

A GAME OF MAD SCIENCE
BY
TONY CiMiNO



**WRONG
CHEMiSTRY**

RULEBOOK

TONY CiMINO

WRONG CHEMISTRY

COMPONENTS:

1 blue hex
6 yellow hexes
5 white discs
4 black discs
54 cards
this rulebook



THE FACTS:

A team of scientists that don't have a clue about chemistry, try to transmute a molecule and create new elements... and they get it all wrong.

THE CONCEPT:

In Wrong Chemistry, you can be a scientist. You get to create new elements, in the wrong way, and have fun with altered names inspired by the real Periodic Table of Elements.

GAME BOARD:

The board is comprised of blue and yellow hexes with black and white discs on them. All players use this molecule to create new elements.



TURN SEQUENCE:

During his/her turn, each player has 4 energy or action points or transfigurations or whatever you might want to call them! In this rulebook they will be referred to as energy. You can take any of the following actions for one energy, and you may repeat any of them (except (1):

(Check the images with the proper number).

(1) ONCE PER TURN: you may use the Restartium to turn the molecule back to its original state (as in the game's set up). After using Restartium, turn it sideways in order to be known that was used.

(2) Take 1 white or black disc off the board.

(3) Put 1 white or black disc from outside the board on any empty hex.

A hex cannot have more than one disc.

(4) Move a black or white disc from one hex to another empty hex.

(5) Move one empty hex from one position of the molecule to another. You may not move the blue hex. It always stays in the center of the molecule (*we don't want to cause a nuclear explosion*).

(6) Discard a card from your hand.

(See the last page for reference images for each of the actions above).

To begin, set up the game board with the blue hex in the center and a ring of yellow hexes around it alternating black and white discs. (See Image (1) on the last page).

Next sort out the "restartium" and "extra-movium" cards. Leave these cards, and the extra 1 black and 2 white discs close to the molecule for later use.

Finally, shuffle the remaining cards and deal out 4 to each player.

To determine the starting player, each player chooses a card from his/her hand and puts it face down on the table. When all players have chosen, reveal the chosen cards. The smallest PTR (Periodic Table Reference) number (*upper right corner of the card*) plays first. Leave the chosen cards in a discard pile next to the deck. Each player draws 1 card from the deck, in order to have 4 cards in his/her hand. You are now ready to play!

ENERGY-FREE THINGS:

Playing cards from your hand:

If you created a molecule that exactly matches one of the cards in your hand, you may put that card face up in front of you, in your own personal (score) pile. You may play as many cards as you can match with the molecule during your turn. Keep all your played cards in front of you in a pile. When the game ends these cards will earn you points.

More Energy! The Extramovium:

The second special element that you sorted out in the beginning, the Extramovium, allows you to get 3 extra energy during your turn, and it doesn't cost an energy to use.

It is repeatable, however, using it costs one card from your personal (score) pile. So, to activate Extramovium you must search your personal (score) pile and remove one card of your choice to the discard pile.

If you have no cards in your personal pile, you cannot use the extramovium.

Restartium & Extramovium Note:

Keep in mind that, the Restartium & Extramovium cards stay on the table during the game. You do not pick up these cards to use them. They simply stay on the table, close to the molecule board, as reminders of the most complex options that you can use during your turn. *Also, they may keep the molecular structure of the cosmos in balance. But, maybe I'm wrong.*

CARD DRAWING:

At the end of your turn, draw cards until you have 4 cards in your hand. *If you have 4 cards in your hand, don't embarrass yourself by drawing. Trust me, if you draw zero cards, it looks silly. Like dividing by zero...*

GAME END:

When a player cannot draw up to 4 cards, the game ends. Cards remaining in all player's hands are discarded.

SCORING:

Each player counts all cards' ideas in his/her personal (score) pile (*number in a card's lamp*). Notice that some cards are worth 1, 2 and even 3 ideas. Also, for each run of molecules with consecutive numbers from the Periodic Table Reference, you get extra points equal to the length of the run (1 extra point for each number in the row).

EXAMPLE: Albert has gathered iron, kobold, and nick-el. They have consecutive numbers in the PTR (26, 27, 28) so they make a run of 3. Each card has 1 idea. So, Albert gains 3 points from the cards, plus an extra 3 points, because of the run: a total of 6 points.

WINNING:

The player that understood the most jokes on the cards will... just kidding.

The player with the most ideas, is the winner. In case of a tie, the player among those tied with the most points gained from consecutive PTR numbers is the winner. If there is still a tie, play another game to define the winner! maybe 2 out of 3, or 3 out of 5, your call!

It doesn't have to be this game. Yes, you may set it aside and play something else. I am not expecting you to play WC all day long... but, yet again...

Have fun!

...and, after that, have even more fun.

© 2012 Mage Company. All Rights Reserved.

For missing components, contact:
magecustomerservice@gmail.com



Additional info at: www.magecompany.com

1
H
Hydrogen

3
Li
Lithium

4
Be
Beryllium

11
Na
Sodium

12
Mg
Magnesium

19
K
Potassium

20
Ca
Calcium

21
Sc
Scandium

22
Ti
Titanium

23
V
Vanadium

24
Cr
Chromium

25
Mn
Manganese

26
Fe
Iron

27
Co
Cobalt

28
Ni
Nickel

29
Cu
Copper

30
Zn
Zinc

31
Ga
Gallium

32
Ge
Germanium

33
As
Arsenic

34
Se
Selenium

35
Br
Bromine

36
Kr
Krypton

37
Rb
Rubidium

38
Sr
Strontium

39
Y
Yttrium

40
Zr
Zirconium

41
Nb
Niobium

42
Mo
Molybdenum

43
Tc
Technetium

44
Ru
Ruthenium

45
Rh
Rhodium

46
Pd
Palladium

47
Ag
Silver

48
Cd
Cadmium

49
In
Indium

50
Sn
Tin

51
Sb
Antimony

52
Te
Tellurium

53
I
Iodine

54
Xe
Xenon

55
Cs
Cesium

56
Ba
Barium

57-71
La
Lanthanide

72
Hf
Hafnium

73
Ta
Tantalum

74
W
Tungsten

75
Re
Rhenium

76
Os
Osmium

77
Ir
Iridium

78
Pt
Platinum

79
Au
Gold

80
Hg
Mercury

81
Tl
Thallium

82
Pb
Lead

83
Bi
Bismuth

84
Po
Polonium

85
At
Astatine

86
Rn
Radon

87
Fr
Francium

88
Ra
Radium

89-103
Ac
Actinide

104
Rf
Rutherfordium

105
Db
Dubnium

106
Sg
Seaborgium

107
Bh
Bohrium

108
Hs
Hassium

109
Mt
Meitnerium

110
Ds
Darmstadt.

111
Rg
Roentgen.

112
Cn
Copernicium

113
Uut
Ununtrium

114
Fl
Flerovium

115
Uup
Ununpentium

116
Lv
Livermorium

117
Uus
Ununseptium

118
Uuo
Ununoctium

Elements
included
in W.C.

57
La
Lanthanum

58
Ce
Cerium

59
Pr
Praseodymium

60
Nd
Neodymium

61
Pm
Promethium

62
Sm
Samarium

63
Eu
Europium

64
Gd
Gadolinium

65
Tb
Terbium

66
Dy
Dysprosium

67
Ho
Holmium

68
Er
Erbium

69
Tm
Thulium

70
Yb
Ytterbium

71
Lu
Lutetium

Elements
not
included
in W.C.

89
Ac
Actinium

90
Th
Thorium

91
Pa
Protactinium

92
U
Uranium

93
Np
Neptunium

94
Pu
Plutonium

95
Am
Americium

96
Cm
Curium

97
Bk
Berkelium

98
Cf
Californium

99
Es
Einsteinium

100
Fm
Fermium

101
Md
Mendelevium

102
No
Nobelium

103
Lr
Lawrencium

Broken lamp=
must remove card
from personal
pile to use

non-lit lamp=
once per round
must spend
one energy
to use

spinner=
For non-existent
(fictitious)
elements

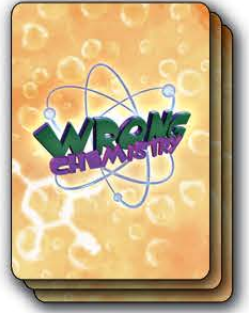
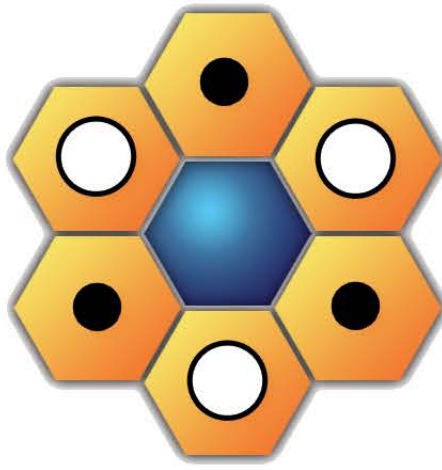
wrong-name-representation-symbols
with correct PTR number & symbol

molecule

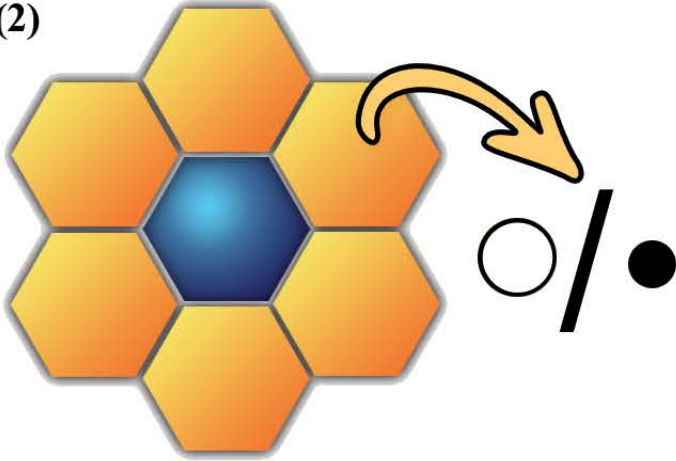
idea values

1 H Hydrogen																	2 He Helium				
3 Li Lithium	4 Be Beryllium															5 B Boron	6 C Carbon	7 N Nitrogen	8 O Oxygen	9 F Fluorine	10 Ne Neon
11 Na Sodium	12 Mg Magnesium															13 Al Aluminium	14 Si Silicon	15 P Phosphorus	16 S Sulphur	17 Cl Chlorine	18 Ar Argon
19 K Potassium	20 Ca Calcium	21 Sc Scandium	22 Ti Titanium	23 V Vanadium	24 Cr Chromium	25 Mn Manganese	26 Fe Iron	27 Co Cobalt	28 Ni Nickel	29 Cu Copper	30 Zn Zinc	31 Ga Gallium	32 Ge Germanium	33 As Arsenic	34 Se Selenium	35 Br Bromine	36 Kr Krypton				
37 Rb Rubidium	38 Sr Strontium	39 Y Yttrium	40 Zr Zirconium	41 Nb Niobium	42 Mo Molybdenum	43 Tc Technetium	44 Ru Ruthenium	45 Rh Rhodium	46 Pd Palladium	47 Ag Silver	48 Cd Cadmium	49 In Indium	50 Sn Tin	51 Sb Antimony	52 Te Tellurium	53 I Iodine	54 Xe Xenon				
55 Cs Cesium	56 Ba Barium	57-71 La Lanthanide	72 Hf Hafnium	73 Ta Tantalum	74 W Tungsten	75 Re Rhenium	76 Os Osmium	77 Ir Iridium	78 Pt Platinum	79 Au Gold	80 Hg Mercury	81 Tl Thallium	82 Pb Lead	83 Bi Bismuth	84 Po Polonium	85 At Astatine	86 Rn Radon				
87 Fr Francium	88 Ra Radium	89-103 Ac Actinide	104 Rf Rutherfordium	105 Db Dubnium	106 Sg Seaborgium	107 Bh Bohrium	108 Hs Hassium	109 Mt Meitnerium	110 Ds Darmstadt.	111 Rg Roentgen.	112 Cn Copernicium	113 Uut Ununtrium	114 Fl Flerovium	115 Uup Ununpentium	116 Lv Livermorium	117 Uus Ununseptium	118 Uuo Ununoctium				
Elements included in W.C.		57 La Lanthanum	58 Ce Cerium	59 Pr Praseodymium	60 Nd Neodymium	61 Pm Promethium	62 Sm Samarium	63 Eu Europium	64 Gd Gadolinium	65 Tb Terbium	66 Dy Dysprosium	67 Ho Holmium	68 Er Erbium	69 Tm Thulium	70 Yb Ytterbium	71 Lu Lutetium					
Elements not included in W.C.		89 Ac Actinium	90 Th Thorium	91 Pa Protactinium	92 U Uranium	93 Np Neptunium	94 Pu Plutonium	95 Am Americium	96 Cm Curium	97 Bk Berkelium	98 Cf Californium	99 Es Einsteinium	100 Fm Fermium	101 Md Mendelevium	102 No Nobelium	103 Lr Lawrencium					

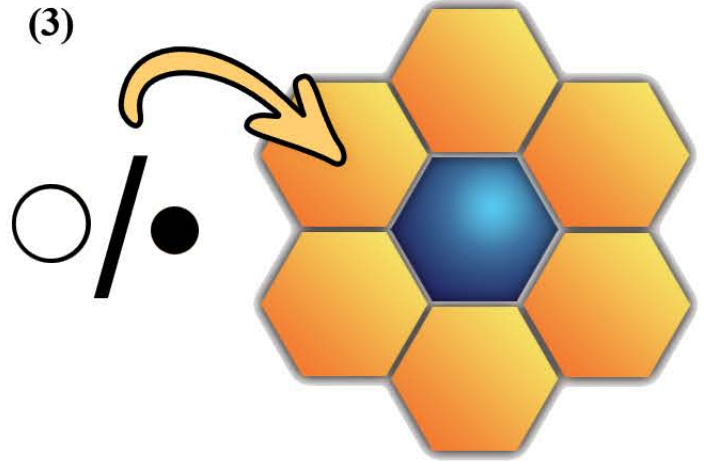
(1)



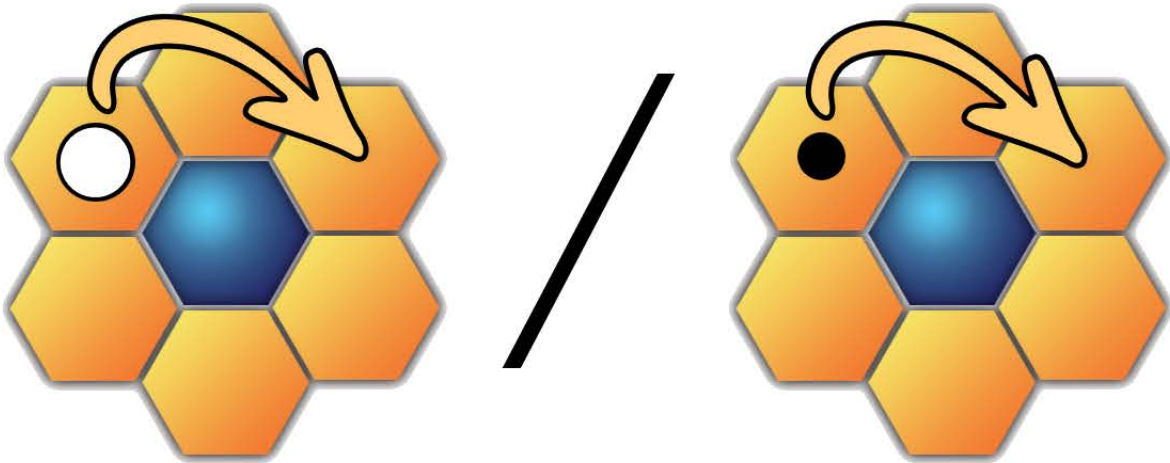
(2)



(3)



(4)



(5)



(6)





CHECK OUT MORE GAMES

www.magecompany.com

©2012 MAGE Co. All Rights Reserved