



Game Play

INFO

The game consists of a set of 54 cards – 27 acids (red) and 27 bases (blue). The number of cards each player receives depends on the game variant.

Ordered Variant (2 Players): Acids and bases are shuffled separately. Each player receives 5 acids and 5 bases.

Unordered Variant (2–8 Players): All cards are shuffled together. Each player receives a predetermined number of cards. This number can be adjusted based on the number of players: For four players, it is recommended to start with at least seven cards. If more players participate, the number of cards per player is reduced accordingly.

The game is played in rounds („tricks,“ similar to Schnapsen), where one player leads with any card, and the other players attempt to win the trick. The order in which players play their cards follows a clockwise direction.

1

One of the players shuffles and deals the cards. The role of the dealer rotates clockwise after each game. The player to the left of the dealer plays the first card.

2

If an acid is played, it can be beaten by playing a base that can deprotonate the acid. The pKaH value of the base must be higher than the pKa value of the acid. If the played acid is a carbonyl compound or a nitrile, the base must also be non-nucleophilic or weakly nucleophilic. If a player has no suitable base and cannot beat the acid, they must contribute a card instead.

If a base is played, the opposite rule applies: It can be beaten by playing an acid that can protonate the base. The pKa value of the acid must be lower than the pKaH value of the base. If a player cannot beat the base, they must contribute a card instead.

3

A round (trick) is won by the player who beats the played card with the largest pKa difference. If multiple cards have the same pKa difference, the acid or base with the lower molecular weight wins. If no player can beat the played card, the round is won by the player who played the first card.

If a player is able to beat a card, they must do so – voluntarily contributing a card instead is not allowed. If a player cannot beat the highest card played in the round (i.e., the one with the largest pKa difference), they must still beat the initial card if possible.

Rules for contributing cards: If an acid is played, a base must be contributed if possible, and vice versa.

4

The player who wins a round (trick) gets to start the next round. Each won round (trick) earns one point, while the last trick of the game counts double.

The game is won by the player with the most points. Alternatively, points can be accumulated over multiple games to determine the overall winner of a game series. Example: The first player to reach 50 or more points wins.