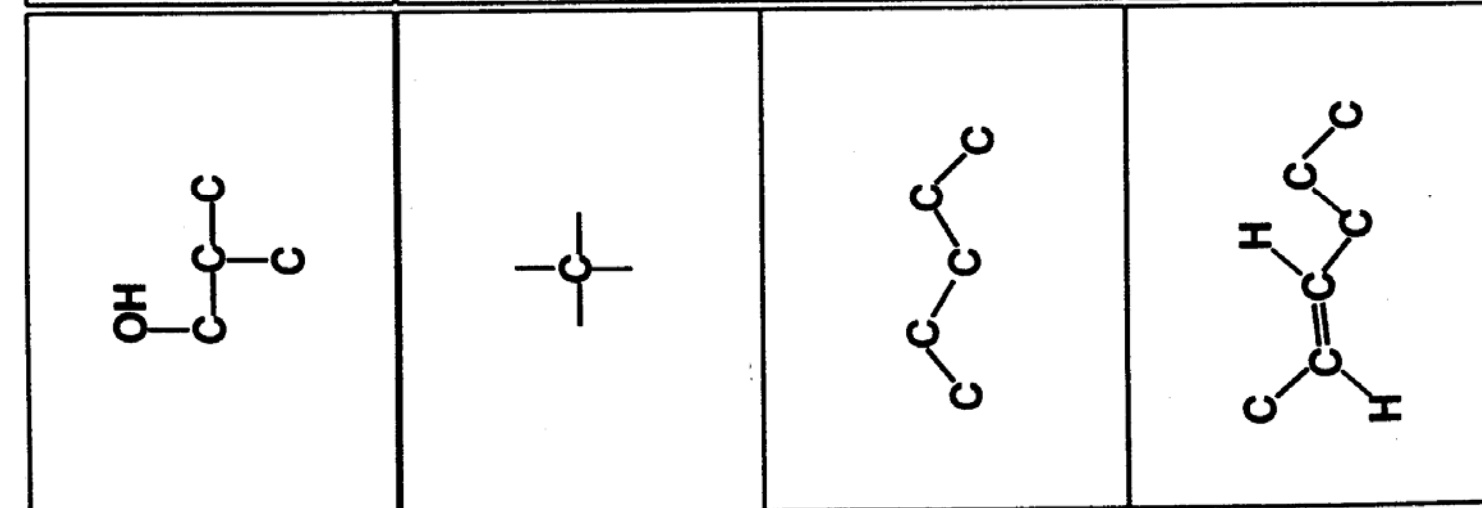
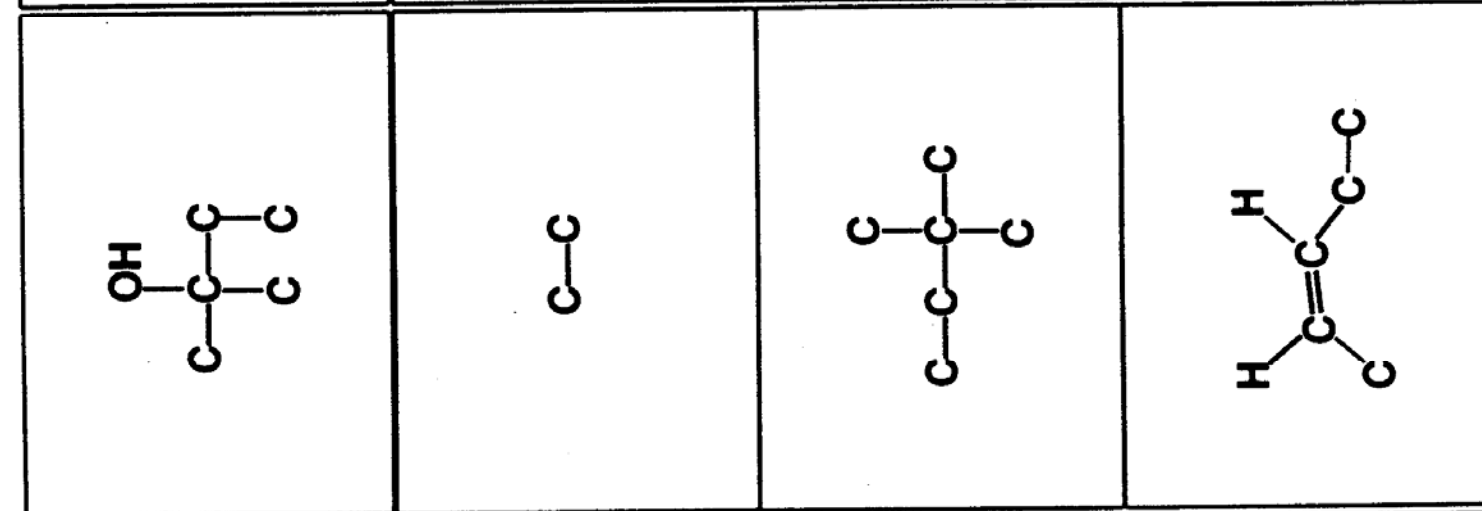
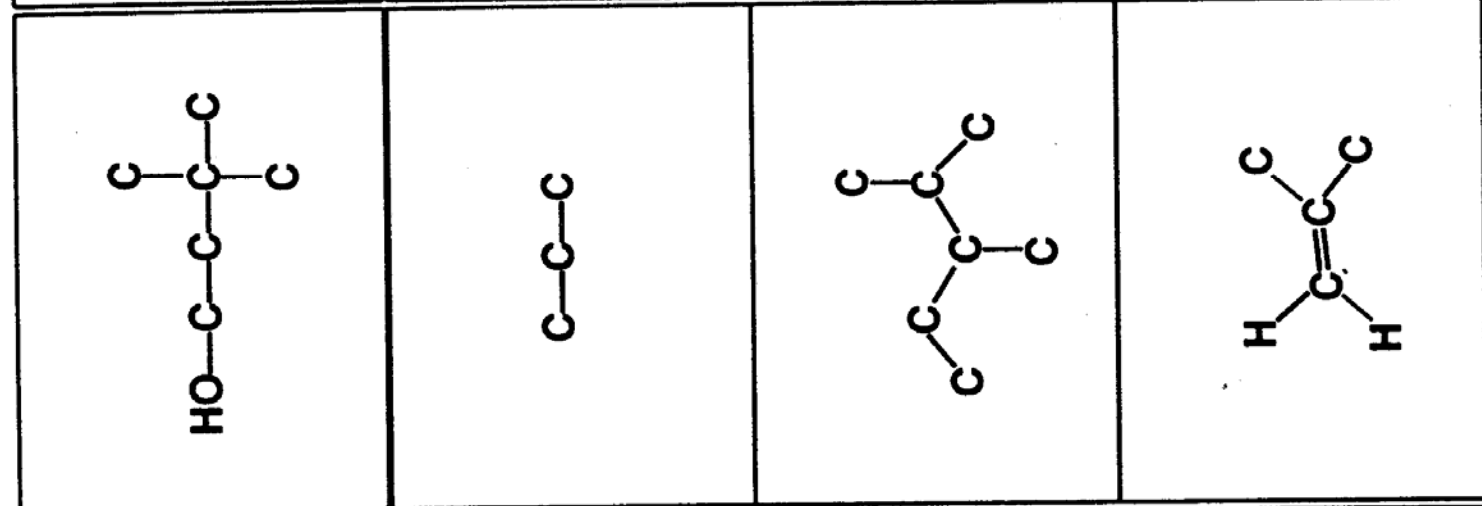
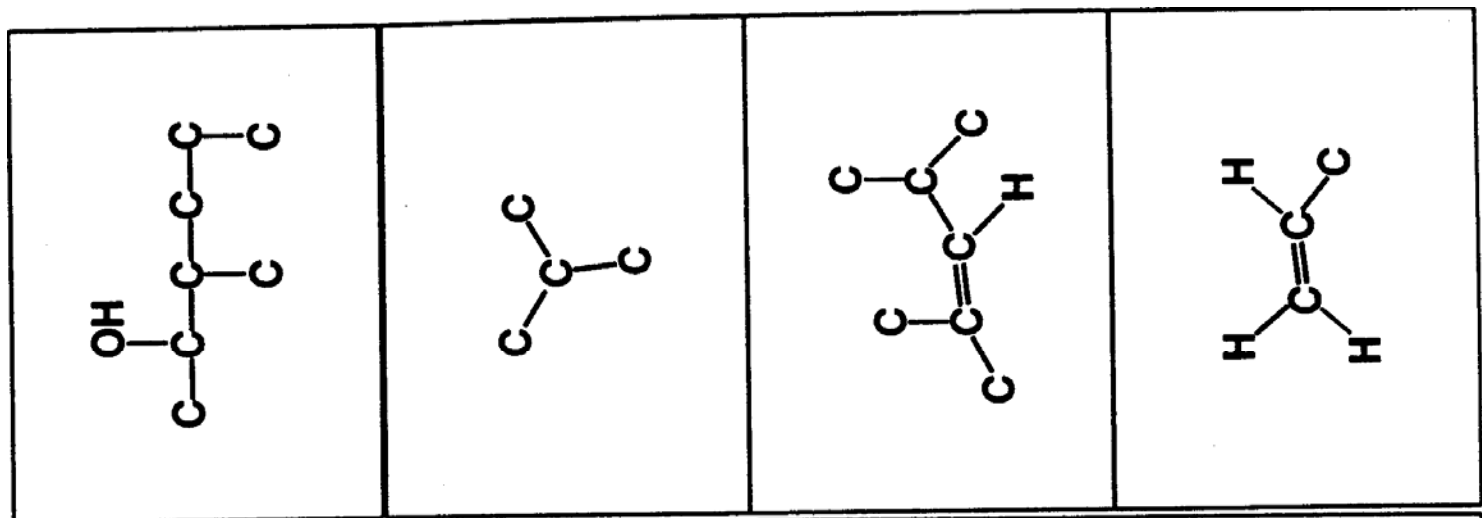
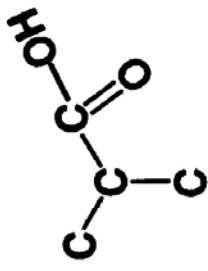

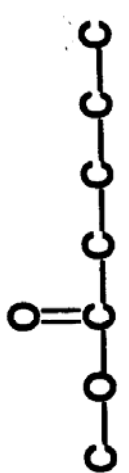
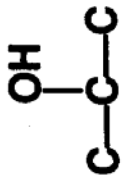
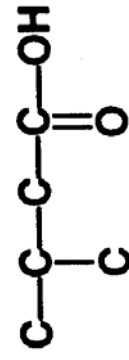
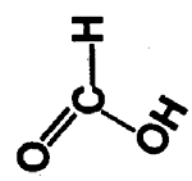
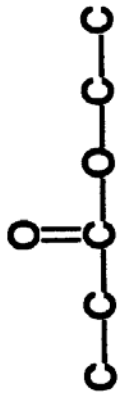

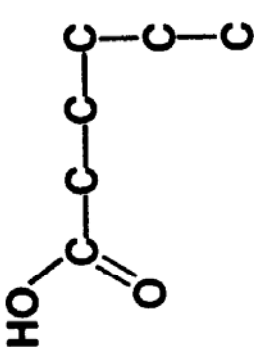
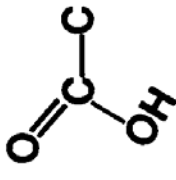
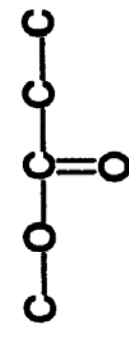

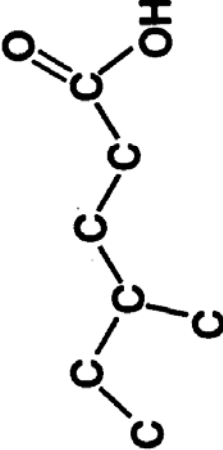
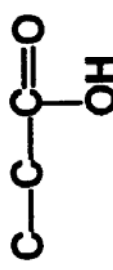
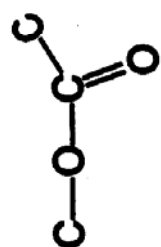
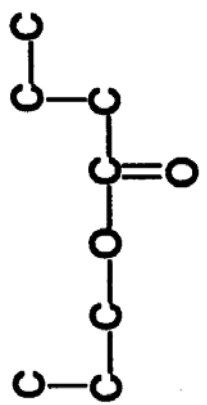


## **ORGANIC LAST CARD**

Thanks to Hamish Tough, who found this somewhere!  
Another, oldie but a goodie!



**Organic "Last Card"** 3-5 players.

Shuffle the cards and deal 7 to each player. Place the remaining cards in a pile in the centre and turn one face up beside the pile.

Each player in turn must play a card with the same number of carbon atoms as the facing card, or a card from the same homologous series, or an "ace" — the first compound in each series (eg methanol or ethyne). "Aces" allow the player to nominate a new homologous series (not restricted to that of the "ace", but any series from the pack). As each card is played, the player must name it. If s/he gets it wrong, s/he must pick up 3 cards. A player unable to play any card picks up one card.

The winner is the first player to play all their cards.

