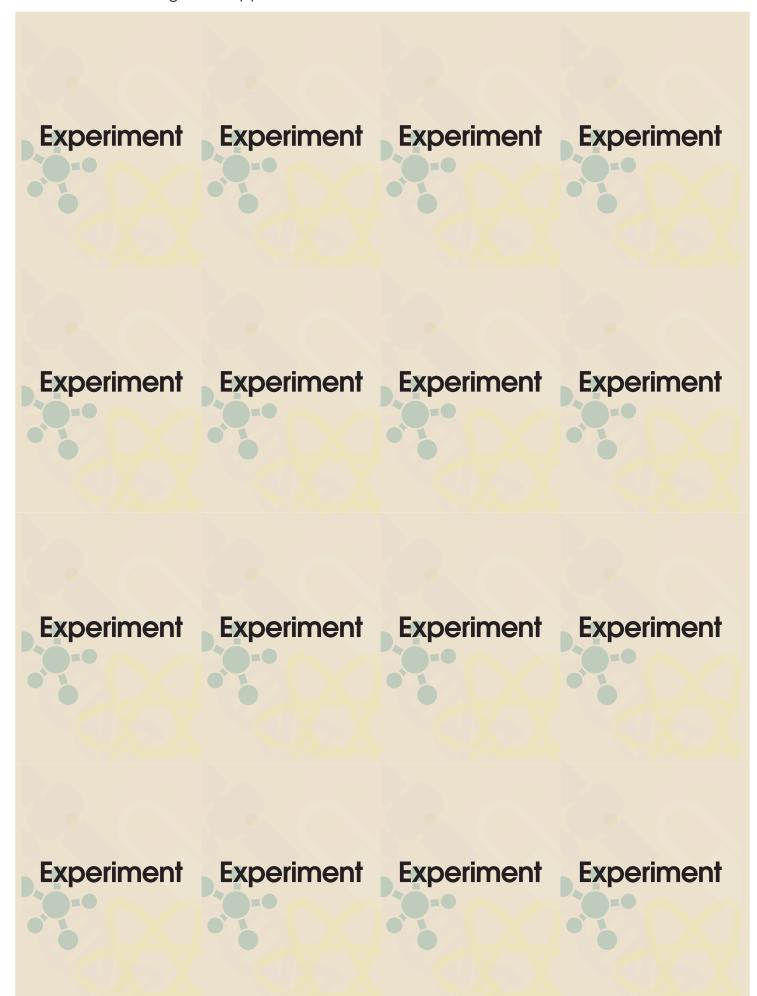
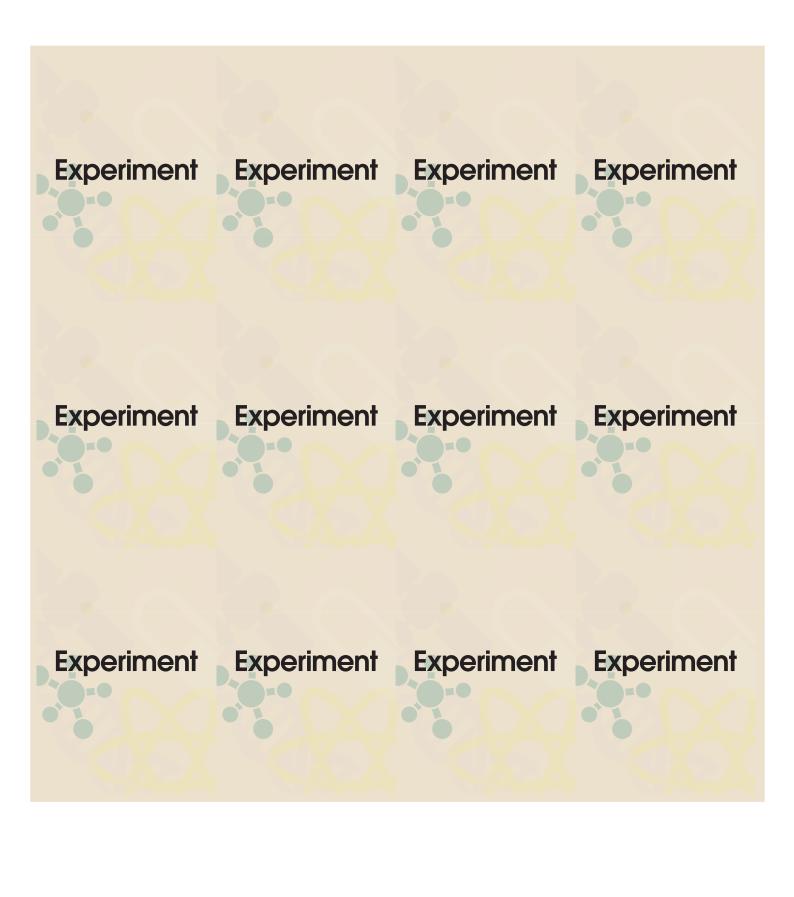
Experiment cards

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



Success	Success	Success	Success
Success	Success	Success	Success
Success	Success	Success	Success
Success	Success	Success	Success



Amazing Success **Amazing Amazing Amazing** Success Success Success **Failure Failure Failure Failure Failure Failure Failure Failure**

Project cards

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

Design a new catalyst



Develop better fuels for cars



Investigate better solar panels



Design a new battery



Investigate corrosion



Improving computers using new types of magnets



Discover a new way to deliver drugs



Investigate materials that copy nature



Investigate historical farming



Study extinct animals



Investigate preservation methods



Create better electronics



Investigate pollution



Understand how insects fly



Observe shape of plant roots



Design a new vaccine



Design a Investigate better **Develop better** Design a new new catalyst battery solar panels fuels for cars **XX** 4 4 圃 ⑪ 4 4 * * Investigate Improving computers Discover a new Investigate materials that copy using new types of way to deliver drugs corrosion nature magnets 皿 血 血 4 *** *** Investigate Create better Study extinct Investigate preservation historical farming electronics animals methods 血 圃 血 (Q) 4 4 *** 血 寙 血 Investigate Design a new **Understand how** Observe shape pollution of plant roots vaccine insects fly DOWN TOO

Learn how life could exist on other planets

Observe reactions inside a volcano









Palaeontologist





Palaeontologist

Biologist





Biologist

Chemist





Chemist

Physicist





Physicist

Geologist





Geologist

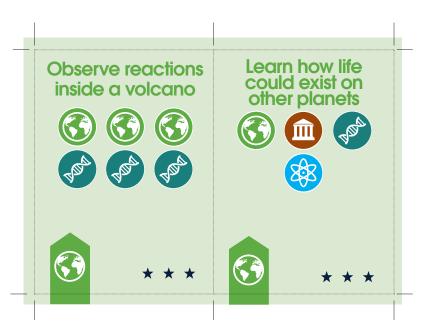
Engineer





Engineer





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

Perform an experiment

Draw the top 3 Experiment cards from the deck and reveal them

space. If you don't have any more matching Science icons on your Project Take 1 Success token for each Success icon you reveal. Place them onto Science icons on your Project cards that match your current beamline 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!



Diamond Light Source Ltd

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www.diamond.ac.uk/Public/DiamondTheGame



2-5 PLAYERS • 20-30 MIN • AGES 5+

Rules

Created by;

Mark Basham, Claire Murray & Matthew Dunstan

www.diamond.ac.uk/Public/DiamondTheGame



Introduction

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

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

complete three projects will win the game. beamlines to do experiments, but be careful to visit the right beamline projects. To complete a project you will have to visit Diamond's In the game you will become a scientist, trying to complete scientific for the experiments needed for your project. The first scientist to

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

Components









(stick onto a coin) 6 Scientist pieces

1 board

80 Success tokens





28 Experiment cards (20 Success cards, 8 Failure cards)

Getting ready

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



Aim of the game

Use the Diamond facility to perform experiments in the six different The first player to complete all their projects wins. fields of science that will help you complete your scientific projects





