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 possess a quark of the appropriate color to fulfill 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 in front of you, slide the remaining ATOMS 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 your hand size, reduce purchase requirements or allow you to exchange cards from your hand. If these ATOMS have a single use per turn, tilt 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 your 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.

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Blue Quark

Blue Quark

Blue Quark

Blue Quark

Blue Quark

Blue Quark

Blue Quark

Blue Quark
Element 313

Quarks

Element 313

Quarks

Element 313

Quarks

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<table>
<thead>
<tr>
<th>Primary Colors</th>
<th>Secondary Colors</th>
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</thead>
<tbody>
<tr>
<td>Yellow</td>
<td>Red</td>
</tr>
<tr>
<td>Red</td>
<td>Blue</td>
</tr>
<tr>
<td>Blue</td>
<td>Yellow</td>
</tr>
</tbody>
</table>

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 your hand as you would like.
Red, Red, Yellow

Increase your hand size by one card.

Blue, Blue, Yellow

Increase your hand size by one card.

Red, Blue, Blue

Increase your hand size by one card.

Red, Blue, Yellow

Increase your hand size by one card.

Red, Yellow, Yellow

Increase your hand size by one card.

Blue, Yellow, Yellow

Increase your hand size by one card.

Red, Red, Blue

Increase your hand size by one card.

Red, Blue, Yellow

Increase your hand size by one card.
Red, Blue, Yellow
Increase your hand size by one card.

Blue, Blue, Blue
Increase your hand size by one card.

Yellow, Yellow, Yellow
Increase your hand size by one card.

Red, Red, Red
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.
Red, Blue, Blue

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

50

Red, Red, Yellow

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

50

Blue, Yellow, Yellow

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

50

Yellow, Purple

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

50

Red, Red, Blue

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

50

Red, Yellow, Yellow

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

50

Blue, Blue, Yellow

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

50

Blue, Orange

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

50

Blue, Yellow, Yellow

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

50
Blue, Yellow, Orange

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

Red, Blue, Orange

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

Blue, Yellow, Purple

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

Red, White, Orange

Use one additional red 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.

Green, Green

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

Red, Yellow, Green

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

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, 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.
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.
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.
Green, Orange, Purple

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

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Science!