Experiment cards
Please use A4 duplex/double sided printing, one copy of each page (total = 2 x A4 sheets). Please use the trim guides supplied.
Experiment

Experiment

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Experiment

Experiment
<table>
<thead>
<tr>
<th>Amazing Success</th>
<th>Amazing Success</th>
<th>Amazing Success</th>
<th>Amazing Success</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="checkmark.png" alt="Checkmark" /></td>
<td><img src="checkmark.png" alt="Checkmark" /></td>
<td><img src="checkmark.png" alt="Checkmark" /></td>
<td><img src="checkmark.png" alt="Checkmark" /></td>
</tr>
<tr>
<td>Failure</td>
<td>Failure</td>
<td>Failure</td>
<td>Failure</td>
</tr>
<tr>
<td><img src="x.png" alt="X" /></td>
<td><img src="x.png" alt="X" /></td>
<td><img src="x.png" alt="X" /></td>
<td><img src="x.png" alt="X" /></td>
</tr>
<tr>
<td>Failure</td>
<td>Failure</td>
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</tr>
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<td><img src="x.png" alt="X" /></td>
<td><img src="x.png" alt="X" /></td>
<td><img src="x.png" alt="X" /></td>
<td><img src="x.png" alt="X" /></td>
</tr>
</tbody>
</table>

><br>

![Checkmark](checkmark.png)
# Project cards

Please use A4 duplex/double sided printing, one copy of each page (total = 2 x A4 sheets). Please use the trim guides supplied.

<table>
<thead>
<tr>
<th>Design a new catalyst</th>
<th>Develop better fuels for cars</th>
<th>Investigate better solar panels</th>
<th>Design a new battery</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Fume Flask" /></td>
<td><img src="image" alt="Battery" /></td>
<td><img src="image" alt="Battery" /></td>
<td><img src="image" alt="Battery" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Investigate corrosion</th>
<th>Improving computers using new types of magnets</th>
<th>Discover a new way to deliver drugs</th>
<th>Investigate materials that copy nature</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Atom" /></td>
<td><img src="image" alt="Fume Flask" /></td>
<td><img src="image" alt="Fume Flask" /></td>
<td><img src="image" alt="Fume Flask" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Investigate historical farming</th>
<th>Study extinct animals</th>
<th>Investigate preservation methods</th>
<th>Create better electronics</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Ancient Building" /></td>
<td><img src="image" alt="Ancient Building" /></td>
<td><img src="image" alt="Ancient Building" /></td>
<td><img src="image" alt="Atom" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Investigate pollution</th>
<th>Understand how insects fly</th>
<th>Observe shape of plant roots</th>
<th>Design a new vaccine</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Globe" /></td>
<td><img src="image" alt="DNA" /></td>
<td><img src="image" alt="DNA" /></td>
<td><img src="image" alt="DNA" /></td>
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</tbody>
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Design a new battery
Investigate better solar panels
Develop better fuels for cars
Design a new catalyst
Investigate materials that copy nature
Discover a new way to deliver drugs
Improving computers using new types of magnets
Investigate corrosion
Create better electronics
Investigate preservation methods
Study extinct animals
Investigate historical farming
Design a new vaccine
Observe shape of plant roots
Understand how insects fly
Investigate pollution
Learn how life could exist on other planets

Observe reactions inside a volcano
How to play
The youngest player starts the game. Players then take turns clockwise. On your turn, do the following two things in order:
1. Move your Scientist
2. Perform an experiment

1. Move your Scientist
On your first turn, place your Scientist on any unoccupied beamline space.
On all later turns, you must move your Scientist clockwise 1, 2, 3 or 4 spaces around Diamond to a new beamline space. You can't stay in your current beamline space, and you can't move to a space occupied by another Scientist.

2. Perform an experiment
Draw the top 3 Experiment cards from the deck and reveal them.
Take 1 Success token for each Success icon you reveal. Place them onto Science icons on your Project cards that match your current beamline space. If you don’t have any more matching Science icons on your Project cards, skip this step.
Put your Experiment cards on a discard pile. If the deck is used up, shuffle the discard pile to make a new deck.

End of the game
The first player to cover all of the Science icons on their Project cards wins the game, today they are the champion scientist, congratulations!

Print & Play
THE GAME
2–5 PLAYERS • 20-30 MIN • AGES 5+

Created by:
Mark Basham, Claire Murray & Matthew Dunstan
www.diamond.ac.uk/Public/DiamondTheGame
Introduction

Diamond Light Source is one of the largest scientific laboratories in the UK. Every year thousands of scientists come to do scientific experiments in many different areas including making medicines, studying space dust and protecting our planet.

Inside Diamond's doughnut shaped building is a large machine called a synchrotron, which makes really bright light, including X-rays. This light is then split into a series of laboratories around a ring called beamlines. Each beamline is set up differently to study a different area of science.

In the game you will become a scientist, trying to complete scientific projects. To complete a project you will need to visit Diamond's beamlines to do experiments. The first scientist to complete three projects will win the game.

Good luck, and let's hope your experiments are successful!

Components

1 board
6 Scientist pieces (stick onto a coin)
80 Success tokens
18 Project cards
28 Experiment cards (20 Success cards, 8 Failure cards)

Getting ready

1. Lay the board in the middle of the play area.
2. Put the Success tokens in the middle of the board as a common supply.
3. Give each player a Scientist piece.
4. Give each player the Project cards that match their Scientist. Put your Project cards face-up in front of you. Put all the unused Scientist pieces and Project cards away.
5. Shuffle the Experiment cards and place them in a face-down deck.

Aim of the game

Use the Diamond facility to perform experiments in the six different fields of science that will help you complete your scientific projects. The first player to complete all their projects wins.
1. MOVE YOUR SCIENTIST
2. PERFORM AN EXPERIMENT
3. DRAW AN ACTION CARD

Success