

COMPOUNDED

v0.5 rules set

COMPOUNDED

PLAYERS

2-5 Players


TIME

45-90 min.

CONTENTS

1 Scoring Board
1 Element Bag
1 Lead Scientist Marker
5 Work Benches
5 Fire Extinguisher Cards
15 Fire Cubes
5 Scoring Markers
5 Wild Element Tokens
20 Research Tokens
20 Claim Tokens
20 Open Element Space Tokens
69 Compound Cards
100 Elemental Crystals

SETUP

The nerdiest person at the table goes first. That scientist is given the LEAD SCIENTIST TOKEN. Each scientist is given a WORK BENCH, and then takes turns drawing four elements from the ELEMENT BAG to place on the four available spaces  on his/her WORK BENCH. Each scientist also places one of their respective color Research Tokens on the start level of all 4 of their EXPERIMENTS (discovery, study, research, lab), places one of their Claim Tokens on the top of the STUDY test tube, places three Claim Tokens on the space provided on the upper left corner of their WORK BENCH, and lastly places one Scoring Marker next to Hydrogen on the score track.

Each player is given one Wild Element Token. Players place their Fire Extinguisher to the left of their lab table, with the CO₂ compound side-up.

NOTE: The following set-up and gameplay is for 3-5 players. For full rules for 2 players, see pg. xx.

Deal the starting 9 compound cards (marked with a yellow border) face up, in a grid-pattern of 4 cards x 4 cards. Shuffle the compound deck and fill the remaining part of the grid with cards from the top of the compound deck. This area is called the RESEARCH FIELD.

Divide the compound deck into six stacks (the last stack will have seven cards). Set one stack of eight cards aside. Place a Lab Fire card on top of each of the remaining stacks, then place those stacks on top of each other. Place the stack that was set aside on top of this stack to form the final compound deck.

Game play starts with the Lead Scientist and on the Study Phase (the Discovery Phase is skipped on the first turn of play).

WINNING COMPOUNDED

The goal is to be the scientist with the most atomic points.

When any one of the below factors occur, the end game is triggered:

- A) A scientist reaches 50 atomic points.
- B) A scientist completes 3 of the 4 experiments on his Work Bench.
- C) The Research Field is unable to be filled to capacity.

When condition A or B occurs there is one additional turn of game play.

When condition C occurs - the Research Field can not be filled - the game ends immediately.

At the end of the game, each scientist scores one atomic point for each element that is on any UNCOMPLETED compounds he has claimed. Each scientist also scores one atomic point for every two elements on his Work Bench.

If a player has a completed, and unused, Fire Extinguisher at game's end, it is worth three atomic points. Each Wild Element in a player's possession at game's end is worth three atomic points.

The scientist with the most atomic points, wins.

OPEN TRADING
Although trading of elements, tools, and physical components may only be done during the Discovery Phase, verbal agreements can be made at any time during the game. Scientists are encouraged to bargain, coerce and, sometimes, swindle to get a step ahead. Remember, though, that no verbal deal is binding!

ACTIONS

The turns for COMPOUNDED are broken up into 4 phases.

REMINDER: On the first turn of play the Discovery Phase is skipped.

PHASE 1 - DISCOVERY

Beginning with the Lead Scientist, each scientist discovers his allotted amount of elements (as shown on the DISCOVERY EXPERIMENT) from the ELEMENT BAG. These elements are then placed on the scientist's WORK BENCH. After all scientists have drawn elements, trading can begin. At the end of the phase, after all trading is complete, if a scientist has more elements than available element spaces, he returns those elements to the ELEMENT BAG.

During trading, a scientist can trade elements, acquired tools, a Fire Extinguisher, Wild Elements, or even future favors for anything from any other scientist or group of scientists. Traded favors, however, are only as good as the scientist's word - no deal for favors is binding in the lab!

PHASE 2 - STUDY

Starting with the Lead Scientist and proceeding clockwise, each scientist places one of his CLAIM TOKENS on an unclaimed compound. This rotation continues until each scientist has placed all of his available Claim Tokens (determined by the number on their STUDY EXPERIMENT level).

After all Claim Tokens have been placed, in turn order each scientist with a Claim Token that was placed in a previous round may also, if he chooses, move ONE of those Claim Tokens to another available compound.

PHASE 3 - RESEARCH

In turn order, scientists move their allowed number of elements (shown by the RESEARCH EXPERIMENT level) onto the Research Field. A scientist may place his elements on any compound (or his personal Fire Extinguisher). Scoring & movement of Compounds are broken down as such:

CLAIMED COMPOUND

Only the scientists who own these compounds can score & benefit from the completion. Scientists may place elements on other scientists' claimed compounds, but they will yield no score doing so.

UNCLAIMED COMPOUND

These compounds are unclaimed, and can be worked on by any or all scientists. Whichever scientist completes an unclaimed compound by placing the final element gains the points & bonuses. That scientist places one of his unused Claim Tokens - temporary claim icon side-up - onto the compound to mark the compound for scoring during the Lab Phase. Unclaimed compounds containing previously-placed elements can be claimed by any scientist during the RESEARCH phase, if that scientist has an available Claim Token.

EXTINGUISHER COMPOUND

Scientists may also place elements onto their personal Fire Extinguisher compounds. This follows the same rules as placing elements into the Research Field.

Once during this phase, scientists can also trade three of any one element from their WORK BENCHES for any element currently available in the ELEMENT BAG.

PHASE 4 - LAB

During this phase, scientists score their completed compounds (*if any*), moving up the appropriate number of points on the score track, gaining tools (*if available*), raising the level of their experiments, and triggering 'CHEMICAL REACTIONS'.

A scientist may move up the 'LAB EXPERIMENT' in place of moving up another experiment.

EXAMPLE: Scientist 2 scores a completed LIQUID compound. He opts to move up the purple LAB EXPERIMENT instead of moving up the DISCOVERY EXPERIMENT.

The phase ends with the Lead Scientist refilling the empty spaces of the RESEARCH FIELD and then passing the LEAD SCIENTIST TOKEN to the scientist to his left.

WORK BENCH

Each scientist is given his own tableau (WORK BENCH) to manage & control. When a scientist completes a compound, he will manage this space.



ELEMENT SPACES

At the start of a game, scientists have 4 available element spaces on their Work Bench. This number can be increased by moving up the LAB EXPERIMENT level, to a maximum of 7.

ELEMENT KEY

The element key is located to the left of the Element Spaces on each Work Bench. This key defines the element colors, abbreviations, and the number of each element in the game.



DISCOVERY EXPERIMENT

For each level raised in the DISCOVERY EXPERIMENT, that scientist is able to DISCOVER (pull from the Element Bag) additional elements during the DISCOVERY phase.



STUDY EXPERIMENT

For each level raised in the STUDY EXPERIMENT, that scientist is now able to claim a maximum number of compounds equal to the new number (as shown in the upper right corner of the level).



RESEARCH EXPERIMENT

For each level raised in the RESEARCH EXPERIMENT, that scientist is able to PLACE up to the number of elements shown in the upper right corner of the level during the RESEARCH phase.



LAB EXPERIMENT

A scientist may opt to raise their LAB EXPERIMENT in lieu of another experiment. When this experiment is increased, the scientist removes the ELEMENT SPACE TOKEN from the test tube and places it on one of the designated places in the element spaces area of the Work Bench.

For each level raised on the LAB EXPERIMENT, that scientist unlocks one of the three additional element spaces on his work bench.

COMPOUND CARDS

There are 63 Compound cards and 6 Lab Fire cards.

Each Compound Card contains the compound name, molecular formula, chemical state, atomic points, model, and any tools or chemical reactions.



LAB FIRE

When a Lab Fire is revealed during the replenishment portion of the Lab Phase, finish filling the rest of the Research Field. Then place a flame token on all flammable compounds. Any compounds that receive their flame token limit explode. Any elements on the exploding compounds will scatter to adjacent compounds. If the exploding compound is claimed, then the owning scientist chooses where to place the elements. If there is a space for the element on an adjacent compound, the element **MUST** be placed. All others are discarded. If the exploding compound is unclaimed, then the Lead Scientist chooses where those elements (if any) scatter.

A scientist can discard a completed Fire Extinguisher to prevent the placement of a flame token on any one compound (even an unclaimed compound or one claimed by another scientist).

Two LAB FIRES cannot occur during the same turn. If a second (or more) LAB FIRE cards are revealed, discard them and continue refilling the Research Field.

NOTE: You can have a LAB FIRE in the same turn as the VOLATILE Chemical Reaction has been triggered. This is the only exception to the 1 lab fire limit. See page xx for Chemical Reactions.

COMPOUND TOOLS

Some Compound Cards come with a tool (diamond shaped icon). Once this compound is scored, the scientist gains a tool tile (*if available*) to add to his WORK BENCH. The scientist now has access to that ability for the remainder of the game, unless the tool is discarded or traded away.



SAFETY GOGGLES

Discard Safety Goggles to DISCOVER at the start of the RESEARCH phase. Keep these elements separate from any WORK BENCH elements. The scientist may place these elements or elements on his Work Bench, but can only place as many as his RESEARCH experiment allows. When the scientist has completed placing, discard all elements remaining in the discovered pile. **Scientists may not** trade any of the discovered elements using the 3:1 trade or with the Pipet tool. Scientists also may not place these into any open element spaces on their WORK BENCH.



LAB KEY

Discard the Lab Key at the end of the Lab Phase to claim the Lead Scientist token for the start of the next turn.



PIPET

During the research phase the scientist may now trade at a 2:1 ratio. The two elements traded must be of the same type. The scientist may only do this once per turn.



JOURNAL

This tool is acquired when a scientist improves his Study Experiment. With the Journal, once during the Lab Phase, whenever the scientist scores completed compounds, the scientist may place one element from those compounds onto an available element space on his Work Bench. This ability takes affect the turn after the scientist gains this tool.



GRADUATED CYLINDER

During the Lab Phase the scientist may move any one experiment down one level to move another experiment up one level. The scientist can only do this once per turn. If this movement results in a Study experiment being reduced, the scientist must immediately remove one of his Claim Tokens from a claimed compound in the Research Field (*if there are more Claim Tokens than the new allowed limit in play*). If the scientist opts to reduce the Lab experiment, the scientist must discard return an Element Space Token to the Lab test tube and discard any elements from his table that are in excess of his new allowed limit.



BUNSEN BURNER

At any time during the Research Phase, the scientist may discard a Bunsen Burner to add one flame token to ANY compound that does not currently have a flame token. As in a Lab Fire, a scientist may discard his Fire Extinguisher to prevent placement of the flame token. If a Fire Extinguisher is used, Bunsen Burner is discarded with no effect.

If a flame token is placed on a non-flammable compound, that compound is now treated as flammable. A non-flammable compound's flame limit is two.

Bunsen Burner may also be used to place a flame token on a compound with a flame limit of one. This will result in that compound blowing up during the Lab Phase (See Lab Fire).

CHEMICAL REACTIONS

Some Compound Cards contain a circular icon; these are Chemical Reactions. When a scientist scores this compound, the Chemical Reaction immediately takes place. The effects of a Chemical Reaction are immediate and cannot be ignored.



GRANT

Upon scoring, the scientist must choose another scientist and one of their experiments. That experiment moves up one level. The scientist must choose an experiment that is not at its maximum level. If the chosen experiment is already completed, the atomic points on the compound are shared between the two scientists. If the atomic points cannot be divided equally, the remaining unequal points are not counted for either scientist. For example, if a compound scores 7 atomic points, each scientist would receive 3 atomic points.



VOLATILE

When this Chemical Reaction triggers, it acts as if a Lab Fire was just revealed from the compound deck. Follow the same rules as those of a Lab Fire. This can result in completed compounds exploding.

NOTE: Although there cannot be two LAB FIRES in a single turn, there may be both a LAB FIRE and a VOLATILE reaction. Science can sometimes be dangerous!

GAMEPLAY AND SET-UP FOR TWO PLAYERS

Compounded is intended to be played with three or more players because of the social strategy and trading. However, if two players wish to play, a third player has been included in the box - his name is Nobel. He is a bit more limited in what he can do during the game, but do not underestimate his wily scientific mind. It's often surprising and always unpredictable.

SET-UP

Place Nobel's Work Bench off to one side, within easy reach of both scientists. Place an unused Research Marker of the same color on the start space of the Discovery and Research experiments. The Lead Scientist draws out four elements, just as with any starting player, and places them in the appropriate area on Nobel's Work Bench.

PLAYING AS NOBEL

During the game Nobel will always be controlled by the Lead Scientist. During the Discovery phase, the Lead Scientist will draw the amount of elements from the bag equal to Nobel's current Discovery level.

After all elements have been drawn during the Discovery phase, the Lead Scientist may choose to trade with Nobel. This trade may ONLY be one element from the Lead Scientist's Work Bench for one element from Nobel's Work Bench. If the Lead Scientist chooses to trade, then the second scientist may also choose to trade; otherwise, neither scientist may trade with Nobel. At the end of the Discovery Phase, if Nobel has more than four elements on his lab table the Lead Scientist chooses which elements to discard and places them back into the Element Bag.

During the Research phase, the Lead Scientist may place elements equal to Nobel's current Discovery level onto one or more unclaimed Compounds. The Lead Scientist must place at least one element onto a Compound, but are not required to place more. This is done after both scientists have placed their elements during the Research Phase.

If the placement of elements on Compounds by Nobel would cause one of the Compounds to be completed, a Claim Token in Nobel's chosen color is placed on the compound. The compound is then placed next to Nobel's Work Bench when scoring in the Lab phase. Any tools acquired are not placed on Nobel's Work Bench, but Chemical Reactions do occur. If the completed Compound was a Liquid or Gas, then Nobel's Discovery or Research experiment levels are raised accordingly and the new levels taken into account during the following Discovery and Research phases.