

**Name of Game**

5-Minute Compound Chaos

Number of Players, Age Range & Time to Play (ex: 2-4 players, Ages 10+, 30 minutes)

2-4 players, ages 10+, 15-30 minutes

Subject Area/Topic (ex: Math, ELA, Digital Citizenship, Persuasion, etc)

Science - Matter, Elements & Compounds

Resources Needed (ex: links to cards, board design, pieces required, dice types, etc)

- Printout of [Compound Cards](#)
- Printout of [Player Deck](#) (4 Sets)
- Printout of [Player Boards](#)
- Some type of timer that can count down from 5 minutes (phone or tablet will work)

Game Objective (ex: earn the most points, defeat all enemies, etc)

Complete all of the compounds before time runs out or the team runs out of cards to play

Setup (ex: what needs to be laid out, shuffled, organized, etc)

- Each player should select one of the four player boards to use. Each player receives a separate Player Deck of the same 45 cards, split evenly (if you only have two players, give each player two decks... with three players, split the fourth deck among the three players). Place your deck on the Draw Pile on the player board
- Place the Compound Deck in the middle of the table, shuffled and facedown
- Set a timer (such as on a phone) to five minutes, ready to count down

How to Play (ex: what players do on their turns, rules, common questions answered, etc)

- In a four player game, each player starts with three cards and always refills their hand to three cards. In a three player game, each player starts with four cards and refills to four cards, and in a two player game, each player starts with five cards and refills to five
- Begin the timer and flip over the first compound card. Each player works together to play the necessary elements from their hands to match the symbols on the compound card. All symbols must be represented to “defeat” the compound card and move onto the next one.
 - Example: the compound card is Ethanol, which is made up of 6 hydrogen, 2 carbon, and 1 Oxygen. Player 1 plays 2 hydrogen, Player 2 plays 1 Oxygen



and 1 carbon, Player 3 plays 3 Hydrogen, and Player 4 plays 1 carbon to defeat the Ethanol card. The next card is then turned over from the compound deck.

- There are also special cards in each player's deck, such as the Wild Card. This can count as one of any element on toward the card. Another special card is the double Oxygen and double Hydrogen. These count as two of the elements on the card.
- If any player does not have the appropriate symbol to play, they may "throw away" or discard any cards from their hand and draw cards from their deck until they find a matching symbol for the current compound (keeping in mind the maximum hand size).
- Players may also use the special ability of their particular character on the Player Boards by discarding their entire hand to the discard pile. For example, Marie Curie can eliminate an ionic compound with her special ability.

The Game is over when...

Play continues until one of the following occurs: 5 minutes transpire, all players run out of cards to play from their decks to defeat the current compound, or all compounds from the compound deck are eliminated. If the players succeed in eliminating all cards, they win! If time runs out or the players run out of cards, they lose.