

Screen, Baby, Screen!

An **APCONIX** card game a better decision

What does a typical day in ApconiX Ion Channel laboratory look like? Screen, Baby, Screen! brings you right to the centre of the action! Try to screen as many ion channels as possible, using the lab team members to your advantage, but beware of your opponents' tricks!

Goal: Screen as many ion channels as possible!

Set-up:

Shuffle the deck thoroughly

Deal 3 cards per player – that is your hand, don't reveal it!

Place the rest of the cards face down in the middle of the table – that's the deck

Types of cards:

Ion Channels (number cards and aces)

The number of the card gives you the number of points you get for screening this ion channel. Aces count as 1, but can be played after a 2 or a 10 and create a loop.

Team Members (Jacks, Queens and Kings)

Picture cards have "abilities":

Jacks: Reset the game (see rules below)

Queens: Play 2 cards at once

Kings: Pick 3 cards from the deck

Jokers: Jokers allow you to swap your entire hand with another player

Chestnut: Each player passes their hand to the player on the left or scores +5 if left in your hand by the end of the game

Rules:

The first player is the person who mentioned ion channels or ApconiX last and they choose if turns are taken clockwise or anticlockwise.

On your turn, you can either:

Play a card in front of you

Pick a card from the deck and add it to your hand

If you decide to screen an ion channel (i.e. playing a number card), the number of the card played must be the -1, = or +1 to the last number card played. If using a picture card, do one action after the other.

For example: Player A screens an ion channel which card's number is 8. Player B can play a 7, an 8 or a 9. Player C decides to use a Queen and can play 2 cards: They could screen 2 ion channels in a row (following the same -1, = or +1 rule first from the card played by Player B, then from the card they just played), but decides to play just the one, and then play the Chestnut card, so that everyone passes their hand to the player on their left. Player D ends up with a new hand that doesn't allow them to screen anything, but plays the Jack, letting them reset the game. They do not get to screen, but the next player can now screen any number card, without following the -1, = or +1 rule.

Played picture cards contribute to a panel. Keep your played cards in front of you in 2 piles: one for screened ion channels and one for picture cards, keeping the last played card visible for all players until the last round has been completed.

End of the game:

At some point the deck will run out. From that point, keep taking turns until no player can screen an ion channel. When no-one can keep screening, it's time to count points!

Add all the points from the ion channels you screened (= Screening Score)

Add all the points from the ion channels left in your hand and take that number away from your Screening Score (= Total Score)

If Chestnut is in your hand, it counts as a +5!

Check all your cards you have played for panels: The player with the most cards from a specific panel gets an extra point per card they have played (both screened and in your hand) from that panel, including the picture cards (= Panel Score)

Add your Panel Score to your Total Score to get your Final Score

The player with the highest Final Score wins!

For example: Player A screened enough ion channels to get a Screening Score of 68 but has left in their hand the 10 of Clubs, the 2 of Diamonds, Chestnut and the Q of Spades. Their total score then becomes $68 - 10 - 2 + 5 = 61$. They also have 5 cards from the Seizure Panel, which is more than the other players. Therefore, they get a panel score of 6, and a final score of $61 + 5 = 66$.

You can have the most cards of several panels at once, in which case you get several panel scores to add for your final score.

If you manage to screen all the cards of a panel in front of you, you automatically win the game!

Head over to the website for the list of ion channels in the panels

