



**Wild
Cards**



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Fun Fact: Commonly used for NMR solvents.

Action: Steal a card from anyone you choose.

Fun Fact: Unique among all other elements in that it contains no neutrons.

Action: Remove all neutrons from the bowl.

Fun Fact: Used for neutron capture therapy research.

Action: Add neutrons to the bowl (roll the die to determine how many).

Fun Fact: Used in lasers, neutron detectors, and cryogenic systems.

Action: Lose a stable card (or two regular cards if you have no stable card).



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Fun Fact: Used as a biological tracer for studies in photosynthesis.

Action: Trade one of your cards with any player (you choose card and player to swap with).

Fun Fact: Used in radiometric dating to determine the age of carbon-containing artifacts.

Action: Roll the dice to get another stable card (>8 receives a stable card, < 8 no card).

Fun Fact: Being investigated for its use as a “cold positron” for catalyzing the fusion of deuterium.

Action: Skip your next turn.

Fun Fact: Used for positron emission tomography.

Action: Lose protons from the bowl (roll die to see how many).



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Fun Fact:

Action:

Fun Fact: Determines the absorbed radiation dose of a patient.

Action: Go again.

Fun Fact:

Action:

Fun Fact:

Action:



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Fun Fact: Used for dating of marine sediments, glacial rocks, and meteorites.

Action: Add protons to the bowl (roll the die to determine how many).

Fun Fact: Used to find the location of leaks in water pipes.

Action: Change direction (player who drew the card does not go again).

Fun Fact: Was originally produced in the 1950s by irradiation of seawater from nuclear bombs and is now used for geological dating.

Action: Change the isotope in the bowl with one that you have in your deck.

Fun Fact: Used as a beta emitter to radiolabel DNA and RNA.

Action: Swap your pile of cards with the person to your right.

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Action: Steal a card from a player of your choosing.

Action: Lose a stable card. If you don't have a stable card, then lose two cards.

Action: Roll the dice. If you get 8 or above, take another stable card from the game board.

Action: Trade one card with the player of your choosing. You get to choose which cards are exchanged.

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Action: Skip your next turn.

Action: Go again!

Action: Change directions. (If you were going clockwise, go counter-clockwise.)

Action: Swap all your cards with the person next to you.

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Action: Change the isotope in the bowl with an isotope of your choosing.

Action: Swap decks with anyone of your choosing.

Action: Remove ten marbles of your choosing from the game bowl.

Action: Add five marbles of your choosing from the bowl.

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