


Responsibilities of the Game Master (GM) - Guide for Game Play

The role of "Game Master" (GM) is optional. The GM allows for 5 total participants for one set of the game *Subatomic: An Atom Building Game*.

GAME SETUP:

- ☐ Place the main game board near the top of the play area.
- ☐ Place all the Energy Tokens near the main game board.
- ☐ Place the main game board mat (laminated) directly BELOW the main game board.
- ☐ Shuffle the Element card deck and place the deck face-down on the Draw Pile spot, (LEFT side of the main game board).
- ☐ Draw 3 Element cards and place one face-up in each of the three Element spots, (CENTER of the main game board).
- ☐ Shuffle the Single Subatomic card deck and place the deck face-down, directly BELOW the "End Goals" section of the main game board.
- ☐ Draw 4 cards from the Single Subatomic card deck and place one face-up in each of the spots on the laminated mat, directly BELOW the main game board.
- ☐ Shuffle the Larger Subatomic card deck (cards have  icon in top right corner). Place this deck face-down directly BELOW the Single Subatomic card deck.
- ☐ Draw 4 cards from the Larger Subatomic card deck and place one face-up in each of the spots on the laminated mat, directly BELOW the Single Subatomic face-up cards.
- ☐ ****During Setup Only**** If any three of the face-up Element, Single Subatomic, or Larger Subatomic cards are exactly the same, replace the leftmost copy of the card with a new card from its respective deck. Shuffle any removed cards back into its deck.

SEE BACK of this page for ACTIONS that players can take during their turn. The GM will help answer questions that players may have during their turn.

After Each Player's Turn:

- ☐ A player must move all cards from their "Cards in Play" area to their Discard Pile, face down.
- ☐ A player may choose to keep any unplayed cards in their current hand.
- ☐ The player should draw new cards from their Draw Pile until they have 5 cards in their hand to be used on their next turn.
- ☐ Whenever a player has no cards left in their Draw Pile, even while drawing a new hand, they immediately reshuffle their Discard Pile to form a new Draw Pile.

On the main game board:

- ☐ Fill any empty spots from purchased Element, Single Subatomic, or Larger Subatomic cards by sliding each remaining face-up card in that row to the rightmost empty spot.
- ☐ Fill each empty spot by placing a card face-up from the respective deck.

Endgame:

When one player has claimed 2 Element cards from the main game board and placed all 4 of their Goal Marker cubes in the "End Goals" section of the main game board:

- ☐ Each player (excluding the player who triggered the endgame situation) takes one final turn.
- ☐ Element cards, Single Subatomic cards, and Larger Subatomic cards should all be replenished as needed after each player's turn.

Scoring:

Each player adds up the following to calculate their score:

- ☐ Element cards (Point values are indicated by the Mass Number on the bottom right corner of each Element card.)
- ☐ End Goals (Players receive additional points based on how many Goal Marker cubes they placed in the "End Goals" section of the main game board.) **The GM will distribute these point cards.**

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During a Player's Turn:

Players can complete as many ACTIONS during their turn as they have resources for. Following are the actions that players can take:

- ☐ **Players can "Buy" deck building cards.** These are cards in the 2 rows BELOW main game board.
 - ☐ Players must pay the cost of each card listed at the bottom AND pay the Energy Token cost listed on the main game board ABOVE the card they want to buy.
 - ☐ After "BUYING" a deck building card, the new card goes directly into the Player's Discard Pile. Cards used to "BUY" the new card go into the Player's Discard Pile. Energy Tokens used to "BUY" the new card go back to the main game board.
- ☐ **Players can "Take" Energy Tokens** by playing cards from their hand face-down.
 - ☐ Any card played face-down during a player's turn is worth 1 Energy Token.
- ☐ **Players can "Build" the atom on their Mat**
 - ☐ The goal is to build an atom that matches one of the face-up Element cards so that a player can claim that Element card and score points.
 - ☐ Play cards from your hand face-up in your "Cards in Play" area to add corresponding subatomic particle(s) to your atom.
 - ☐ Use either starter cards, or purchased Subatomic cards, to add protons, neutrons, and electrons on the Mat.
- ☐ **Players can "Pay" 2 Energy Tokens to Draw 1 card from their Draw Pile.**
- ☐ **Players can "Pay" 1 Energy Token to reset the cards in any one row of the main game board.**
- ☐ **If at any time a player has 3 Identical cards in their current hand,** they may show them to the GM (or to the other players if there is not a GM), place one of the 3 Identical cards into their Discard Pile, and replace it with a card from their Draw Pile.
- ☐ **Players DO NOT have to play all 5 cards.** Players can save cards in their hand for their next turn.

- ☐ **Players can "Claim" Element cards** from the main game board.
 - ☐ To do this, a player must have accumulated on their Player Mat AT LEAST the number of protons, neutrons, and electrons shown on the Element card they wish to claim.
 - ☐ The player will pay the energy cost listed directly ABOVE the Element card they are claiming.
 - ☐ Subtract the protons, neutrons, and electrons from their Player Mat based on the Element card they claim. If all of one type of particle is used, place the Particle Marker back on the upper left corner.
 - ☐ Place the claimed Element card face down above their Player Mat.
 - ☐ Place 2 of their Goal Marker cubes on the End Goals section of the main game board. The 2 Goal Markers can be placed together, or separate, on any spaces EXCEPT FOR the space that matches the Element card that was just claimed.

Card Values:

