

Periodic Table BATTLESHIP

	1																	18	
	1 H 1.008																		2 He 4.003
	3 Li 6.968	4 Be 9.012											5 B 10.81	6 C 12.01	7 N 14.01	8 O 16.00	9 F 19.00	10 Ne 20.18	
	11 Na 22.99	12 Mg 24.31											13 Al 26.98	14 Si 28.09	15 P 30.97	16 S 32.07	17 Cl 35.45	18 Ar 39.95	
GROUP	19 K 39.10	20 Ca 40.08	21 Sc 44.96	22 Ti 47.87	23 V 50.94	24 Cr 52.00	25 Mn 54.94	26 Fe 55.85	27 Co 58.93	28 Ni 58.69	29 Cu 63.55	30 Zn 65.38	31 Ga 69.72	32 Ge 72.63	33 As 74.92	34 Se 78.96	35 Br 79.90	36 Kr 83.80	
	37 Rb 85.47	38 Sr 87.62	39 Y 88.91	40 Zr 91.22	41 Nb 92.91	42 Mo 95.96	43 Tc [97]	44 Ru 101.07	45 Rh 102.91	46 Pd 106.42	47 Ag 107.87	48 Cd 112.41	49 In 114.82	50 Sn 118.71	51 Sb 121.76	52 Te 127.60	53 I 126.90	54 Xe 131.29	
	55 Cs 132.91	56* Ba 137.33	71 Lu 174.97	72 Hf 178.49	73 Ta 180.95	74 W 183.84	75 Re 186.21	76 Os 190.23	77 Ir 192.22	78 Pt 195.08	79 Au 196.97	80 Hg 200.59	81 Tl 204.38	82 Pb 207.20	83 Bi 208.98	84 Po [208]	85 At [209]	86 Rn [222]	
	87 Fr [223]	88** Ra [226]	103 Lr [261]	104 Rf [265]	105 Db [268]	106 Sg [271]	107 Bh [270]	108 Hs [277]	109 Mt [276]	110 Ds [281]	111 Rg [280]	112 Cn [285]	113 Uut [285]	114 Fl [289]	115 Uup [288]	116 Lv [293]	117 Uus [294]	118 Uuo [294]	

Setup

- have a screen between the players
- each player selects four entities, one from each group
- lay your entities on this periodic table (the entities can be in any orientation)
- ensuring all atoms are on the periodic table and there is no overlap
- use colored non-permanent markers; clean with a damp paper towel

Play

- take turns guessing where the opponent's entities are by calling either the correct **element name**, **group & period**, or **electronic configuration** (players decide when starting)
 - if you hit, mark a red *
 - if you miss, mark a green *
 - if your opponent hits you, mark a red ○
- when your opponent hits all of the atoms in an entity, inform them "they have decomposed <entity>"
- the person who decomposes all their opponents entities first wins

Periodic Table BATTLESHIP is free and available from www.RoguePublishing.ca

Redistribution is not permitted.

Other versions of this periodic table are available from www.RoguePublishing.ca

	57 La 138.91	58 Ce 140.12	59 Pr 140.91	60 Nd 144.24	61 Pm [144]	62 Sm 150.36	63 Eu 151.96	64 Gd 157.25	65 Tb 158.93	66 Dy 162.50	67 Ho 164.93	68 Er 167.26	69 Tm 168.93	70 Yb 173.05
	89 Ac [227]	90 Th 232.04	91 Pa [231]	92 U 238.03	93 Np [237]	94 Pu [244]	95 Am [243]	96 Cm [247]	97 Bk [247]	98 Cf [251]	99 Es [252]	100 Fm [257]	101 Md [258]	102 No [259]

PERIOD

Periodic Table BATTLESHIP: pieces

Preparation

- print the periodic table on 8.5 × 14 paper; laminate the periodic table
- you could play with either one or two periodic tables (the original game used two boards; I played using one)
- print these 'pieces' pages onto transparencies
- cut out the individual entities, leaving a reasonable border for the entity name and group ID

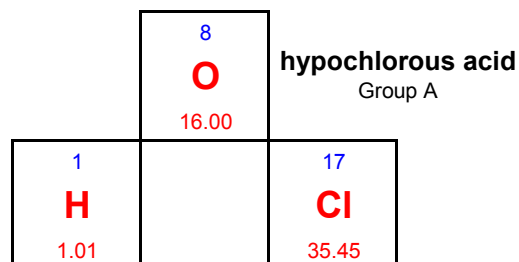
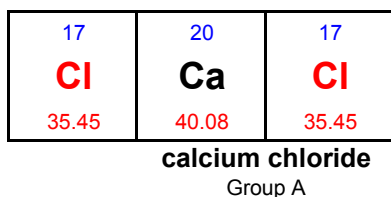
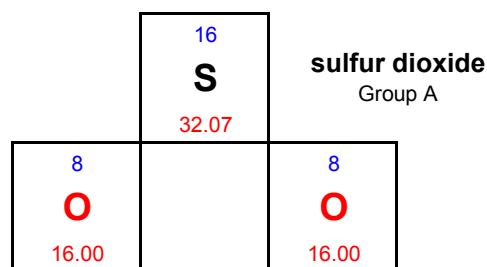
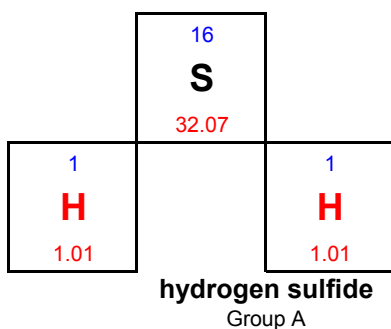
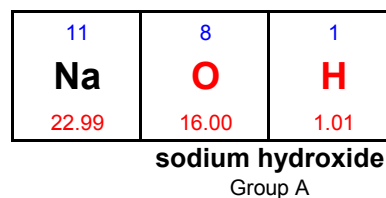
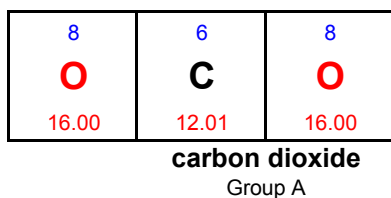
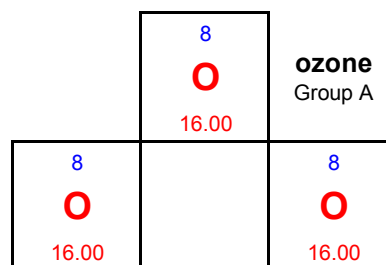
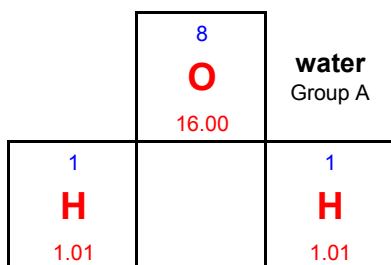
Please send ideas to Roy Jensen using the Contact link at RoguePublishing.ca

Legal

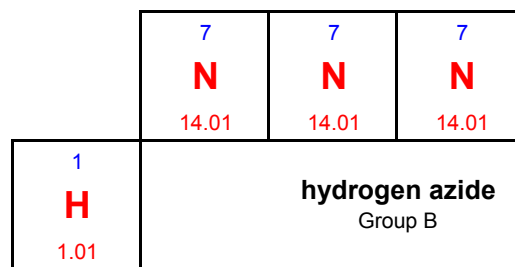
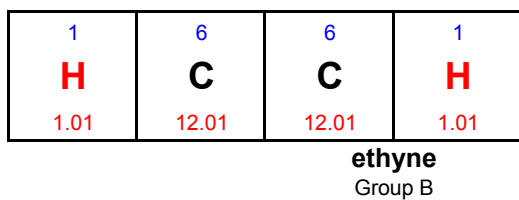
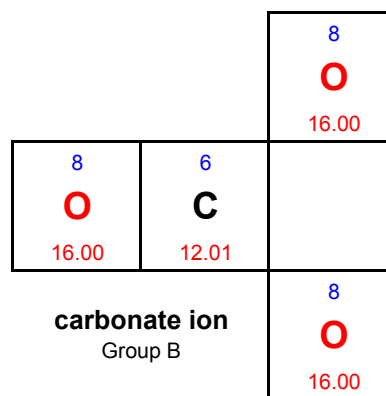
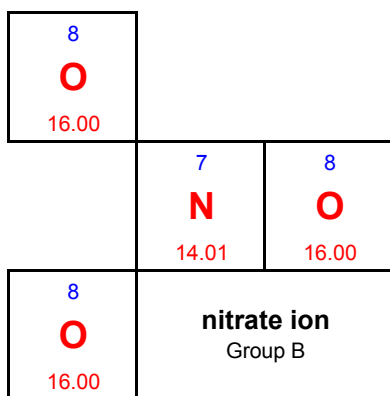
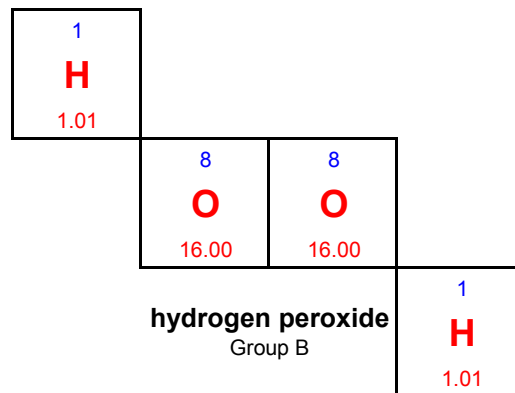
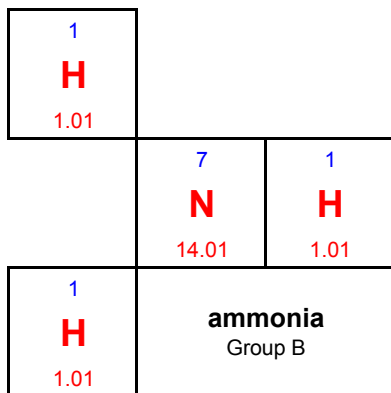
Periodic Table BATTLESHIP is modeled after the Milton Bradley game Battleship.

Game idea by Kelsey Armstrong, of the Edmonton Telus World of Science.

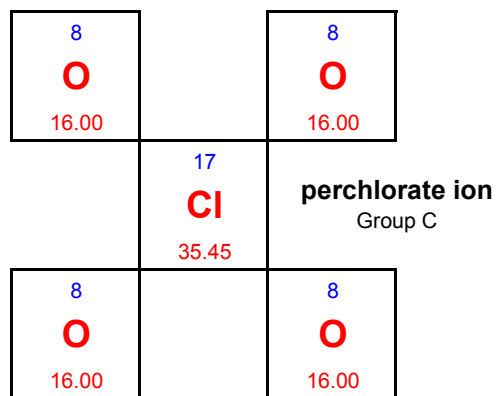
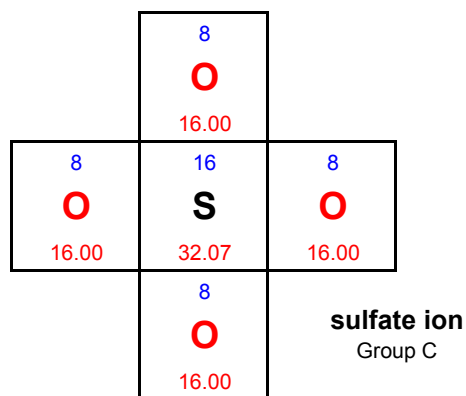
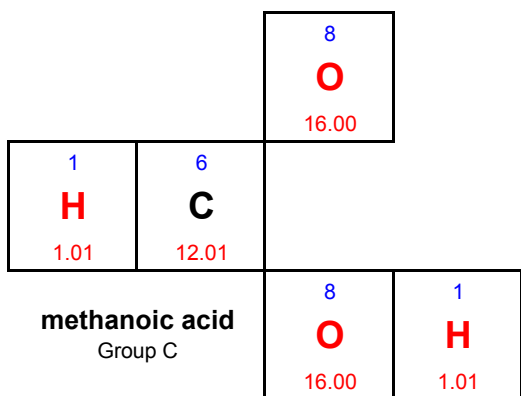
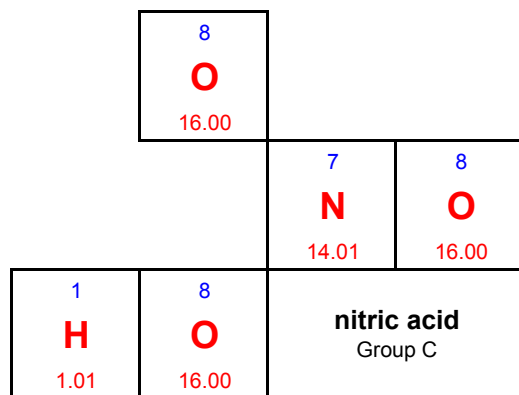
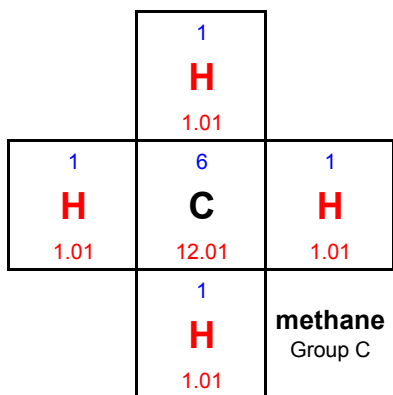
Periodic Table BATTLESHIP is a free game distributed from www.RoguePublishing.ca
Redistribution is not permitted.



Periodic Table BATTLESHIP: pieces



Periodic Table BATTLESHIP: pieces



Periodic Table BATTLESHIP: pieces

