MOLECULAR STRUCTURES

Molecular structures is a Roll & Write game for 2-8 players

Components

No. of players * 2 + 1 D6 dice
1 sheet & 1 pen per player

Goal of the game

To score the highest points for the hexes that have the same amount of connections as the number written in them.

Preparation

Roll three dice. All players write these numbers in the blue hexes on the sheet, in any order they want.

Gameplay

Roll all the dice. These are now the drafting pool.

On your turn you draft one of the dice and write the number in any of the unused hexes on your sheet. The only restriction is that no hex may never have more connections than the number written in it *(A connection is a line dividing two hexes that both have numbers in them)*. Place the used die in a discard pile.

Then the turn moves to the next player clockwise who does the same.

When all players have drafted two dice the round is over and the player sitting to the left of the first player rolls the dice for a new round.

If a player can't use any of the remaining dice, they are out of the game and may no longer draft any dice, but still has the possibility to win. Whenever a player is out of the game, take two dice (when possible from the discard pile, otherwise the highest number of the drafting pool) and remove them from the game.

The game continues like this until all players are out of the game.

Ones

Dice showing a one can be used as any other die, but a player drafting a one may instead choose to spend one of their red 1-boxes by crossing it out and either rerolling all of the dice remaining in the drafting pool or simply not writing down a number this turn. If all the 1-boxes are crossed out, this option is no longer available.

Sixes

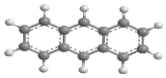
Apart from the preparation-roll sixes cannot be written in a hex. Instead a player drafting a six can choose to reroll the die and writing the new number in a hex (following normal writing rules) or spend one of their green 6-boxes by crossing it out and writing an X in any of the unused hexes on the sheet. The X is a wildcard so it can itself have any number of connections, but must adhere to ordinary writing rules. An X doesn't score any points at the end of the game, but may cause other hexes to do so. If all the 6-boxes are crossed out, this option is no longer available.

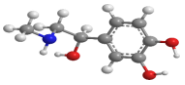
Scoring

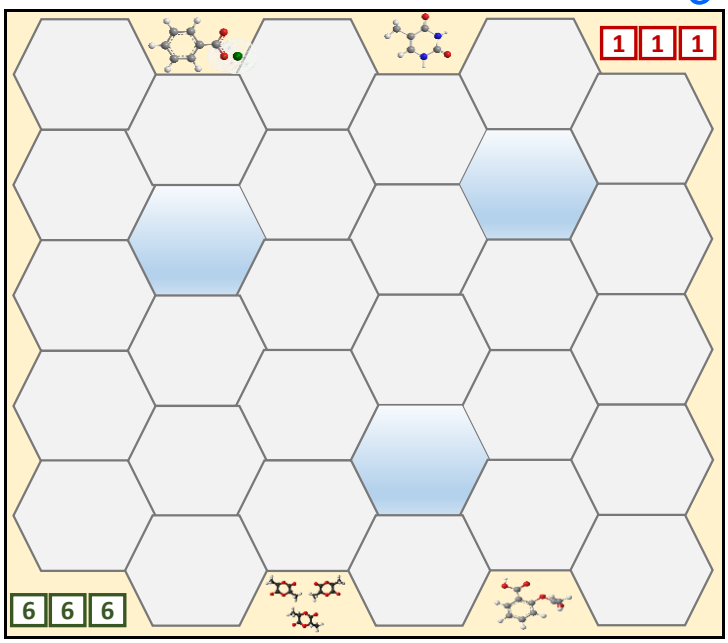
Identify the hexes that has the same amount of connections as the number written in them, and add up all those numbers. Add two points for each uncrossed red or green box.

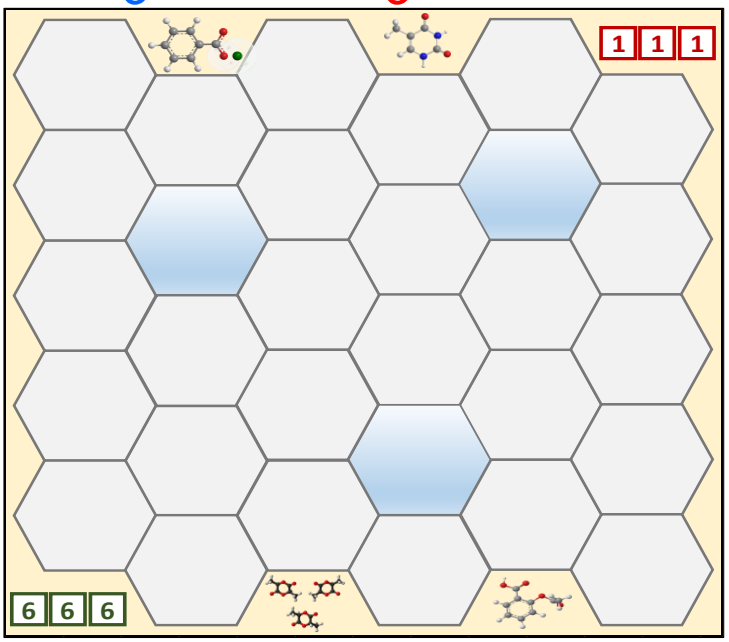
The player with the most points win the game.

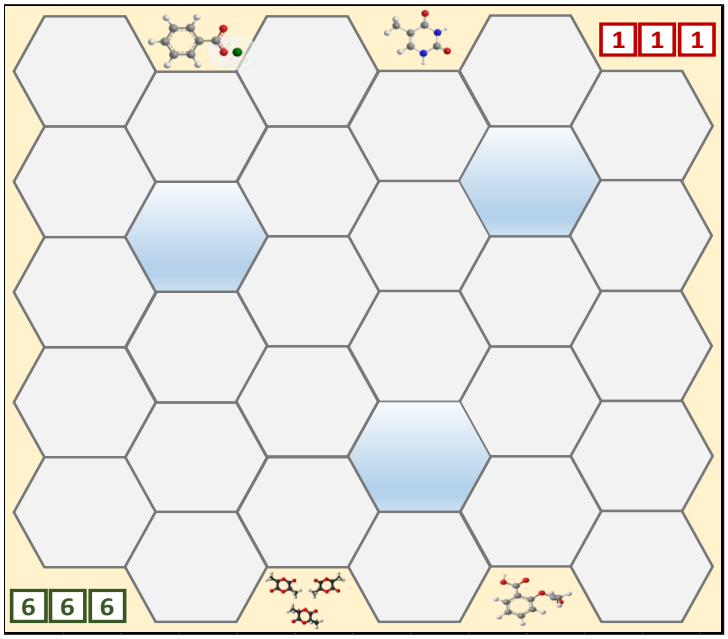
MOLECULAR STRUCTURES

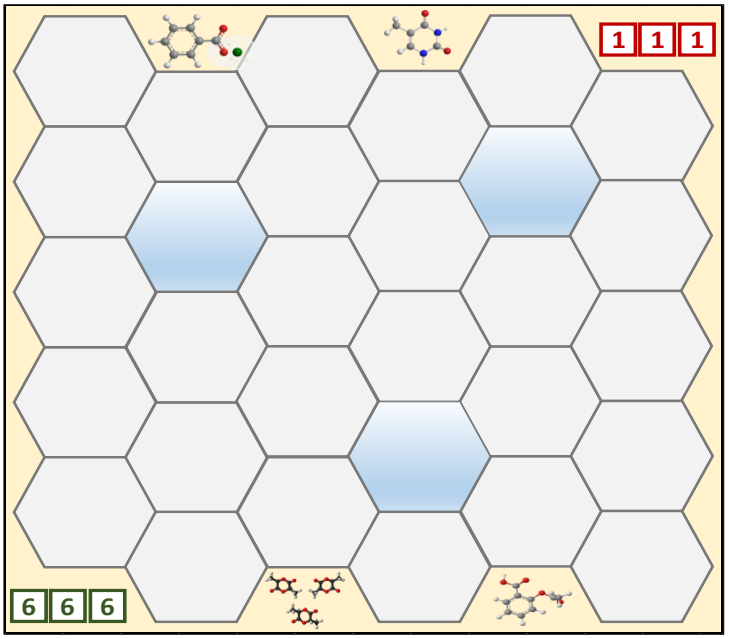


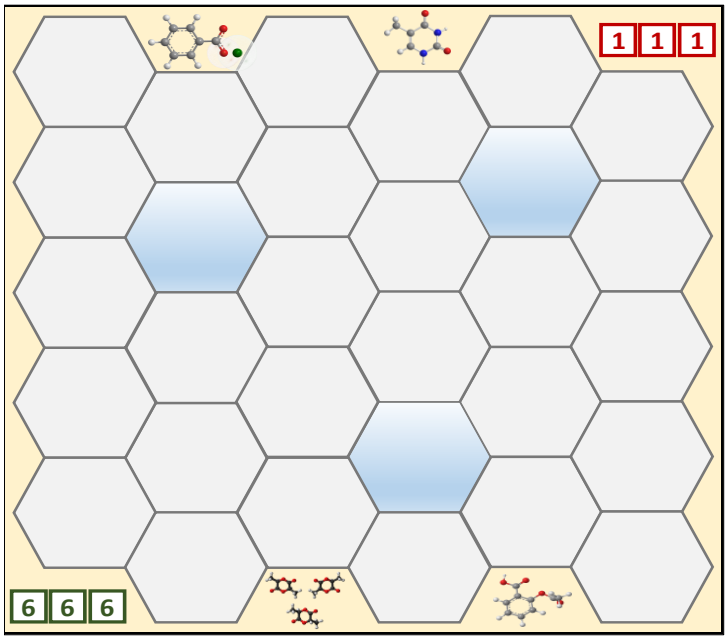


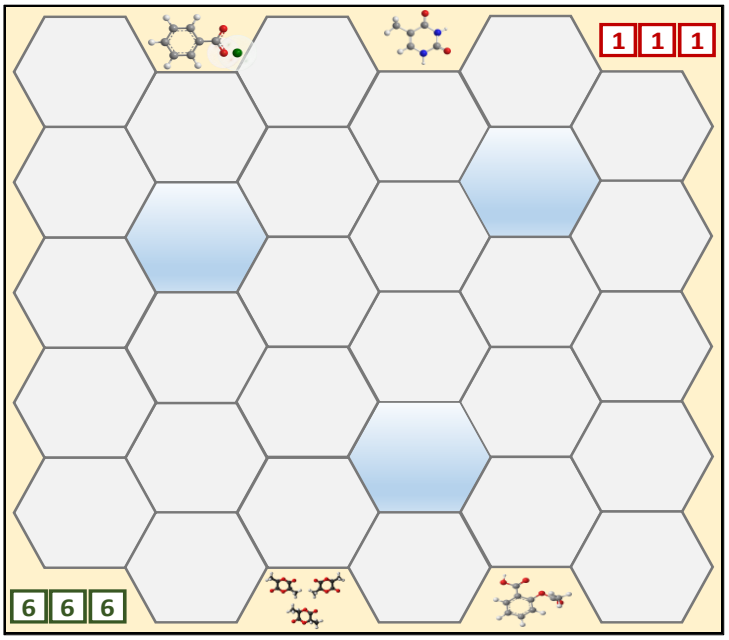


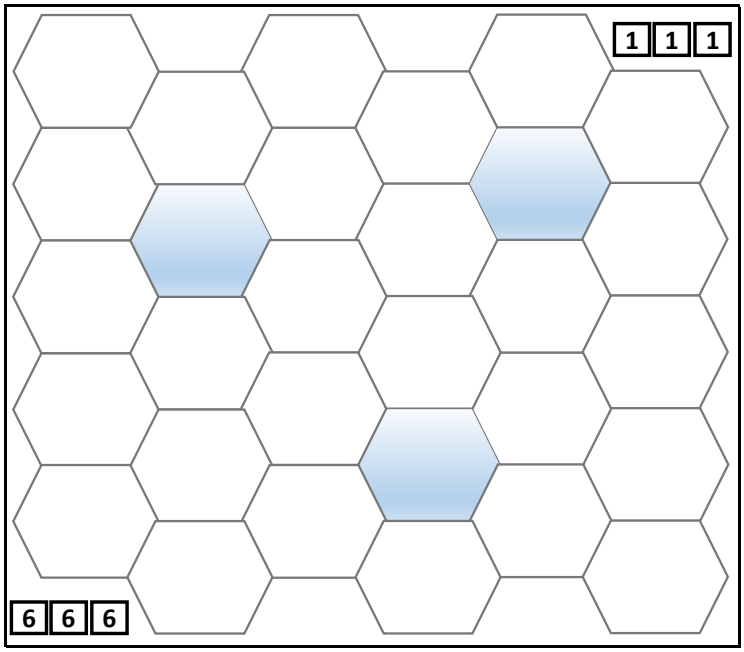








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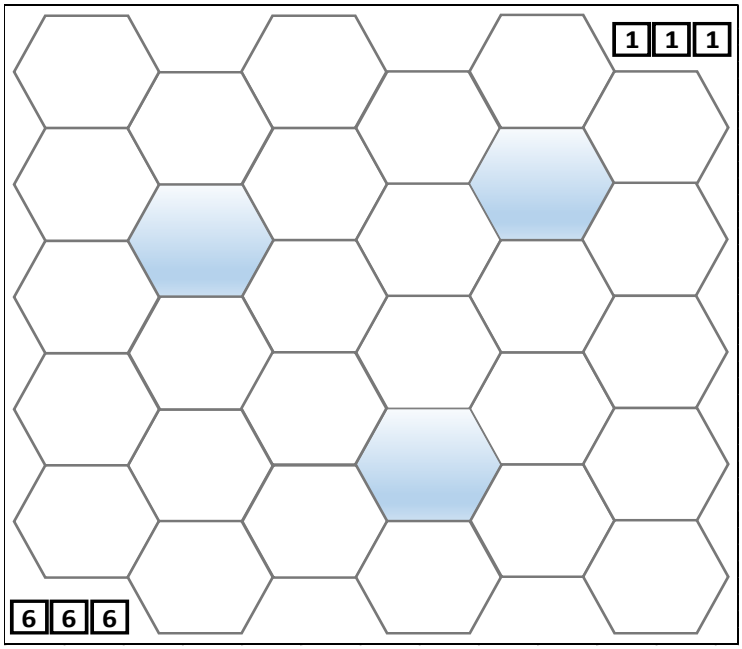
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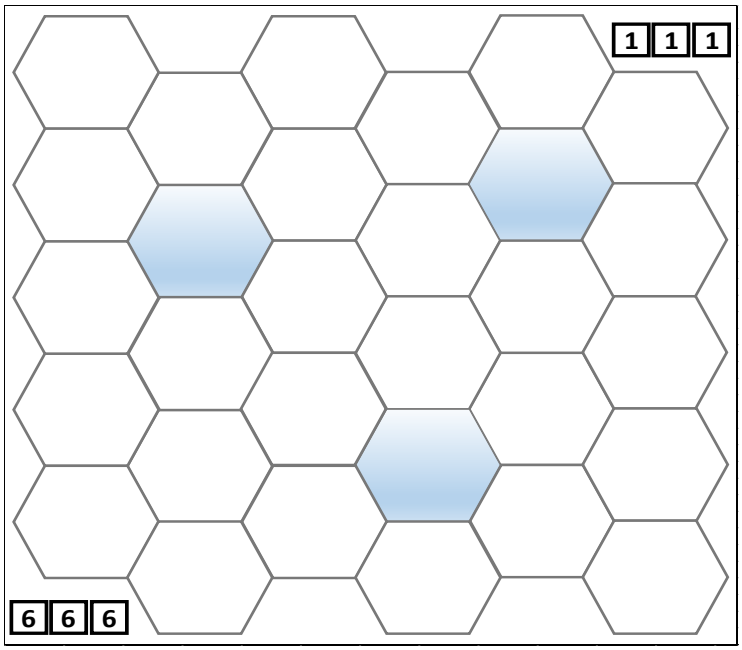
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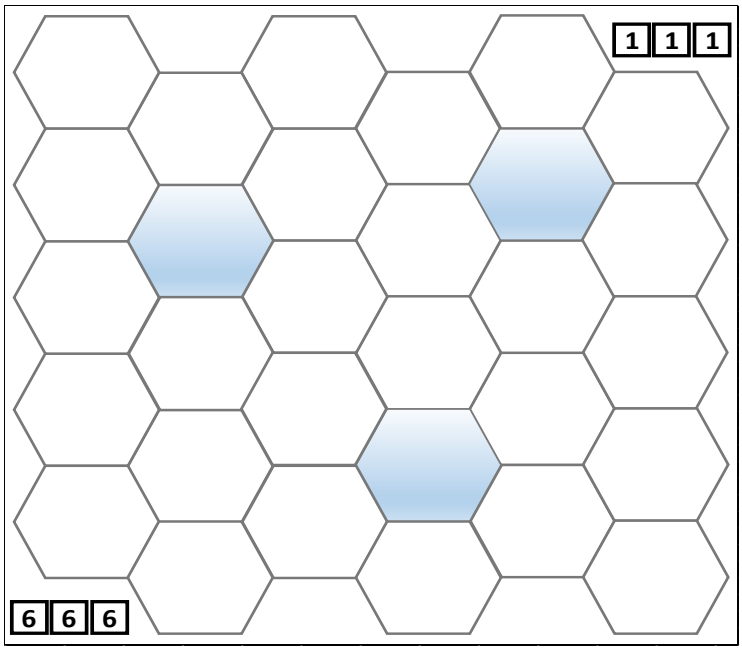
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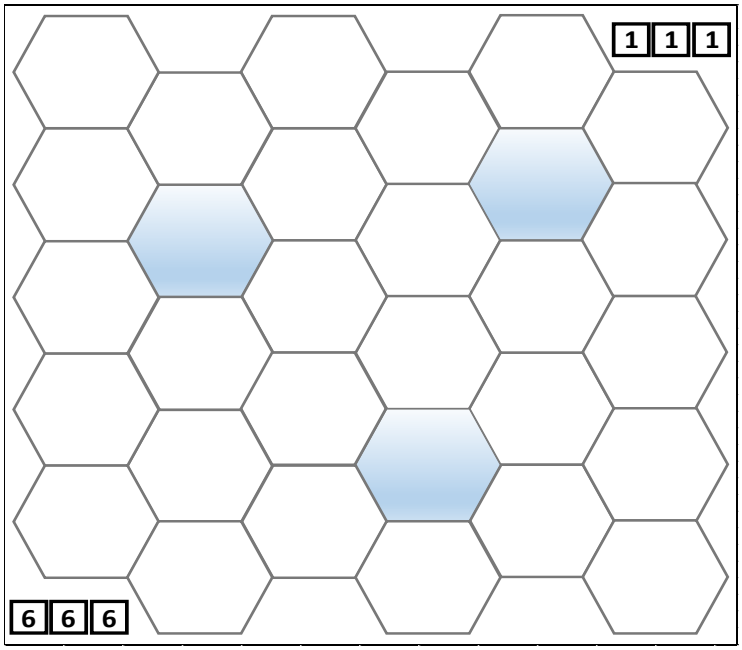
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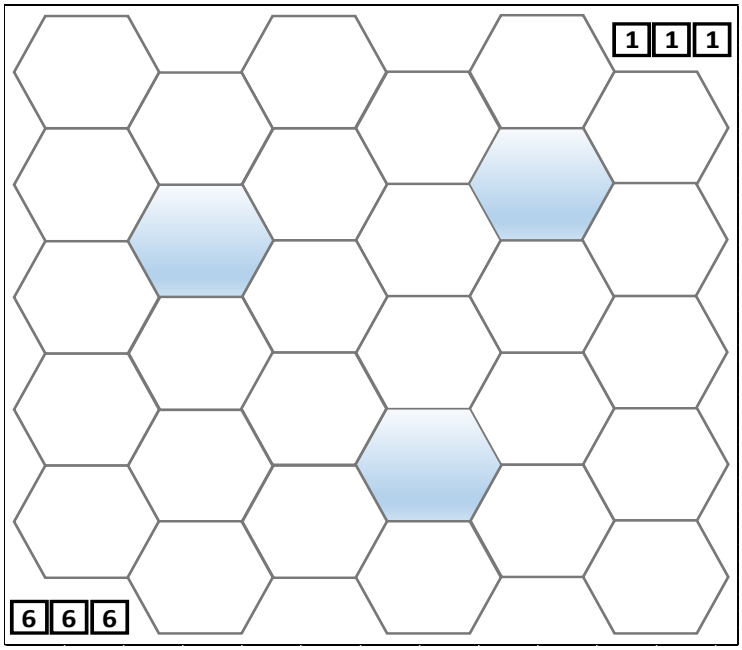
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