomic number.

For example, if Iodine (53 Anti Radiation), Neodymium (60 Magnet) and Bohrium (107 Radioactive) are played, Iodine would take on Bohrium's atomic number at 107. The Magnet, Neodymium would add Iodine to its atomic number to get 113. Therefore the Magnet card would win the hand.

Magnets in multiplayer games with only two cards

If a player plays a magnet card in a two card hand during a multiplayer game, the magnet functions as it would in a 2 person game, i.e. it beats any transition metal.

Laser Immunity

If a card immune to lasers is selected to be vaporized by a player who plays a laser card, that card is not vaporized, and remains in the hand. The laser is thus wasted and the laser playing player may not select another card to vaporize.

TWO PLAYER RULES

SPECIAL CARDS

Alloys Do not function

Magnets Magnets automatically beat any transition metals

Carbon, Praseodymium beats any alloy card

Oxygen has no special powers

ABOUT THE CARD

Atomic Number

Element Name

Date Discovered

Uses

Chemical Symbol

For Scientist and Lab Cards- who/what the element is named for

Atomic Weight

Chemical Group

Special Power

NUMBER OF SPECIAL CARDS IN THE DECK

Scientist Cards: 14
Lab Cards: 10

Anti-Scientist Cards: 8
Anti- Lab Cards: 6
Laser Cards: 6
Radioactive Cards: 38
Radiation Blocker Cards: 4
Alloy Cards: 22
Magnet Cards: 5
Carbide Bit Cards: 4