GAME RULES

• Gather 4–8 players together.

• Deal a hand of yellow word cards to every player. Players should all receive the same number of cards. The exact number depends on the size of the group. Try to give everyone at least 3 word cards.

• Place the purple deck of cards face-down in the middle of the group.

• Pick a judge for round one. The judge flips over one of the purple cards and reads it out loud.

• All players, except the judge, choose one of their word cards that they think best matches how they feel about the chemistry-related card. Players place their chosen card face-down in the middle to make a pile.

• Then the judge turns over all the yellow cards in the pile and chooses which one they think fits best.

• Discuss as a group why the judge chose that word and why everyone else picked the word that they did.

• If the judge picked your word card, you have won that round! Keep the winning card to track how many rounds you win.

• Pick a new judge for the next round, and play continues as before.

• The game ends when you run out of word or chemistry cards.

Discuss as a group what strategies helped you win a round.
Were there things you could do to help or hurt your chances of having your card picked? How did your own values or those of the other players factor into the game?

Discuss as a group how these cards relate to each other.
Was there anything surprising about the cards? Anything interesting?
If you were to make your own object card what would it be about?