

## RULES FOR SALTY EIGHTS

### Card Game

Goal: To make compounds and be the first to play all your cards. The compounds can be made of any number of cards, but no more than two different elements.

1. Shuffle and deal eight cards to each player and place the rest in a draw pile. The player to the left of the dealer starts.
2. When it's your turn, put down a compound in front of you. Your compound must contain a metal (green card) and a nonmetal (pink card), and the valence electrons must add up to 8 or a multiple of 8. If you can't play a compound, you can put down a noble gas (blue card).
3. Wild Cards can be used as any element in that particular group. You must identify which element a Wild Card represents at the time you use it.
4. If you can't make a compound, draw cards until you can play a compound or noble gas.
5. When you play a compound, you must name it. Your turn is then over. Play until one player uses up all of his or her cards.

### Scoring

At the end of the game, count up your score based on the cards you have on the table.

- 5 points for every noble gas
- 10 points for every compound made from two cards
- 40 points for every compound made from three cards
- 70 points for every compound made from four cards
- 100 points for every compound made from five cards
- 20 points for using up all cards first

If you have cards left in your hand, count the number of valence electrons on those cards and subtract that number from your total points.