18 Electron Rule

How to play: If you've played 21 (blackjack, then you know how to play this game. The goal is to get as close to 18 as possible without going over, otherwise the dealer wins. We are counting the covalent method (ignore the ionic), and don't forget the effect of charges on your electron count!

Step 1: Choose the dealer.

Step 2: Dealer shuffles both decks of cards (metal and ligand).

- Step 3: Dealer deals our one metal card and one ligand card to each player.
 - This puts the cards in your hand, and only you can see.
- **Step 4:** Players place their two cards face up on the table for all to see.
 - Drag them to the middle of the table to "your" pile.

Step 5: Dealer deals out one ligand card to each player. DO NOT show this card to anyone, and keep it in your hand, or place it face down on your pile (flip it over in your hand before drag to your pile).

Step 6: Game proceeds clockwise. The player who is up tells the dealer:

Ligate: If they want another card. If so, the player takes a card and drags it to their hand (bottom of screen, when it will light up the color of your hand). While there, no one can see it.

Stable: Pass- you are close to 18 and you don't want another card.

Step 7: Once all players have gone, the dealer decides if they want to deal another card to themselves or not.

Step 8: Repeat steps 6-7 until all are stable.

Step 9: Everyone flips their cards/shows their hands and dealer decides who won.

Neutral: You tied the dealer.

Decompose: You went over 18 or coordination number > 6.

Alternate or add-on rules:

- 1. A 4-coordinate, square planar 18-electron complex with a d8 metal is the same as getting an electron count of 18.
- 2. The dealer places one metal in the center that everyone uses. All players are just delt two ligand cards at the start (one face up, one face down).

Playing each other online:

- 1. Keep the teams video chat open so you can chat with one another.
- 2. All players need to create a free account with: <u>https://tabletopia.com/</u>
- 3. One person in the group should go to <u>https://tabletopia.com/</u>, and enter "18 electron rule" in the search box. This takes you to the following page:



4. Click "Play Online" which takes you to this screen:

TABLETOPIA	PLAYGROUND WORKS		Start FREE Triall	Ø Se	arch games/rooms	
METALICE	18 Electron Rule mare in Game is in progress			13 November 2020 17:22: Csaouma created room	70	
	Saouma(Host) Online					
	facant Seat + Add Seat	Vacant Seat	3			
	Invite players or share room wit	n friends #U1ZMJ5 < or 👔	Share		17	
Contraction of the second s	other players		More options		utr Like 6.4K	

- 5. 1) Add seats (so everyone in your group can join).
 2) Invite players- click the share icon and paste the web address into your teams chat. Alternatively share the room (for example... #U1ZMJ5) if they are already logged in and ready to play.
 3) See the seats populated with your group members.
- 6. Hit "continue". It takes a few moments to initiate the room.

Controls:

- Left Click to move cards
- Right Click- Opens up a scroll wheel of commands. *Important ones:*
 - Deal- Gives X cards to each player's hand
 - o Draw- Put X cards in your own hand
- F- Flip Card (you can also do this in your own hand)
- Scroll wheel- Zoom in and out
- Double clicking cards makes it easier to view them
- Drag cards from the tabletop to the bottom of your screen until you get a colored indicator (color of your hand/symbol) to put the card into your hand. No one can see the cards while in your hand. You can move them to the table for all to see. Be sure to flip if you do not want others to see.

Notes:

- Shuffle the decks beforehand or everyone will get the same cards.
- There's no discard pile, so toss them to the side is the easiest way to get rid of them.
- Once you run out of cards, you may find it easier to just restart the game with the button on the top left (only the dealer can do this).

Written by Professor Caroline Saouma (University of Utah)