Isotope Rummy Game Rules

Objective
Be the first player or team to reach 100 points by obtaining isotope cards.

Materials
| Card Set (contains Isotope, Stable, and Wild cards) | Periodic Table Mat | 2 Dice |
| Paper bowls | Blue Marbles (Neutrons) Clear Marbles (Protons) | Score Sheet |

Setup
(This game can be played individually or in teams (2-3 players per team)

- Arrange the isotope cards by element around or on the Periodic Table.
- Place protons (clear marbles) and neutrons (blue marbles) in separate paper bowls.
- Start with Ne-20 and place the correct number of protons and neutrons in an empty bowl.

Scoring
<table>
<thead>
<tr>
<th>Card</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regular or “non-stable” isotope</td>
<td>10</td>
</tr>
<tr>
<td>Wild card</td>
<td>20</td>
</tr>
<tr>
<td>“Stable” card</td>
<td>30</td>
</tr>
<tr>
<td>Stable card with fun facts (Wild + Stable)</td>
<td>40</td>
</tr>
</tbody>
</table>
### Game Rules

One person on each team rolls a die, whoever gets the highest number goes first and then proceed clockwise.

On each turn, the player rolls the dice and says out loud whether they will add or subtract protons and/or neutrons from the bowl (must choose whether to add or subtract, but they can pick protons only, neutrons only, or both. For example, if you roll a 5, you may add 3 protons and add 2 neutrons. You cannot add 3 protons and subtract 2 neutrons.)

Identify which isotope is represented in the bowl. Keep track with the status sheet.

If identified correctly, take the corresponding card and keep it (if the isotope does not exist, move on to the next player).

**If the isotope has a “red star” in the corner then find the “Wild Card” corresponding to that isotope, read out loud the Fun Fact, and complete the action on the card.**

**If they draw a “stable” isotope then draw a card from the “Stable Card” pile, and complete the action on the card.**

The game ends when a team or player has 100 points.

Add up your points based on the cards you have in your hand. The team or player with the most points wins the game.

*Note: Points from cards that were stolen are awarded only to the new owner.*

### Tips

Remember you can purposefully adjust the number of protons or neutrons to make it difficult for the other team/players to get cards.

A 1:1 ratio of Protons:Neutrons leads to more stable isotopes.