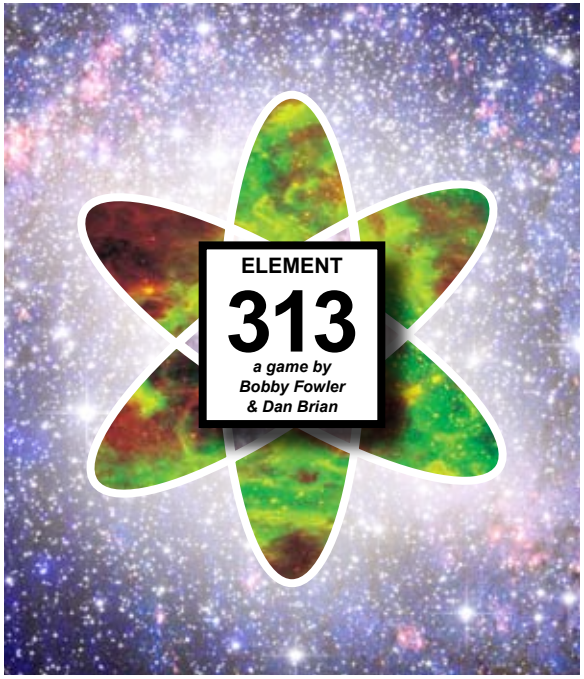


Race your fellow scientists to assemble Quarks into the the mysterious and all powerful Element 313.

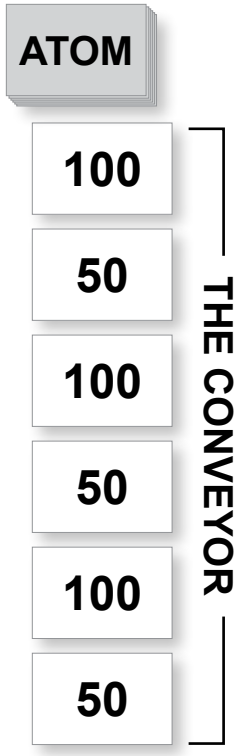
SETUP

From the **ATOM** remove all 100 and 50 point cards. Randomly deal three 100 point and three 50 point cards face up in a row before all of the players. This is the **conveyor.**

Shuffle all remaining **ATOM** cards and place the deck at the top of the conveyor.

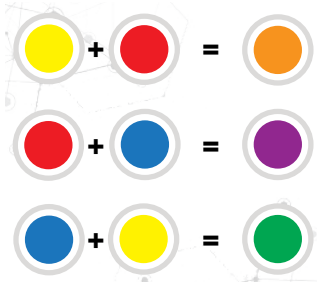
Next, shuffle the **QUARK** deck and deal four cards to each player.

Now, you are ready to science!



GAMEPLAY

Beginning with the person whose birthday is closest to Sept. 15th* players draw up to their maximum hand size from the **QUARK** deck then discard quarks from their hand to purchase **ATOMS** from the **conveyor**. There is no limit to the number of **ATOMS** that a player may purchase, if she has sufficient Quarks to do so.



If you do not posses a quark of the appropriate color to fulfil the purchase cost of an **ATOM** you may combine **QUARKS** according to the chart at right to generate new colors.

When you have purchased an **ATOM** place it *face down* infront of you, slide the remaining **ATOM**s away from the deck to fill the vacancy and add the top **ATOM** from the deck to the head of the **conveyor**.

*The **ATOMS** you purchase, in addition to their value may have abilities that alter you hand size, reduce purchase requirements or allow you to exchange cards from your hand. If these ATOMS have a single use per turn, titl them 90 degrees to indicate that you have used that ability.*

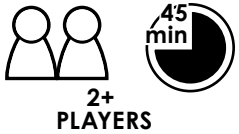
When you have finished purchasing **ATOMs** from the conveyor check to see if you can form **Element 313**. Add up the values of any *face up* atoms in front of you. You may convert any value to a Negative value by reversing the polarity of the **ATOM** Turn the **ATOM** 180 degrees to indicate that you have done so. This has no other affect on gameplay.

At the end of your turn you may discard as many **QUARKS** from your hand as you wish.

Summary turn order

1. Ready any Face down atoms in front of you
2. Draw up to maximum hand size
3. Purchase **ATOMS** using **QUARKS** from hand
4. Try and create **Element 313**
5. Discard as many QUARKS from you hand as you wish.
6. If you did NOT purchase any **ATOMS** this turn remove the **ATOM** farthest from **ATOM DECK** from the conveyor and place it at the bottom of the **ATOM** deck. Draw a new **ATOM** and add it to the top of the conveyor.

If there are no **QUARKS** left to draw, shuffle the discarded quarks and form a new **QUARK DECK**



WINNING

Once a player has created **Element 313** the remaining players get one more turn to act. When play returns to the Element 313 creating player the game ends. If more than one player has completed Element 313, the player with the fewest number of Atoms (face up or face down) in front of them wins. If there is still a tie compare hand size and the player with the smallest hand limit wins.

Element 313 *was first conceived and designed at the 2013 NH Game Jam by Dan Brian and Bobby Fowler. Additional design and development work was done by Glenn Given.*

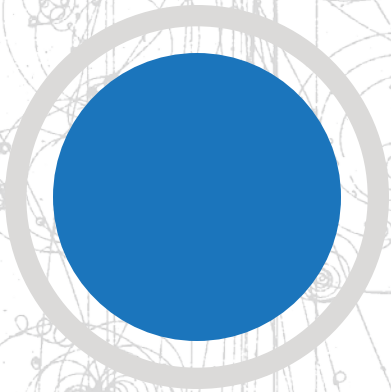
**September 15th 1929 is the birthday of Murray Gell-Man, scientist and nobel prize winning physicist who concurrently with Kazuhiko Nishijima and Tadao Nakano created the quark model in it's modern form.*

Science bitches.

Science.

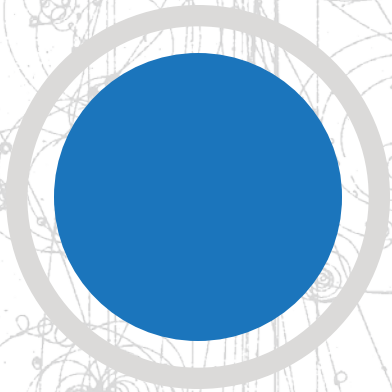
Games by **Play Date**
v1.0 Dec. 2013
gamesbyplaydate.com

Blue Quark



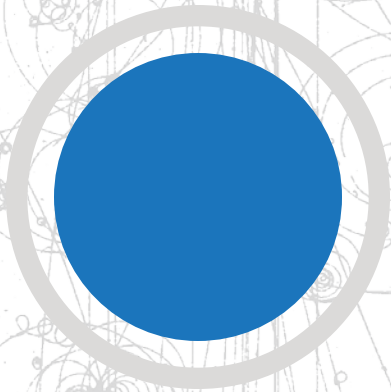
Blue Quark

Blue Quark



Blue Quark

Blue Quark



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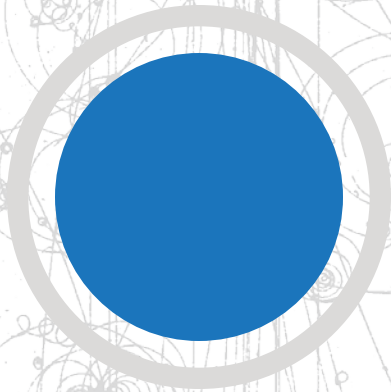
Blue Quark



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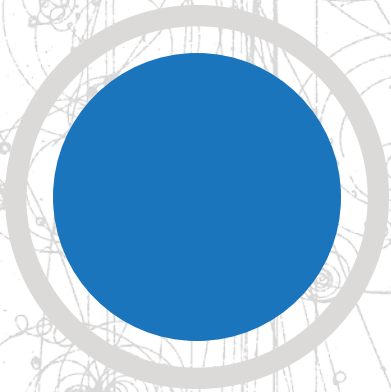
Blue Quark



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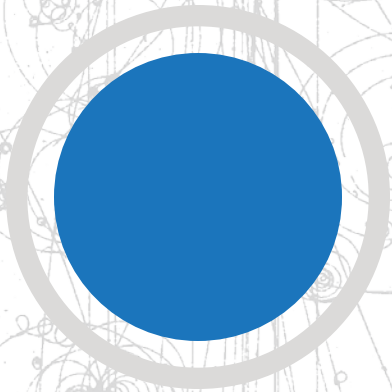
Blue Quark



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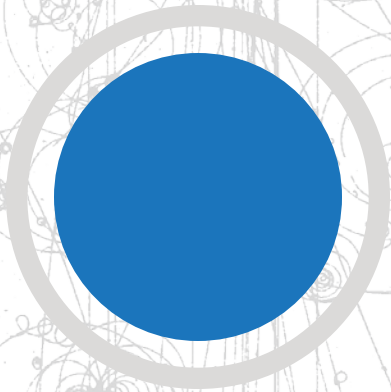
Blue Quark



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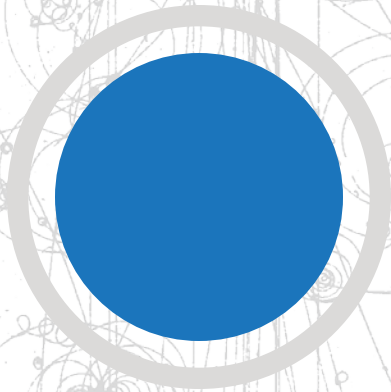
Blue Quark



Blue Quark

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

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Element **313**

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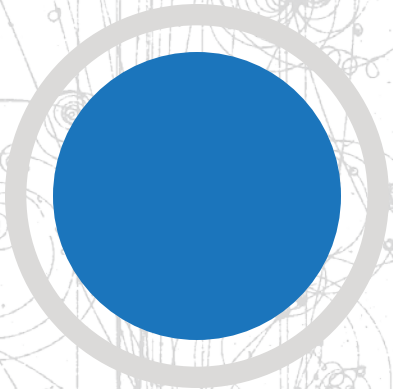
Element **313**

Quarks

Blue Quark



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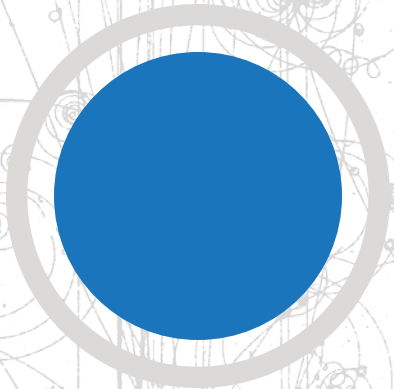

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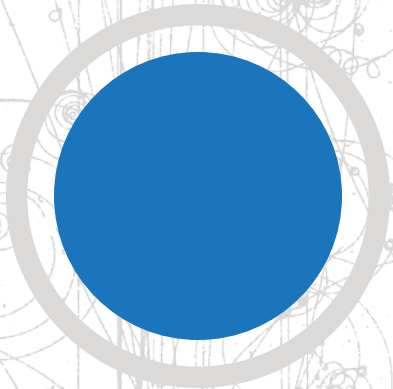

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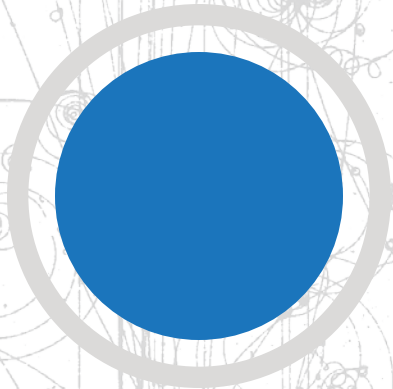

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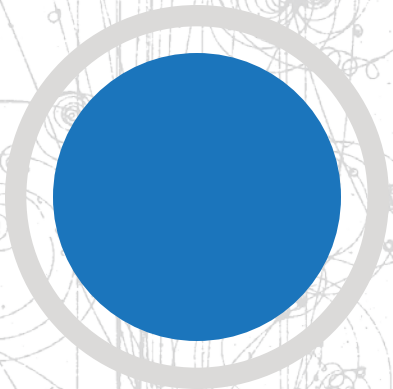

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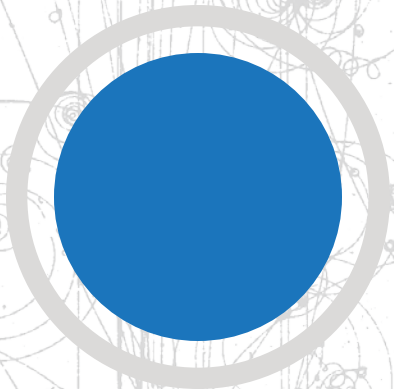

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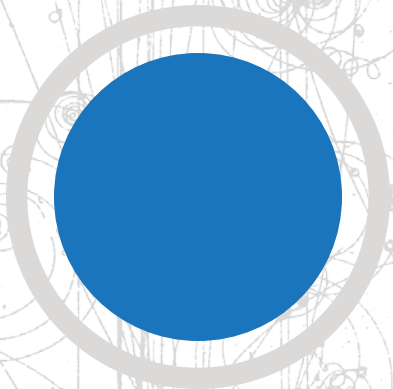

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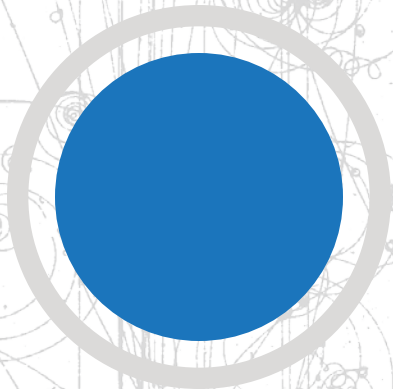

Blue Quark

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

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Element **313**

Quarks

Element **313**

Quarks

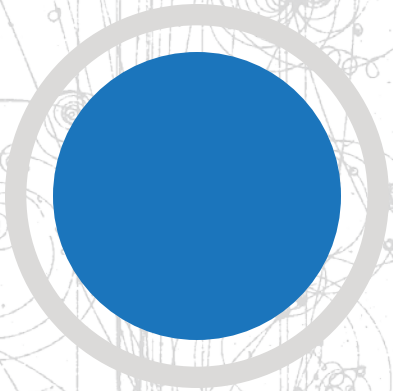
Element **313**

Quarks

Element **313**

Quarks

Blue Quark



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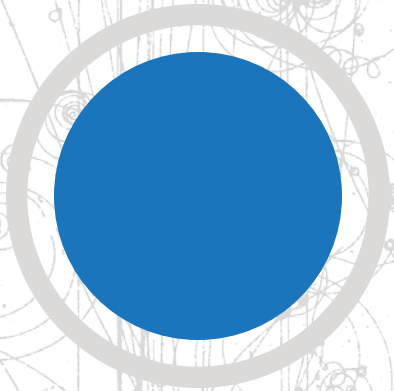

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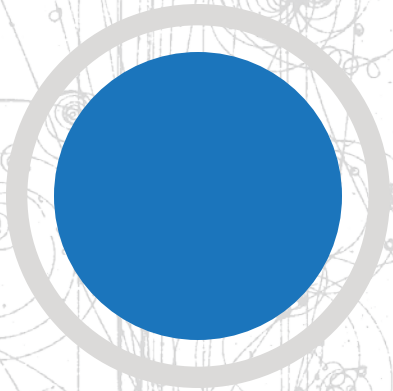

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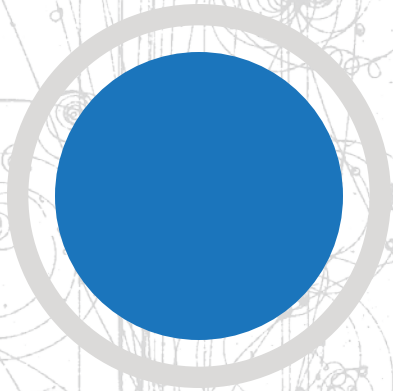

Blue Quark

Red Quark

Red Quark

Red Quark

Red Quark

Red Quark

Red Quark

Red Quark

Red Quark

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

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Element **313**

Quarks

Element **313**

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Element **313**

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Yellow Quark

Yellow Quark

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

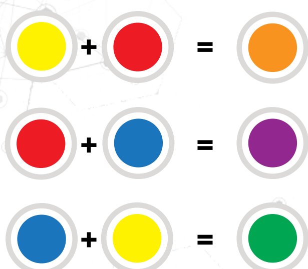
Quarks

Yellow Quark

Yellow Quark

Primary Colors

Secondary Colors



1 Draw up to your full hand size.

2 You may purchase then replace 1 atom from the research center.

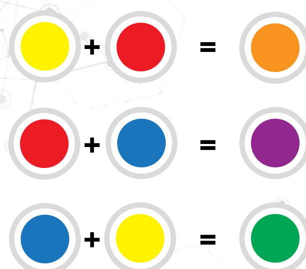
3 You may discard as many quarks from you hand as you would like.

Yellow Quark

Yellow Quark

Primary Colors

Secondary Colors



1 Draw up to your full hand size.

2 You may purchase then replace 1 atom from the research center.

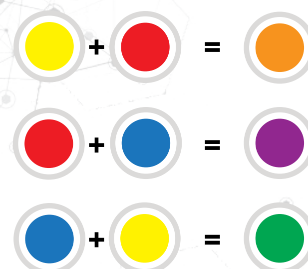
3 You may discard as many quarks from you hand as you would like.

Yellow Quark

Yellow Quark

Primary Colors

Secondary Colors



1 Draw up to your full hand size.

2 You may purchase then replace 1 atom from the research center.

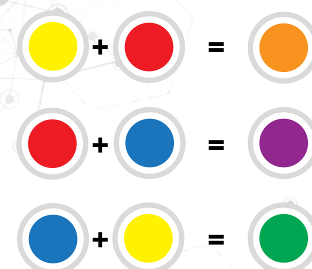
3 You may discard as many quarks from you hand as you would like.

Yellow Quark

Yellow Quark

Primary Colors

Secondary Colors



1 Draw up to your full hand size.

2 You may purchase then replace 1 atom from the research center.

3 You may discard as many quarks from you hand as you would like.

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Quarks

Element **313**

Gameplay

Element **313**

Gameplay

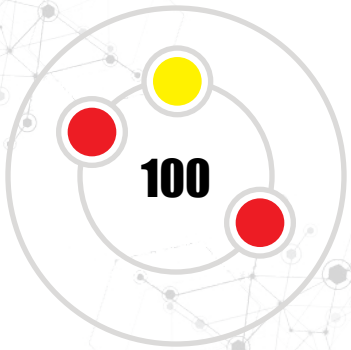
Element **313**

Gameplay

Element **313**

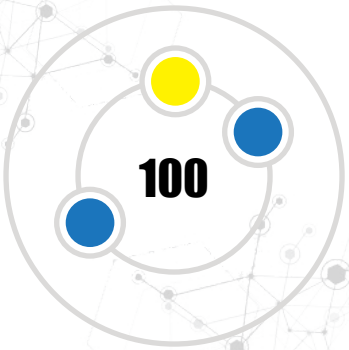
Gameplay

Red, Red, Yellow



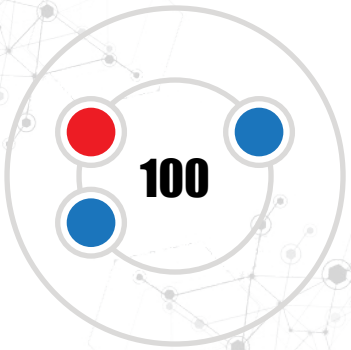
+1 Increase your hand size by one card.

Blue, Blue, Yellow



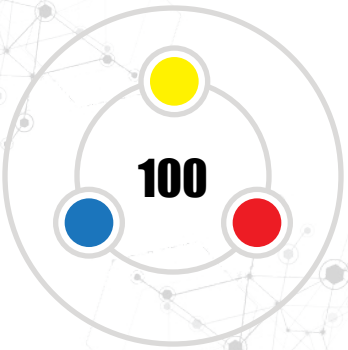
+1 Increase your hand size by one card.

Red, Blue, Blue



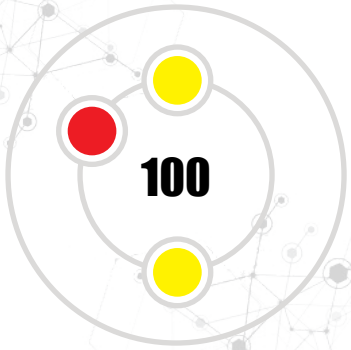
+1 Increase your hand size by one card.

Red, Blue, Yellow



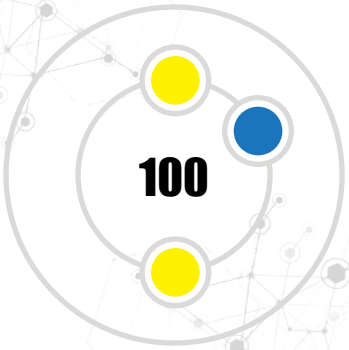
+1 Increase your hand size by one card.

Red, Yellow, Yellow



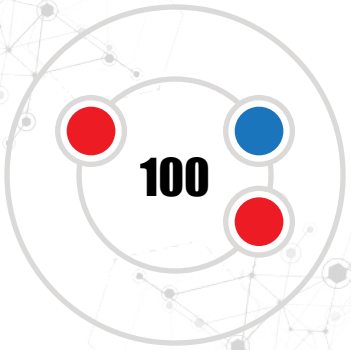
+1 Increase your hand size by one card.

Blue, Yellow, Yellow



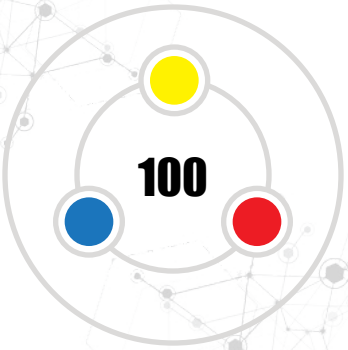
+1 Increase your hand size by one card.

Red, Red, Blue



+1 Increase your hand size by one card.

Red, Blue, Yellow



+1 Increase your hand size by one card.

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

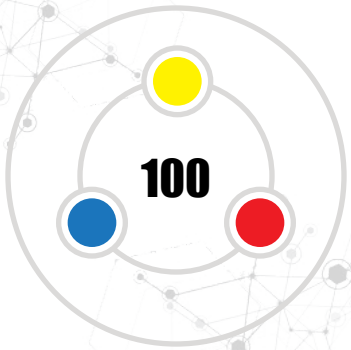
Element **313**

Research Facility

Element **313**

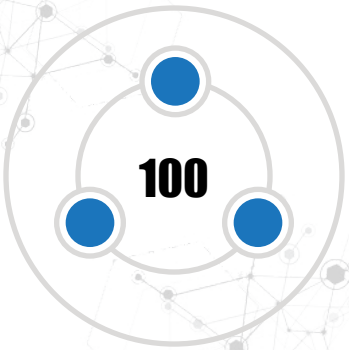
Research Facility

Red, Blue, Yellow



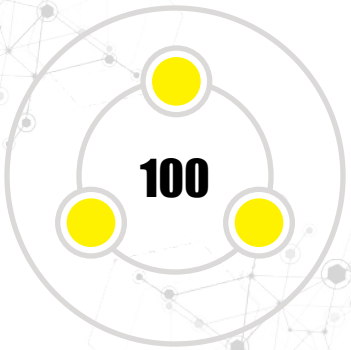
+1 Increase your hand size by one card.

Blue, Blue, Blue



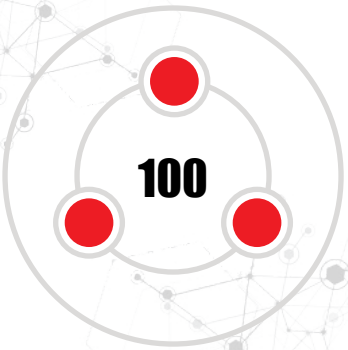
+1 Increase your hand size by one card.

Yellow, Yellow, Yellow



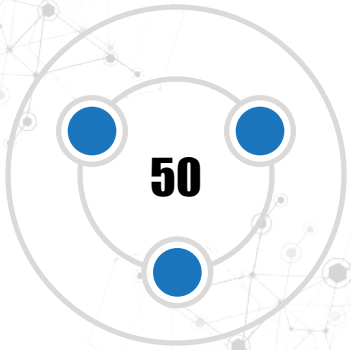
+1 Increase your hand size by one card.

Red, Red, Red



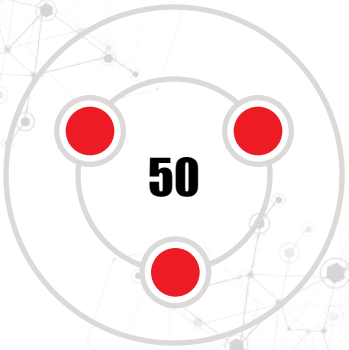
+1 Increase your hand size by one card.

Blue, Blue, Blue



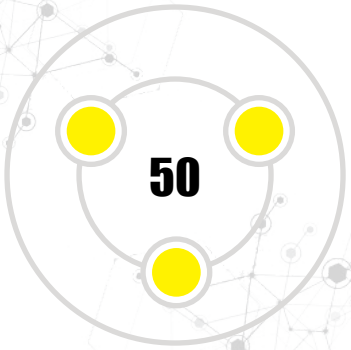
+ After drawing a full hand you may discard one quark card and draw a new one.

Red, Red, Red



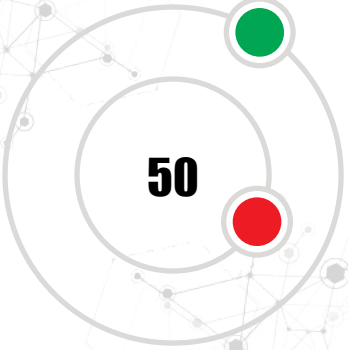
+ After drawing a full hand you may discard one quark card and draw a new one.

Yellow, Yellow, Yellow



+ After drawing a full hand you may discard one quark card and draw a new one.

Red, Green



+ After drawing a full hand you may discard one quark card and draw a new one.

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

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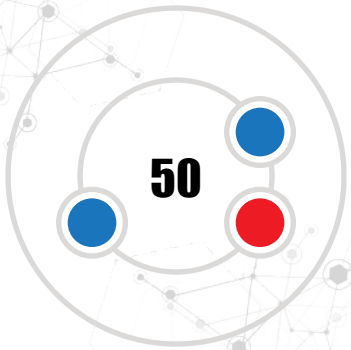
Research Facility

Element **313**

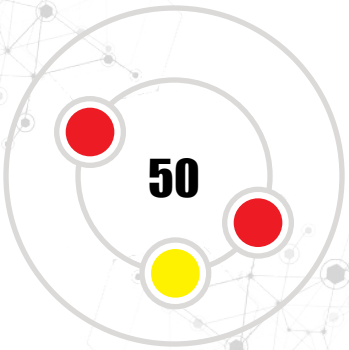
Research Facility

Red, Blue, Blue



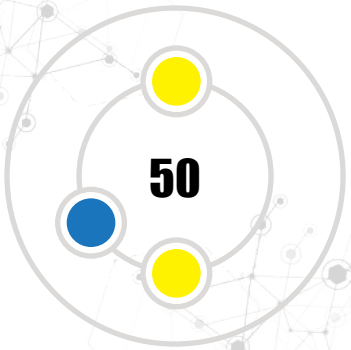
After drawing a full hand you may discard one quark card and draw a new one.

Red, Red, Yellow



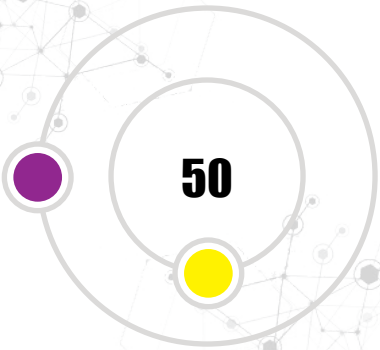
After drawing a full hand you may discard one quark card and draw a new one.

Blue, Yellow, Yellow



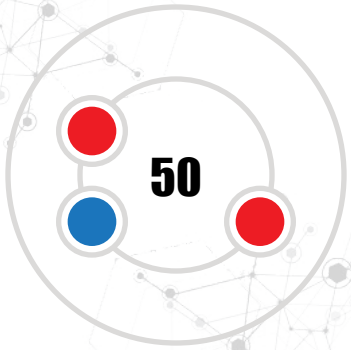
After drawing a full hand you may discard one quark card and draw a new one.

Yellow, Purple



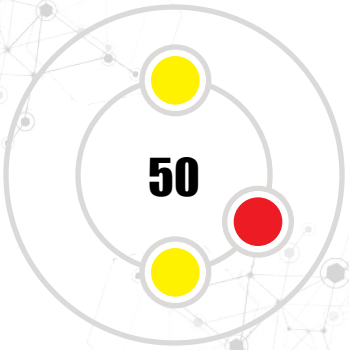
After drawing a full hand you may discard one quark card and draw a new one.

Red, Red, Blue



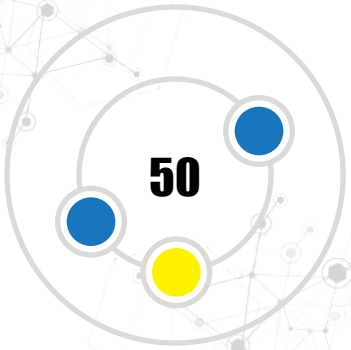
After drawing a full hand you may discard one quark card and draw a new one.

Red, Yellow, Yellow



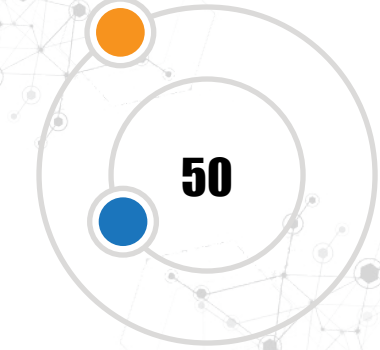
After drawing a full hand you may discard one quark card and draw a new one.

Blue, Blue, Yellow



After drawing a full hand you may discard one quark card and draw a new one.

Blue, Orange



After drawing a full hand you may discard one quark card and draw a new one.

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Research Facility

Element **313**

Research Facility

Element **313**

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Element **313**

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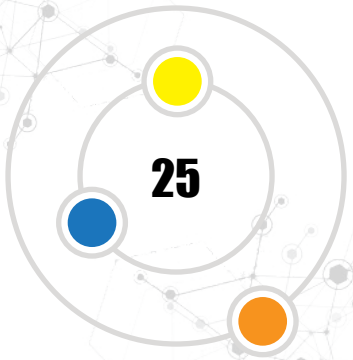
Research Facility

Element **313**

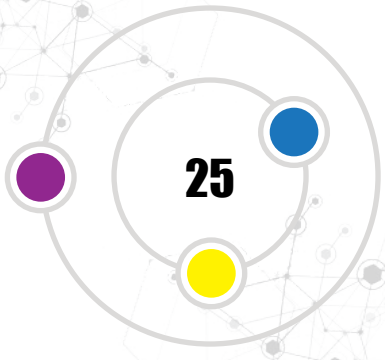
Research Facility

Blue, Yellow, Orange



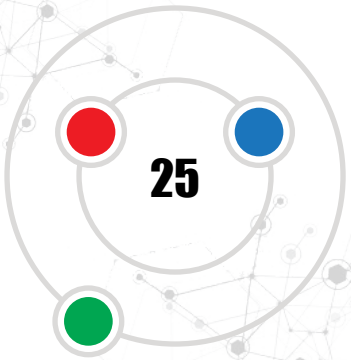
Use one additional yellow quark on each of your following turns.

Blue, Yellow, Purple



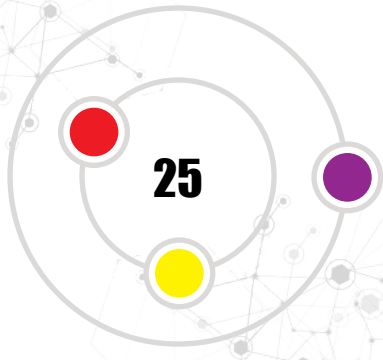
Use one additional blue quark on each of your following turns.

Red, Blue, Green



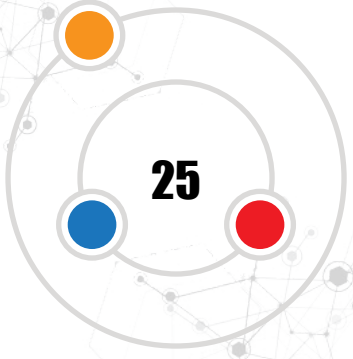
Use one additional blue quark on each of your following turns.

Red, Yellow, Purple



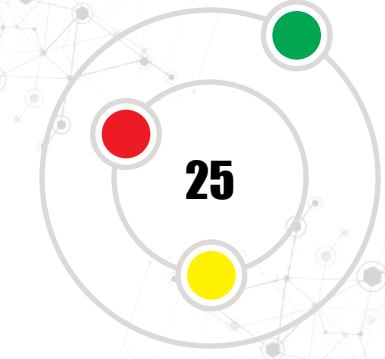
Use one additional red quark on each of your following turns.

Red, Blue, Orange



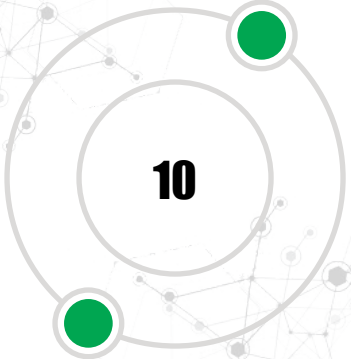
Use one additional red quark on each of your following turns.

Red, Yellow, Green



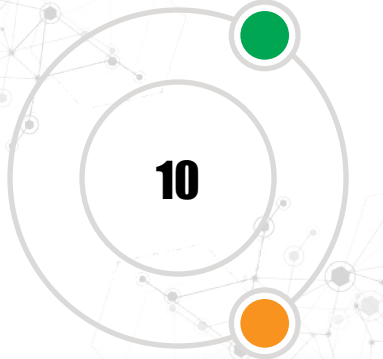
Use one additional yellow quark on each of your following turns.

Green, Green



Convert one red, blue or yellow quark to a different red, blue or yellow quark.

Green, Orange



Use one additional yellow quark on each of your following turns.

Element **313**

Research Facility

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Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

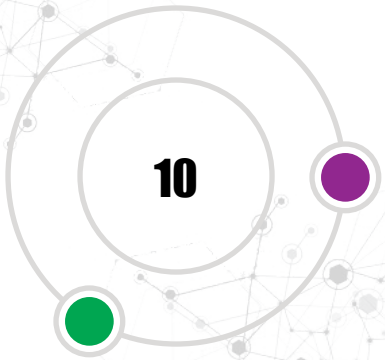
Element **313**

Research Facility

Element **313**

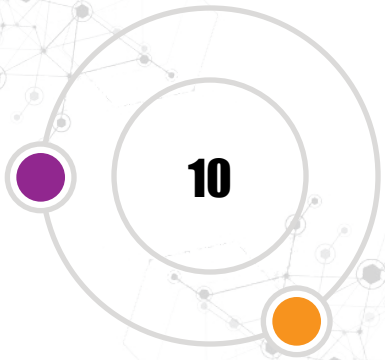
Research Facility

Green, Purple



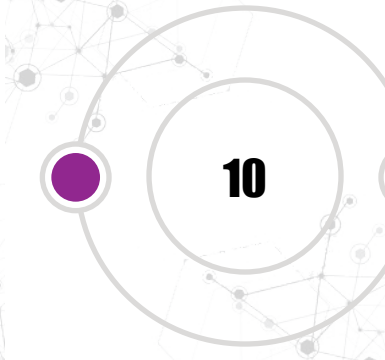
Use one additional blue quark on each of your following turns.

Orange, Purple



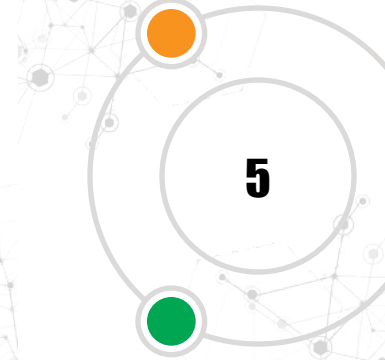
Use one additional red quark on each of your following turns.

Purple, Purple



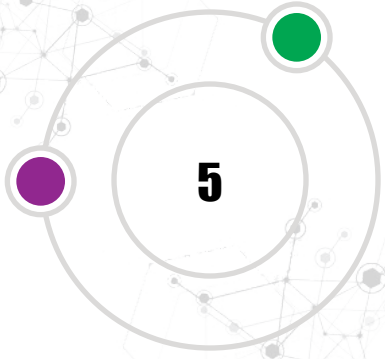
Convert one red, blue or yellow quark to a different red, blue or yellow quark.

Green, Orange



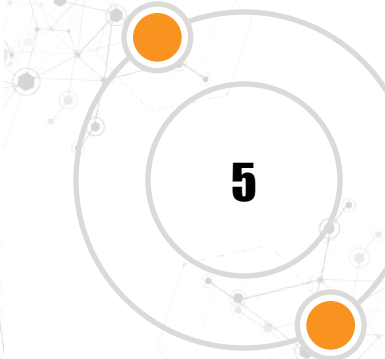
Use one additional yellow quark on each of your following turns.

Green, Purple



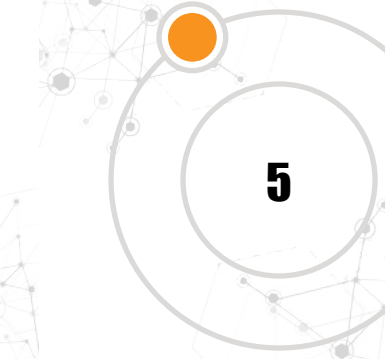
Use one additional blue quark on each of your following turns.

Orange, Orange



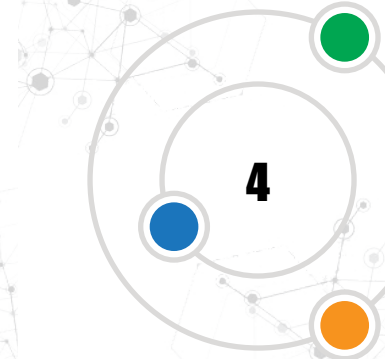
Use an additional quark of any previously played color.

Orange, Purple



Use one additional red quark on each of your following turns.

Blue, Green, Orange



Use two additional blue quarks on each of your following turns.

Element **313**

Research Facility

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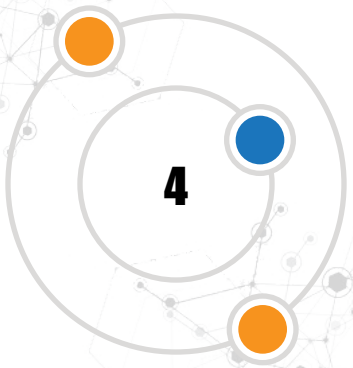
Research Facility

Element **313**

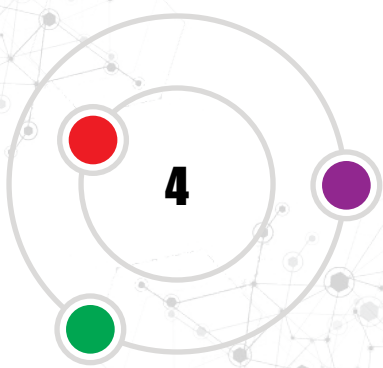
Research Facility

Blue, Orange, Orange



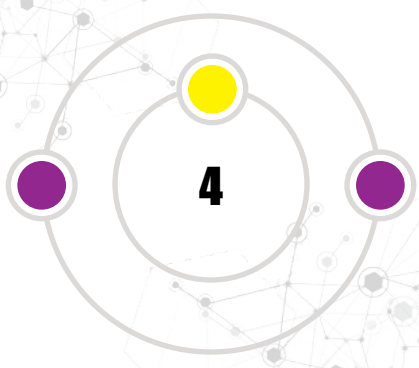
Use one additional red, blue or yellow quark on each of your following turns.

Red, Green, Purple



Use two additional red quarks on each of your following turns.

Yellow, Purple, Purple

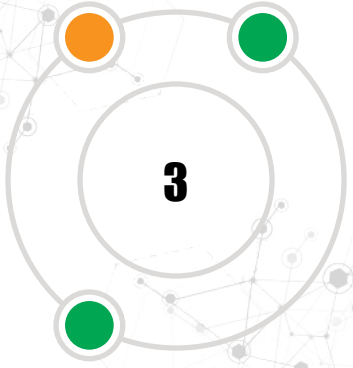


Use one additional red, blue or yellow quark on each of your following turns.

Yellow, Orange, Purple

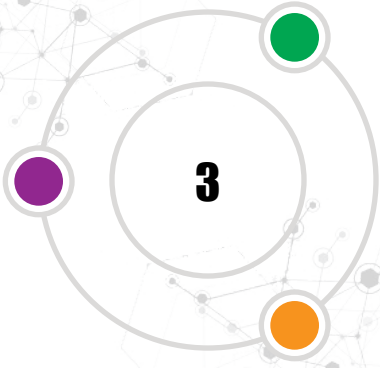
Use two additional yellow quarks on each of your following turns.

Green, Green, Orange



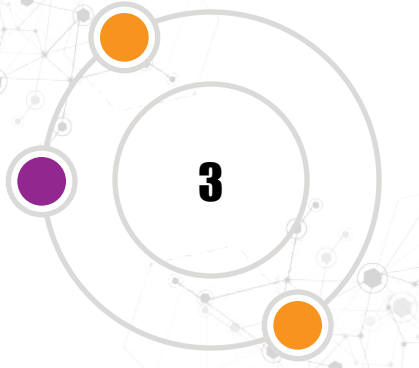
Use one additional green quark on each of your following turns.

Green, Orange, Purple



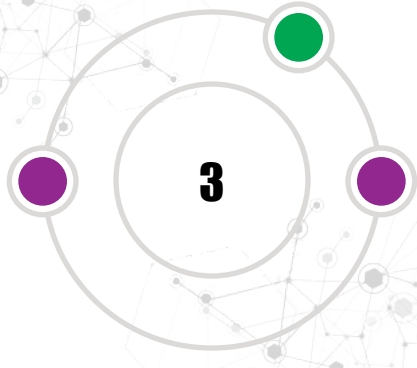
Convert one green, orange or purple quark to a different green, orange or purple quark.

Orange, Orange, Purple



Use one additional orange quark on each of your following turns.

Green, Purple, Purple



Use one additional purple quark on each of your following turns.

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

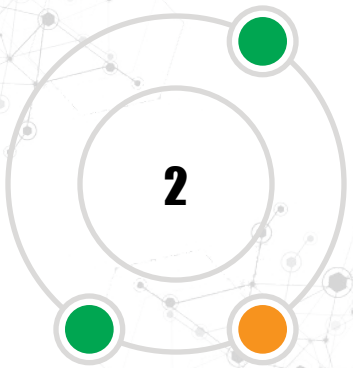
Element **313**

Research Facility

Element **313**

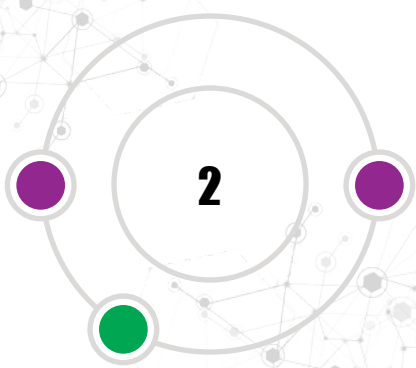
Research Facility

Green, Green, Orange



Use one additional green quark on each of your following turns.

Green, Purple, Purple

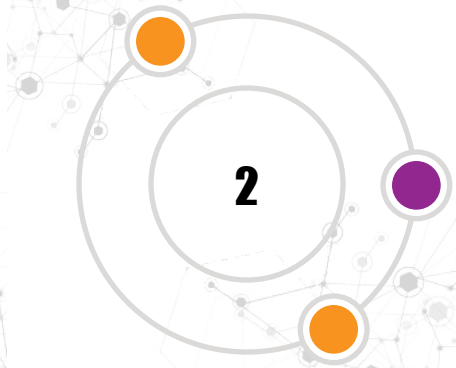


Use one additional purple quark on each of your following turns.

Green, Orange, Purple

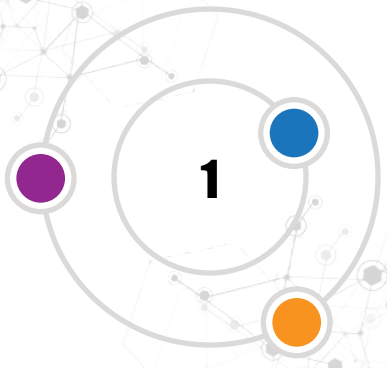
Convert one green, orange or purple quark to a different green, orange or purple quark.

Orange, Orange, Purple



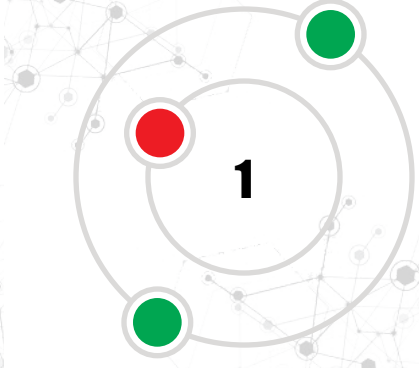
Use one additional orange quark on each of your following turns.

Blue, Orange, Purple



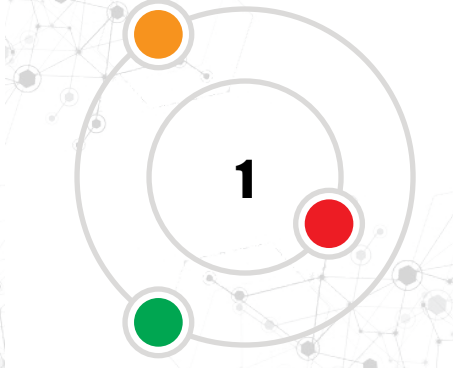
Use two additional blue quarks on each of your following turns.

Red, Green, Green



Discard and replace one atom from the research facility at any time during your turn.

Red, Green, Orange



Use two additional red quarks on each of your following turns.

Yellow, Green, Purple

Use two additional yellow quarks on each of your following turns.

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

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Element **313**

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Research Facility

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Element **313**

Research Facility

Element **313**

Research Facility

Green, Orange, Purple

X Play this immediately and discard one atom held by another player.

Green, Orange, Purple

X Play this immediately and discard one atom held by another player.

Green, Orange, Purple

X Play this immediately and discard one atom held by another player.

Green, Orange, Purple

X Play this immediately and discard one atom held by another player.

???

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Science!

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility

Element **313**

Research Facility