



## GAME 1

Game 1 can be played with a minimum of 2 students and a maximum of 5 students

1. Shuffle and deal the cards face down.
2. Players pick up their cards and look at their top cards only.
3. Player 1 chooses a question [examples are written below] and calls out their best rating.
4. The other players see if they can beat this rating\*
5. The card with the best rating wins all of the top cards and adds them to the base of their pile.
6. The winner of the round chooses the stat for the next round.
7. The first player to get all of the cards wins!
  - Which has the longest half-life
  - Highest number of protons
  - Highest number of neutrons
  - Which radionuclide has the shortest half life
  - The cheapest radionuclide
  - The most expensive radionuclide
  - Least dangerous
  - Most dangerous

\*If the players tie (e.g they have the same danger rating) then put both cards in their respective players' victory decks.



## GAME 2

Game 2 is best played between three to six students. Win the game by presenting the best radionuclide for the job! You need to consider environmental impact, emission type, occurrence, danger rating and price to justify your choice! You can incorporate the stats from game 1 to justify your choice. You might be surprised what you can use the radionuclides for!

1. Shuffle and place the deck face-down. Each player takes 3 cards but doesn't look at them yet.
2. Player 1 chooses a scenario from the list below.
3. Everyone looks at their own cards and picks the radionuclide that they think is best suited for the job.
4. Each player presents their chosen card to the group and explains why they think it is the most appropriate radionuclide.
5. The group votes on which card they think is best for the scenario, you cannot vote for yourself!
6. The card with the most votes gets put in that player's victory deck and all other cards are shuffled and returned to the bottom of the main deck. If there is a tie, both cards are put in their respective players' victory decks.
7. Player 2 picks the scenario for round 2, and so on
8. The first player to have 4 cards in their victory deck wins!