

Edge Games LLC

Game: Turning The Table™

Object of game: In the game “Turning The Table” game pieces move around the spaces of the elements located on the periodic table collecting element character cards they land on in order to gain points by making scoring sets from the collected cards. The player with the highest score at the end of the game wins.

Movement: Game pieces move on the game board periodic table starting on the start space called “Neutronium”. At this time, before any dice are rolled, players each choose one target noble from the right hand side of the game board (The nobles are spaces #2, #10, #18, #36, #54, and #86).

- Pieces move according to a range potential found on the element character space on the periodic table and comparing this with the Top Dice roll.
- One Top Dice™ or T-Bone™ is rolled for movement.
- For example: If a Top Dice is rolled and the result is (T-1) and the range potential on character space the player is currently located on is [1 to 5], that player may move 4 spaces (T-1 is $5 - 1 = 4$).
- The range potential for the character spaces will differ for the various spaces located on the periodic table.
- If a “Top” or “T” result is rolled on the dice that player may move to any space forward or backward of the starting space within the top number of the range for that space. For example: If a “T” was rolled on the dice and the range potential on that space was [1 to 5], that player could choose to move any number of spaces up to five, either forward or backward of his starting space. On a “T” result the player may choose instead to move directly up one space.
- A player may choose to pick up any element character card he lands on during his movement phase on his turn only. A card may not be picked up after another player has rolled the dice. Cards must be displayed openly for all players to view.
- The range potential may be ignored for game purposes and the number of spaces indicated on any polyhedral dice may be moved as an alternative method of play. In this variation, the top number on the dice may be substituted for the “T”.
- The first player who moves exactly one space past space #111 (Un Un Un), to space #112 finishes first. All other players stop moving and start making score sets from their cards. The player that finished first gets a bonus of 2 cards that can be any of the element cards remaining on the game board.

- Players must remember to move correctly when passing space #57 and also space #89. These spaces lead to the rows on the bottom of the game board. If a wrong move is made to the incorrect space, and that player removes his hand from his game piece, that player must start back at the space the wrong move was first made, once it is discovered.

Trading Cards: Each time a player turns the table (goes off of the right hand side and starts on another number on the left hand side of the table) he may “force trade” one card with any other player. He chooses which card he will give the other player and which card he takes from that player. A player without cards may not force trade.

- Once a player has landed on or acquired his target noble card, he is partially immune to force trading. Force trades with this player are only allowed within a faction of the same color as the card being force traded. I.E. To take a card from a player who has his noble card you must trade him a card with the same color border as the one you are taking. The player with the noble card may force trade normally with a player who does not have his noble card.
- Cards locked into a “Spell” or a “Rhythm Run” score set with at least one other card may not be traded. Once locked into a scoring set, cards may not be removed from that set, however, cards may be added to a scoring set provided they legally increase that set’s score.
- One a player has his noble card it may not be taken from him.

Scoring: Some of the scoring plays from Science-fusion the Elements of the Scienauts™ are the basis for gaining points in Turning the Table™. An additional play the “spell” play has been added to this game. Once a player moves exactly one space past element one hundred and eleven (111), the movement of game tokens stops and the players tally cards into the various scoring plays. The player with the highest score wins the game. The three types of scoring plays are as follows.

A “Spell” is when the player has collected atomic symbols from landing on the various elements that can be used to make a common word in the English language.

- For Example if a player had the element cards with the atomic symbols Be, Ca, U, Se which would be elements Beryllium, Calcium, Uranium, and Selenium, that player could spell the word “because”. Scoring for a “spell” play starts at 5 points for the first card and doubles for every element atomic symbol in the word thereafter. The scoring for the word “because” would be worth 40 points.

Frat Faction™ is strategic sets that are comprised of element cards from the same faction (color border), or mole cards of the same theme as listed on the card (see optional rules for mole cards). A minimum of 3 element cards is required to score. This play is worth the number of cards in the set squared. For instance, a player plays 4 element cards from

the Rare Earths Faction. His value is 4×4 or 16 total points, but if he scores 8 Rare Earths element cards in his strategic set, he would gain 8×8 or 64 points.

Rhythm Runs™ are strategic sets of elements with their atomic numbers in sequential order. A minimum of 3 elements in sequential order is required to score a Rhythm Run™. The first three cards in a Rhythm Run™ is worth 9 points with every extra card in the run multiplying the total by times 2. So elements 21, 22, 23, 24 (a 4 card Rhythm Run™) would be worth $9 \times 2 = 18$ points. A 5 card run would be worth $9 \times 2 \times 2 = 36$ points. A “house run” is a rhythm within a faction. For instance cards that may be out of sequential order, but are in sequential order within a faction. # 6 oxygen, # 15 Phosphorus, # 16 Sulfur, and # 34 Selenium is a house run worth 18 points, as opposed to just the 16 you would get for a faction of four non-metals.

Optional Rules

- As an option two Top dice may be rolled and either chosen for movement.
- As an option the game may continue after the first player reaches space #112 and decides not stop the game, that player is awarded two cards and starts back at the starting space. The next player to land on space #112 then decides whether or not to stop the game, but no further cards are awarded.
- As an option the name of the element card must first be spoken correctly by the player in order to pick it up
- As an option if a player lands on a Noble Gas element space he also draws a free mole card.
- As an option if a player rolls a “Top” result he may draw a mole card and not move
- As an option the player may draw a mole card instead of “force trading”
- As an option these score plays may also be used,

Alloy Allies: Alloy allies are formed using at least one of the various factions of metallic element™ to form accepted mixtures commonly associated with industrial or aesthetic uses. The player must use mixtures that are currently known and must use the name for their Alloy Allies™ that reflects the commonly accepted name for that mixture. The player must also offer proof of the existence of such an alloy alliance if challenged by the opposition. Alloy Allies may not be played if the alloy in question is instead a molecular compound. Alloy Allies™ must be comprised of mixtures in suspension only. You may not play molecular compounds which also exhibit metallic properties. These must be played as Compound Combo Attacks™. The scoring chart for Alloy Allies is as follows: One Electro-coin™ is flipped for each element

component in the alloy alliance. Each + (pos) result adds 10 points to the total score of the Alloy Alliance™ value. So an Alloy Ally™ group of Tin Soldier™, Antimonx™, and Copperhead™ (Britannium) has a potential value of 0-30 depending on how well you flip your Electro-coins™. You may also dedicate one mole card per each Alloy member before any flips are made to try to score 50% more points per successful positive flip (15 points).

Compound Combos™ are created by the players by joining together their Elemon™ via their electro shields to form Compound Combo Attacks™. These compound combos must contain the Elemon cards of all represented atoms in the particular chemical formula they wish to create. The value for the Compound Combo Attack™ is determined by multiplying the number of atoms in the formula times the number of different Elemon cards in the formula. I.E. to form a water attack, H(2)O, the player multiplies the total number of atoms, 3 (in this case) times the number of different Elemon cards present (2) Hydrogena™ and Oxygent™. This player is playing a water attack for a total value of 6. Furthermore, the player may enhance the attack and qualify it by playing various mole cards whose total numeric value is equal to the number of real atomic moles that would be present in a real water molecule. Again, in this case 3. So a player may play a mole with a molar value of 2 and a mole with a molar value of 1 into the formula, or the player may play three separate mole cards each with a molar value of 1 for a total molar value of 3. These moles further enhance the value of the Compound Combo™ in the following manner: the first mole card™ multiplies the value times 1, the second times 2, and the third separate mole card™ times 3 etc. So if I played water with cold mole #1, and gravity mole #2, my total value for the Compound Combo attack™ would equal 12, as follows $(3*2)*2$.

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