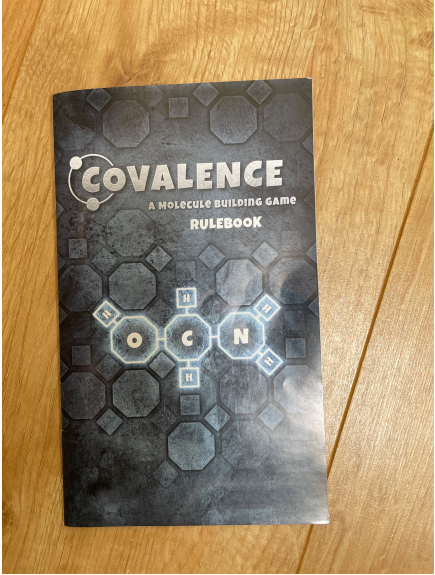


Covalence: A Molecule Building Game

Duration:	20 – 40 min	
Number of players:	2-6	players
Materials/ Tools needed:	Cards	
Publisher:	Genius Games	
Game Designer:	John J. Coveyou & Shelley Spence	
Language	English	
Links:	https://genius-games.eu/products/covalence-a-molecule-building-game	
Type of game:		Main topic:
<input type="checkbox"/> board <input checked="" type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other: card + app		Chemistry / Science
Short description/ Goal of the game:		Image:
<p>In <i>Covalence</i> all players work together to build specific Molecules in order to complete a series of Molecule Cards. One player is the Knower, and is the only player allowed to look at the Molecule Cards. All other players are Builders and try to arrange their Element Tiles to match their Molecule Cards. The catch is, the Knower may never speak to the Builders. Instead, the Knower provides them clues about their Molecule Cards by giving them combinations of cards. The Knower and all the builders are on the same team, so if all builders complete their Molecule Cards before the guesses run out, everyone wins.</p>		
Educational value/ Learning Objectives:		
<ul style="list-style-type: none"> There are 11 easy and 15 hard assignments. The expansion also includes 25 molecule cards. With each variant, the setup of the game is always the same. 		

- Works well with all numbers of players.

