

When players have correctly completed a challenge card, they shout "Eureka!". Depending on the total number of players in the game, and their final position, each player wins the following number of cards as points.



	1 st player to finish	2 nd player to finish	3 rd player to finish	4 th player to finish
4 player game	3 cards	2 cards	1 card	no card
3 player game	2 cards	1 card	no card	
2 player game	1 card	no card		

At the end of a round, players leave their molecules in the position they were when they finished the round. When all players are ready, the player to the left of the first player turns over a new card and a race starts

END OF GAME

The first player to score 10 points wins the game.

VARIATIONS 4 TO 8 PLAYERS

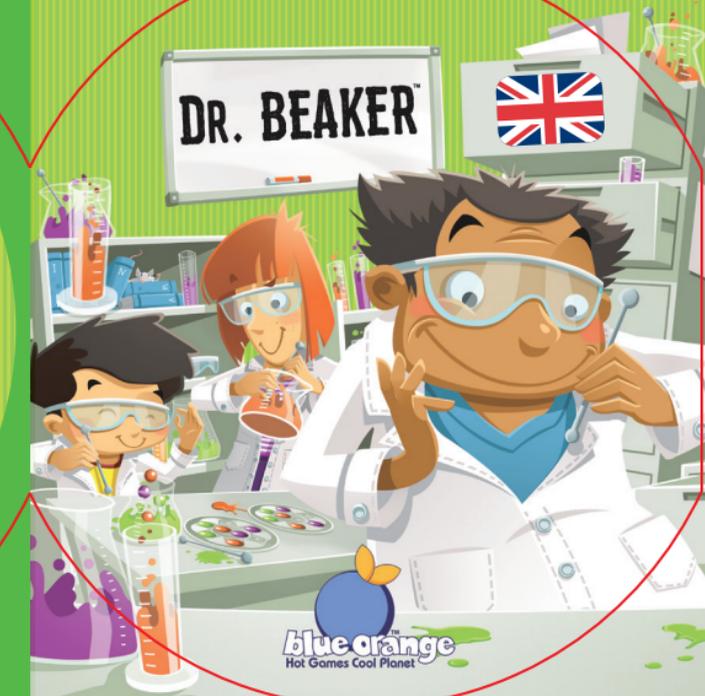
These variations are played in teams of two sitting down face to face.

The chemist and the lab technician
In each pair, one player is the chemist and the other is the lab technician. The lab technician draws the top card without showing it to the chemist.

The lab technician then gives step-by-step directions to the chemist on which balls to rearrange. The chemist is the only one allowed to use the beaker and the stirring rod, and the lab technician is the only one allowed to see the card. The first team to complete their card keeps it as a point. The first team to reach 5 points wins the game. After each round players switch roles.

Race for Chemistry Nobel Price
One player from each pair picks 4 cards from the top of the deck. They then choose the 3 cards they like the best, and order them in a way that they think

will be advantageous to their partner. Their partner will play with one beaker and stirring rod. Once both teams are ready, the players with the beakers race to complete the 3 challenges one after another (in the order chosen by their partners). The first player to finish all 3 keeps a card as a point. The first team to reach 5 points wins the game. After each round players switch roles.



ROBERTO FRAGA
DELPHINE LEMONNIER
STEPHANE ESCAPA



COMPONENTS

- 4 BEAKERS
- 4 STIRRING RODS
- 50 CHALLENGE CARDS
- 24 MOLECULES
(8 ORANGE, 8 PURPLE, 8 GREEN)
- ILLUSTRATED RULES



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Nothing like a good molecular experiment to reset your neurons! Use your stick and move your molecules in the right slot in your beaker. You'd better be clever, skilled and fast or the other chemists will beat you to it!

MOLECULAR OBJECTIVE

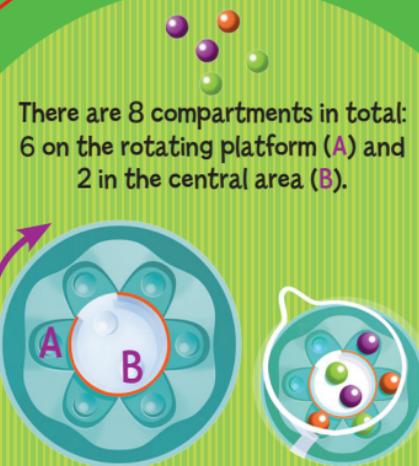
Help Dr. Beaker finish his experiments! Use your stirring rod to move the molecules in your beaker and methodically realize the challenge card. The first player to collect 10 challenge cards wins the game.

LAB PREP

Have each player take 1 beaker, 1 stirring rod and 6 molecules (2 of each color).



Drop the balls into the beaker and shake it until each ball has settled into a compartment. Use a stirring rod to help if necessary.



There are 8 compartments in total: 6 on the rotating platform (A) and 2 in the central area (B).

Shuffle the cards and place them face down in the center of the table as a deck.

CONDUCTING THE EXPERIMENTS

When all players are ready, the eldest player turns over the top card of the deck.

Players then race to position the molecules in their beaker as shown on the card, using the stirring rod and turning the rotating platform.

The central area can be used as a holding area for molecules during the round.



NOTE: The balls can only be rearranged by passing through the central area (a ball may not be moved into a compartment by passing it over a wall or over another ball!).

