

Ion – A compound building game

Duration:	20 – 30 min	
Number of players:	2-7	players
Materials/ Tools needed:	Cards	
Publisher:	Genius Games	
Game Designer:	John J. Coveyou	
Language	English	
Links:	https://pen-en-pion.nl/en/game-of-cards-in-biology-and-chemistry-class/	

Type of game:	Main topic:
<input type="checkbox"/> board <input checked="" type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other	Chemistry / Science

Short description/ Goal of the game:	Image:
<p><i>Ion</i> is a fast paced card game where players compete to build compounds from a limited number of positively and negatively charged ions. At the beginning of the round, each player is dealt a hand of Element Cards, from which they'll pick one to play. They'll then pass the remaining cards to the player on their left. Players will repeat this 'pick and pass' process until they have two cards left, which marks the end of the round. Then, points are scored for neutrally charged compounds, Noble gasses, and achieving Goal Cards. After three rounds, the player with the most points wins.</p>	

Educational value/ Learning Objectives:

- The game is aimed at gaining and deepening understanding about building compounds of ions.

Recommendations for use:

- You can play this game to get insight into the working of negatively and positively charged ions.
- There is a mini-expansion that includes radioactive cards.

Pro's & Contra's:

- It's quick gameplay and resembles the gameplay of e.g. Sushi Go.
- Deepening knowledge of ions, might take repeating the game several times.

