

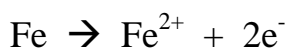
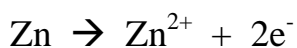
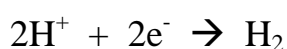
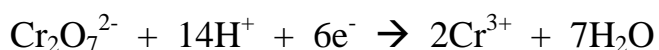
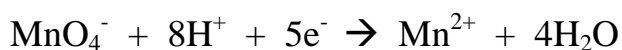
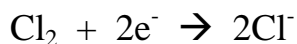
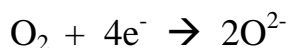
REDOX RUMMY

REDOX RUMMY RULES

1. Each player receives 7 cards and the remainder are placed face down in the centre.
2. The top card is turned face up beside the pack and a player is chosen to start.
3. To win a player must get rid of all cards from his/her hand.
4. Each player, in turn, may either pick up the top concealed card or the top exposed card. If the exposed card is picked up, then the 2 cards immediately below it must also be picked up, if there are any. The player must discard one card onto the exposed central pile at the end of their turn.
5. In his/her turn a player may place cards on the table (meld). The minimum requirement is 3 cards, made up of an oxidant/reductant pair and an arrow.
e.g. $\text{MnO}_4^- \rightarrow \text{Mn}^{2+}$
once this minimum has been placed on the table the player has the right to add cards to opponents groups as well as his/her own on the table where possible – at the time of their turn.
i.e. H_2O , H^+ and e^- may be added to complete half-equations correctly.
6. The card for H_2O , H^+ and e^- must have the correct number on it.
If $3\text{H}_2\text{O}$ are needed, the card must be $3\text{H}_2\text{O}$
Separate cards that add to $3\text{H}_2\text{O}$ cannot be used for this purpose.
7. As there are no plus or minus signs in the game (for simplicity) all electron cards must be added and not subtracted. (They appear on the LHS for reduction and the RHS for oxidation).
8. Cards marked P must be used as products and the cards marked R must be used as reactants.
9. Players must declare their last card but do not have to declare it.
10. The referee's decision on the accuracy of the equations is final.

REDOX RUMMY

REFEREE'S CARD



This pack contains 2 of each chemical card and there are extra arrows.
There are enough electron cards to complete all of the equations.

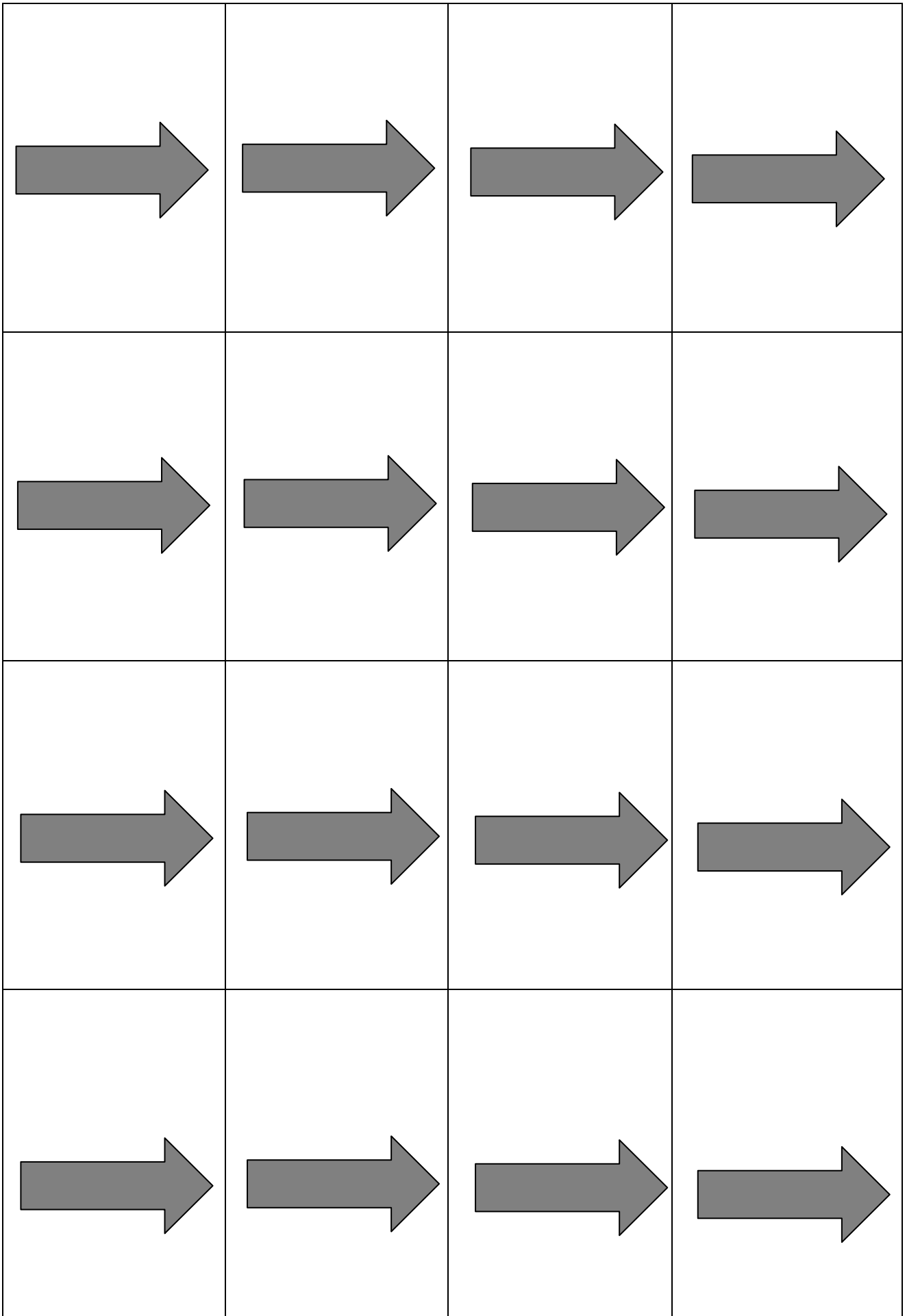
A card marked P cannot be used as a reactant and a card marked R cannot be used as a product.

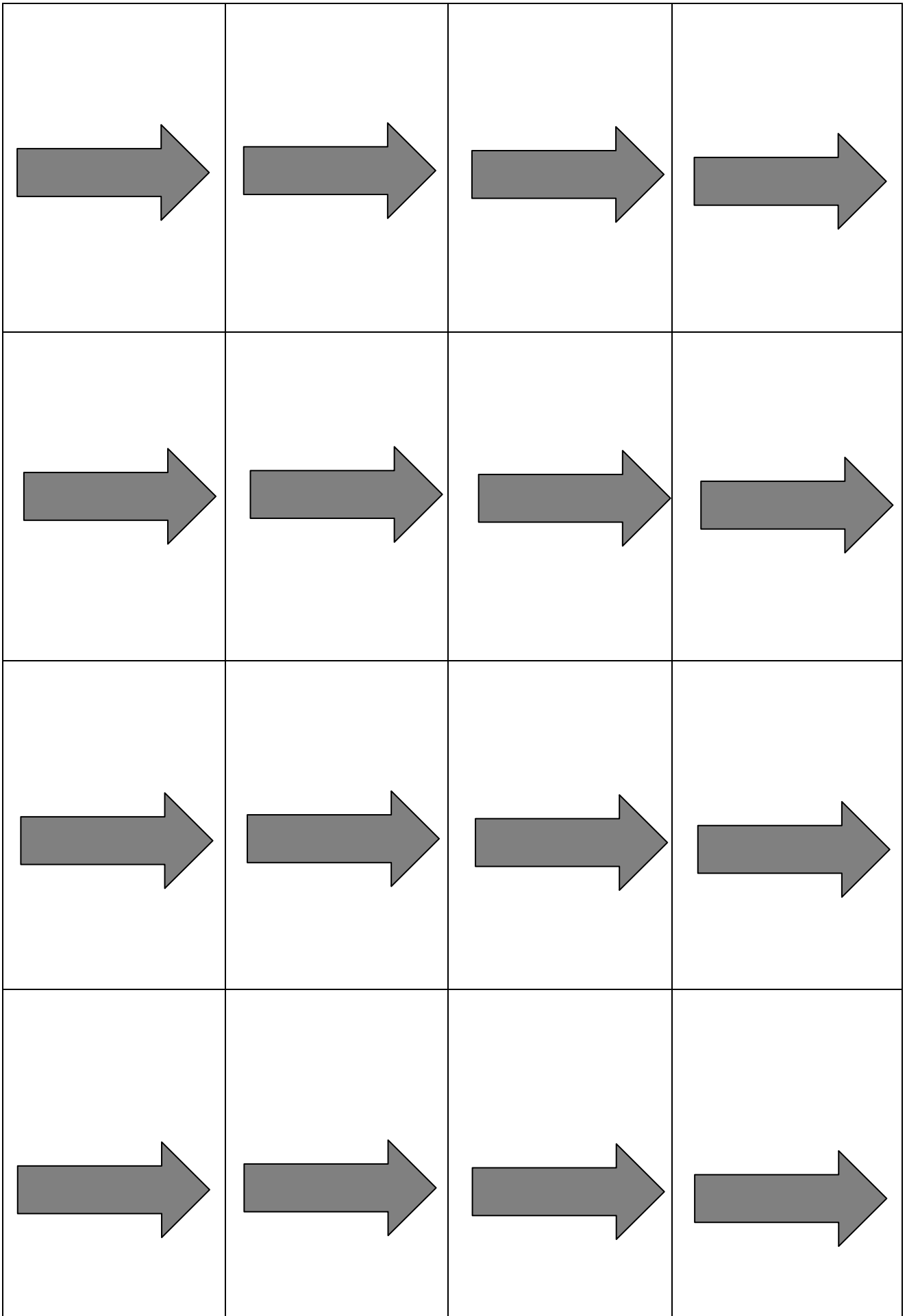
Electrons must be added (to either side of the equations).

Last card must be declared, but final discard is optional.

THE REFEREE'S DECISION IS FINAL!!

Thanks to Mat Nicoll for saving this and to the original chemistry teacher/s who designed this game.





$2e^-$	$2e^-$	$2e^-$	$2e^-$
$2e^-$	$2e^-$	$2e^-$	$2e^-$
$2e^-$	$2e^-$	$2e^-$	$2e^-$
$2e^-$	$2e^-$	$2e^-$	$2e^-$

e^-	e^-	$4e^-$	$4e^-$
$5e^-$	$5e^-$	$6e^-$	$6e^-$
P H_2	P H_2	$14H^+$	$14H^+$
$8H^+$	$8H^+$	$4H^+$	$4H^+$

R	R	R	R
2H^+	2H^+	2H^+	2H^+
R	R		
H_2O_2	H_2O_2	$2\text{H}_2\text{O}$	$2\text{H}_2\text{O}$
$2\text{H}_2\text{O}$	$2\text{H}_2\text{O}$	$4\text{H}_2\text{O}$	$4\text{H}_2\text{O}$
		P	P
$7\text{H}_2\text{O}$	$7\text{H}_2\text{O}$	2O^{2-}	2O^{2-}

R	R	R P	P
O_2	O_2	Mn^{2+}	Mn^{2+}
R	R	R	R
MnO_4^-	MnO_4^-	SO_2	SO_2
P	P	R	R
SO_4^{2-}	SO_4^{2-}	Mg	Mg
P	P	R	R
Mg^{2+}	Mg^{2+}	Fe	Fe

P Fe³⁺	P Fe³⁺	P/R Fe²⁺	P/R Fe²⁺
P/R Fe²⁺	P/R Fe²⁺	P 2Cl⁻	P 2Cl⁻
R Cl₂	R Cl₂	R Cr₂O₇²⁻	R Cr₂O₇²⁻
P 2Cr³⁺	P 2Cr³⁺	R Zn	R Zn

P Zn²⁺	P Zn²⁺		
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