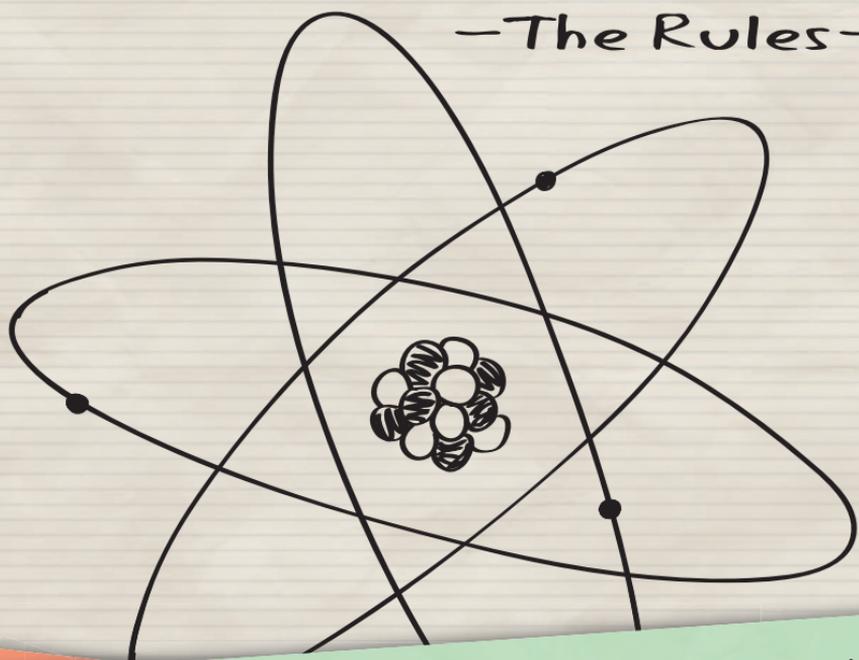


ION

A COMPOUND BUILDING GAME

—The Rules—



Scan the QR Code to watch a video of the rules here!



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Ion: A Compound Building Game

A chemistry card game about Ionic Bonding,
for 2-7 scientists

OBJECTIVE

ION is a simple card drafting game where players select from a number of available element and ion cards with the goal of creating neutrally charged compounds and sets of Noble Gases.

The Game in a Nutshell:

Each player is dealt eight Drafting Cards and must select one of those cards and then pass the remaining. Players must choose to either "bond" their selected card with another ion or set it alone (possibly to form an ionic bond at a later time or because the element is already neutral). Players score points based upon the type and quantity of neutrally balanced compounds they construct and noble gases they collect. Players may gain additional points for building specific compounds, which are listed on the Compound Goal Cards. Players also have available a set of Action Tiles which award them additional moves throughout the game. After three rounds, players add their total scores from each round, subtract points from Action Tiles used, and the player with the most points wins!

GAME COMPONENTS

Compound Goal Cards (9 Cards)

- 1 Acid Compound Card
- 2 Base Compound Cards
- 4 Salt Compound Cards
- 1 Noble Gas Goal Card
- 1 Neutralization Card

Action Tiles (21 Tiles)

- 7 Select Two Tiles
- 7 Take From Center Tiles
- 7 RKN (Reaction) Tiles

Drafting Cards (94 Cards)

- 50 Charged Ion Cards
- 18 Neutral Noble Gas Cards
- 6 Transition Metal Cards
- 6 Polyatomic Cards
- 14 Radioactive Element Cards

GAME SETUP

Setting Up the Action Tiles

Step 1: Match each trio of "Select Two", "Take From Center", and "RXN" Action Tiles according to the letter on the point side of the tiles.



MATCH

Step 2: Flip these matches face down and randomly give one trio to each player.



Step 3: Remove the unused Action Tiles from the game.

* Each player should now have one of each of the three Action Tiles in front of them (point side down): "Select Two", "Take from Center", and "RXN". **IMPORTANT!** Players should not look at the point side of these tiles until they are played during the game. *

Setting Up the Drafting Cards

Step 4: Separate the Drafting Cards from the Goal Cards. If playing with fewer than 5 players, remove the 5+ player Goal Cards. Then shuffle each deck separately.

Step 5: Flip four Drafting Cards face up in the center of the table. If any of the cards are the same, continue drawing cards until all four cards are unique.

Step 6: Now, deal eight Drafting Cards to each player. This makes up a player's hand.

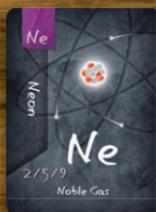
Setting Up the Goal Cards

Step 7: Randomly flip two Goal Cards face up in the center of the table.

* If playing with 5+ players, flip three Goal Cards instead of two. *



*5 or more players



GAMEPLAY-THREE ROUNDS

Gameplay takes place over three rounds. The process for each round is exactly the same until the final scores are counted at the end of round three.

What to do during a round

Step 1: Each player will select one Drafting Card from their hand and place that Drafting Card face down in front of them.

Step 2: Once all players have completed Step 1, all players will reveal their selected card at the same time.

Next, they will either

①



Bonded Ion Cards

-OR-

(1) Bond that Drafting Card to an ion within their player area (Only cards with opposing charges are capable of bonding).

(2) Lay the card unbonded in their player area. Once a card has been placed, bonded or unbonded, it may not be moved. (For more details see the Scoring Section on page 6)

②



Non-Bonded Ion Cards

At any point during the game you may choose to use any of your Action Tiles to modify your turn. See Action Tiles section on page 5 for details.

Step 3: Now, all players should pass their remaining Drafting Cards to the player on their left.

Step 4: Repeat the selection process from Step 1 to Step 3 until all players hold only two Drafting Cards, which they will then discard.

Step 5: Score Points for that round (See Scoring Section on page 6).



ACTION TILES

At any point during the game, a player may choose to play any number of their Action Tiles.

The "Select Two" and the "Take From Center" Action Tiles will resolve immediately (meaning that a player will perform the action described below right away). However, the "RXN" Action Tile will not be resolved until all players have discarded the last two Drafting Cards from their hands at the end of the round.

Select Two—By flipping the "Select Two" Action Tile, a player may select and play two Drafting Cards from their hand instead of just one, before passing that hand. Once the two cards are selected, a new Drafting Card should be drawn from the top of the Drafting deck to replace the additional card selected.



Take From Center—By flipping the "Take from Center" Action Tile, a player may select one Drafting Card from the available Drafting Cards in the center of the table, and play it in front of them. This move is in addition to the card selected from their hand. Cards from the center of the table are not replenished until the end of each round.



RXN—By flipping the "RXN" Action Tile, a player may rearrange any or all of the Drafting Cards in their player area and/or take any one non-scoring Drafting Card from another player's area and play it in their own player area. (See note below about non-scoring cards).



The "RXN" Action Tile may be flipped at any point during a round and that player may rearrange the cards in their player area immediately; however, a player may not take the non-scoring Drafting Cards from an opposing player until that opposing player has discarded their last two cards.

* On the point side of these Action Tiles is a number from -1 to -4. These are point values that will be subtracted from a player's score at the end of the game. Each trio of "Select Two", "Take From Center", and "RXN" Action Tiles add up to -9.

* If multiple players flip RXN Action Tiles in the same round, then these tiles are resolved in the order they were flipped.

* Cards that are part of scoring Compounds (neutral compounds) and Noble Gas cards may not be taken. However, a +2 charged cation (Mg or Ca), bonded to only one anion (ions with a negative charge) are both non-scoring and thus susceptible to being taken.

SCORING

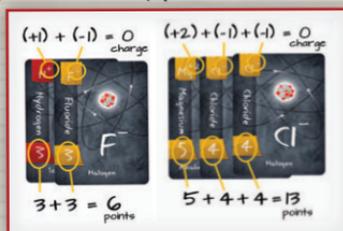
End of Round Scoring

Points are scored only for **Drafting Cards** which are part of neutral compounds and for all **Noble Gas cards**. All other cards with a charge score 0 points. Take the steps below to calculate how many points a player scores from their cards. If this is the end of the first or second round, collect and reshuffle all cards and then repeat Steps 4 through 7 of the **Game Setup** section and then all steps from "What to do during a Round" and "End of Round Scoring" for the next round(s) of game play.

(1) Score Neutral Compounds

A neutral compound consists of cards that have an equal number of positive and negative charges so that they balance out.

For example, the +1 charge of a cation (positively charged ion card) will be balanced out if bonded to (or paired with) any **anion** (negatively charged ion card) with a -1 charge. I.e. fluoride, chloride, or hydroxide. However, a +2 charged cation will need **two of the same anions** to balance out the +2 charge.



To count the points for a Neutral Compound, simply add the point value of each card within that neutral compound.

(2) Score Noble Gases

Noble Gases have no charge; therefore, they do not bond. Instead, Noble Gas cards are scored individually and in groups with other Noble Gas Cards. Any single Noble Gas card scores 2 points, two different Noble Gas Cards score 5 points and three different Noble Gas Cards score 9 points. The point values from Sets of Noble Gas Cards are added together. See the examples above for more details.

A single Noble Gas Card (2 points)

Two Different Noble Gas Cards (5 points)

Three Different Noble Gas Cards (9 points)

(3) Score Compound Goal Cards

Neutral compounds within a player's area, which are listed on any of the Compound Goal Cards, will score additional points.

2/5 - If the bonus card has 2/5 listed, players earn 2 points for building one item on that Goal Card and 5 points for building both items listed.

3/7 - If the bonus card has 3/7 listed, players earn 3 points for building one item on that Goal Card and 7 points for building both items listed.

2/5

3/7

End of Game Scoring

If this is the end of the third round, add points from all three rounds and subtract points from Action Tiles used. The player with the most points wins!

-4

SELECT TWO

-2

Subtract 6 points from your final score

Transition Metal Cards

*To play with the Transition Metals Variance, shuffle the Transition Metals cards into the Drafting Deck.

Transition metal cards bear two different charges. Players may choose either charge by rotating the card 180 degrees. Once a player has passed their hand, they may not change the Transition Metal's charge. The charge in the upper left corner of the card (like all other Drafting Cards) will be the one counted for scoring.



* If a player uses the RKN Action Tile, they may also rotate any of their Transition Metal Cards to change its charge.*



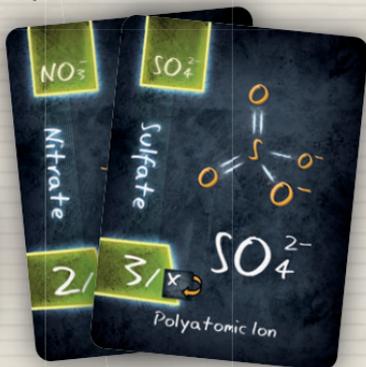
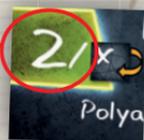
Polyatomic Ion Cards

To play with the Polyatomic Variance, shuffle the Polyatomic cards into the Drafting Deck. Polyatomic ion cards are played and bonded just like all other ion cards, except that a player may choose from two different scoring options.

(1) Receive the number of points shown on the card.

-OR-

(2) Refresh any one exhausted Action Tile by flipping it back point side down. If you choose to refresh an exhausted Action Tile, it is not flipped point side down until points are scored for that round.



Radioactive Card Expansion (3 to 7 Players)

To play with the Radioactive Card Expansion, shuffle the Radioactive cards into the Drafting Deck. Instead of dealing each player 8 cards, deal them 9 cards to start. Continue with game setup and gameplay as indicated in the regular rules with the following exceptions:

* Radioactive cards are NOT reshuffled after rounds, rather they stay in front of each player.

Players score points from Radioactive cards in two ways:

(1) End of Round Scoring

Radioactive cards only score "End of Round" points for the round they were played. They are then held until the end of the game for "End of Game Scoring".

3-4 players: If a player is the **only person** to flip a Radioactive card that turn, keep that Radioactive card face up, showing it is worth 2 points for that round. If two or more players flip a Radioactive card that turn, each of them should turn that Radioactive card 90 degrees, showing that these cards are worth 0 points that round.

5-7 players: In a 5 to 7 player game, the following point structure is added. If three players flip a Radioactive card that turn, all three players should flip that Radioactive card face down. Radioactive cards score points based upon the number of players according to the description below.

If 1 person plays a Radioactive card during a given turn: +3 points for that player

If 2 people play a Radioactive card on a given turn: +1 point for each of those players

If 3 people play a Radioactive card on a given turn: -2 points for each of those players

* A single player may choose to play multiple Radioactive cards from their hand without negatively affecting their points gained for that round.

(2) End of Game Scoring

End of Game scoring is based upon the total "Radioactive Decay" a player has accumulated throughout the game. Each Radioactive card has a number of Radioactive decay (from 2 to 5) noted on the card.

Players will score points according to their Radioactive Decay accumulated throughout the game and according to the number of players in the game, based upon the description below.

3-4 players: At the end of the game, the player with the most "Radioactive Decay" receives +9 points, the player with the second most receives +3 points, and the player with the least Radioactive Decay receives -3 points.

5-7 players: At the end of the game, the player with the most "Radioactive Decay" receives +13 points, the player with the second most receives +9 points, the player with the third most points receives +3 points and the player with the least Radioactive Decay receives -3 points.

Radioactive Decay

