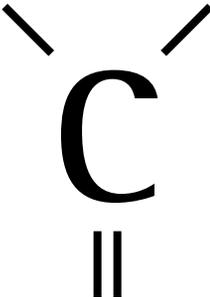


# v a l e n c e

where chemistry meets the dreamtime



[vey-luhns] -noun

1. the quality that determines the number of atoms or groups with which any single atom or group will unite chemically.
2. the capacity of one person or thing to react with or affect another in some special way, as by attraction or the facilitation of a function or activity.

Carbon atoms like you rarely recreate, at least not here in reality. While your mind keeps your attention focused in the shifting distractions of the Design, your atomic body takes well-deserved holiday gliding in the troposphere. You managed to shack up with two sexy oxygen molecules, digging their vibrations for the last few days. But now, one of them is getting annoying and the other is losing interest. Fortunately, there is a storm coming. That should shake things up...

Humans may think that atoms drift aimlessly, one random interaction at a time, but you know better. The atoms call the dream-like realm of imagination where they *really* spend their time the Design, not that there is much order to it. Still, any time atoms hook up in the real world, it's only because something happened in the Design to make it so. But even the fluctuating chaos of the Design develops something of a status quo. At least until the lightning hits...

## Introduction

In *Valence*, you play carbon atoms, subject to the rules of chemistry and covalent bonds, but whose minds plot and scheme in an anarchic dreamtime that actually controls chemical reactions in reality.

### What You'll Need

- Some players (2-6 is probably best).
- No gamemaster.
- Some way of modeling simple molecular structures, such as a [Molymod kit](#). If you cannot find such things, you might be able to use toy building blocks, toothpicks and Styrofoam balls, magnetic toys or some other replacement. Failing that, pen and paper are still an option.
- Three decks of playing cards, keep the jokers. These decks are referred to as the [obstacle deck](#), the [principal deck](#) and the [adversary deck](#).
- Several dozen [Post-it® Arrow Flags](#) or other small tags that you can both write on and move around on the molecular models. Color doesn't matter for these tags, so using all one color is usually best. Make sure your tags are of a size that fit (and actually stick to) your molecular models.
- A stack of standard 3'x3' Post-it® notes, a few of each color, in as many colors as there are players.
- One session tracking sheet (included below).
- A character sheet for each player (included below).

### Concepts

During the course of a game, you are going to have to deal with:

- The notion of [valence](#), a trait of atoms that dictates how many "connections" they can make to other atoms. In most molecular model kits, valence is represented by the number of holes in the atom.
- Other [atoms](#), limited to hydrogen (valence 1), oxygen (valence 2), nitrogen (valence 3) and the noble gasses (valence 0). Only PCs play carbon atoms (valence 4).

- Rarely encountered alone, atoms are usually confronted grouped into [molecules](#). You will be as well. In a [complete](#) molecule, all available bonding sites are occupied.
- A realm of no physical laws or constraints, the [Design](#) is where the story happens.
- All molecules have [Will](#), used to change the Design and other molecules.
- Every molecule is represented by a [form](#) in the Design. Any time the molecule you are in changes, so does your form.
- All atoms belong to a [faction](#). Usually, atoms will only bond to atoms of the same faction, but you carbon atoms have ways around this. You can also belong to more than one faction.
- All factions have [taboos](#). Violate these and it is harder enforce your will.
- Everything in the Design holds personality traits called [properties](#), and these help shape the story. They can also be passed around, even inflicted on others.
- Conflicts are resolved with a [test](#), fed by narration, properties and cards.
- The victor of a test controls an [outcome](#) in the atomic reality. This can mean forcing a chemical reaction and rearranging molecules, transferring properties to a molecule or ditching one its own, even altering factions of molecules.
- PCs can convert or capture molecules that might be [re-called](#) to help them later.
- Partially formed molecules (that is, those with available bonding sites) are called [ions](#), and are at a distinct disadvantage in the Design, fairs poorly in tests.
- Sometimes the [structure](#) of a molecule is special and generates specific game effects. (Ions are one example of this. The noble gasses are another.)
- [Lightning](#) breaks molecules apart and rebuilds them. At the same time, every lightning strike causes radical changes to the Design. The game always begins with a lightning strike. Strikes may also occur in play.

### Order of play

A session of *Valence* begins with a formal setup phase, where the group decides on particular aspects of the story they will be telling. Then they make characters.

Next comes a lightning round, when a lightning strike remakes molecules and sets up the player's opening structure.

Play then proceeds in rounds, the story focussing on one player at a time, but involving all players in each round. Lightning strikes may force another lightning round. Play continues until you run out of time, when each player helps narrate an ending.

### Setup

Preparation for *Valence* is typically done on the spot, as a group, without any premeditation. A single session sheet tracks information determined in the setup. The next page shows an example of how the setup can turn out, with a bit more detail of how it is done. Follow these steps (feel free to alter the order if that works better for you):

- Gather the materials in the "What You'll Need" section.
- Determine the [tone](#). This is a [property](#) that everything will be able to use throughout the session, and forms a theme or undercurrent to the session.
- Determine the [disruption](#). When the lightning strikes, it causes a big change to the Design in the vicinity of the players. What is that change? How does that change contribute to the tone?
- Determine the [factions](#). These are loose organizations within the Design, with their own agendas and foibles. Typically, there will be as many factions as there are players. Add to or subtract from this if it feels right. You might try having each player pitch a faction, or come up with them all collectively, or any other method.
- Shuffle the obstacle deck. This is shuffled only once in the session (although if it runs dry, reshuffle the discards).

In this session, the players came up with the disruption first, giving a visual that helped develop the rest.

Players decided that disruption of the starfish would have a “sky is falling” effect on the locals, prompting them to go to ridiculous lengths to get what they wanted. They chose “desperation” to represent this idea.

**Tone:** *Desperation*

**Disruption:** *A large section of the local resort/spa replaced by a gigantic starfish, which starts to slowly move away, crushing all in its path.*

**Factions:**

*Pheema*

*Agenda: Must clean up the mess left in the starfish's wake, following procedures to the letter.*

*Taboo: Must make up and quote obtuse rules and regulations to justify any action.*

*Roguefort Revolution*

*Agenda: Use the calamity to launch "the Revolution".*

*Taboo: Must speak in a bad French accent, peppering speech with high school French and occasional cheese-related puns.*

*The Grass Court*

*Agenda: Under no circumstances will the starfish be allowed to interrupt the King's tennis tournament.*

*Taboo: Must speak in the voice ethnic comedians use to mock white people.*

*Starfish Kisses*

*Agenda: Having melded with the spa, the starfish will clearly secrete a superior lip balm. Acquire it at all costs.*

*Taboo: In conversation, must gesticulate in an overly dramatic fashion.*

These colored squares are Post-it® notes, each one representing a faction. Each faction has its own color of note.

Remember that the Design is a dream-like realm, so the laws of reality don't necessarily apply.

The agendas of these factions are all reactions to the disruption, though this doesn't have to be the case.

The name of a faction can provide guidance on how to play its members. Some of these examples succeed better than others.

When designing factions, keep in mind that it is possible for PCs to have multiple taboos at once. A PC who finds themselves in both of these factions is in for a challenging time.

When designing factions, keep in mind taboos need to be followed not only by the characters, but by their players as well. So try to make the taboos something that the player can do at the table.

**Choosing Properties**

Properties are always single word adjectives. The adjective should be such that you can easily imagine some group, somewhere, who consider it an undesirable personality trait (even if you do not). A property will be even better if you can also easily imagine some group, somewhere, who consider it an ideal personality trait, though this is not required. “Sober”, for example, works like this, as some elevate it as meaning responsible and level-headed, while others might deride it as meaning square and uncreative. If you can't think of words that go both ways, lean towards undesirable.

## Character creation

Each PC is both a carbon atom in reality and a presence in the Design. At this point, every player needs to decide the following for their character:

- A name
- A **property** that the character may always use. This is the character's defining characteristic
- The **faction** that initially claims the character's allegiance. Characters must obey the taboos of *all* the factions to which they belong.
- A **property** associated with the character's initial faction. This property can get used as long as the character remains loyal to the faction.
- You do *not* specify your **form** in the Design. You will do this once you have constructed your initial molecule.

Some atoms in the design change names almost as often as they change bodies. Some never do.

Name: *Jos Bleu*      Form: \_\_\_\_\_

Will: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○      Property: *oblivious*

Model: \_\_\_\_\_

Converts: \_\_\_\_\_

Faction(s): \_\_\_\_\_

*Roguefort Revolution*

*Flamboyant*

PCs will be moving in and out of the factions as the game continues. Each time they gain a new faction, they put a Post-it® of the faction's color in this space, and define a property that holds as long as they remain in the faction. When they leave a faction, the note (and the property) is discarded.

All PCs have a **Will** score, measuring their influence over other atoms and how well they resist the influence of others. This will fluctuate during the game, though can never be higher than 10 or lower than one. All PCs start with a score of four. This player is using a Post-it® arrow to track the character's Will.

The character's form will likely change fairly often in the fluid realm of the Design. This space may help track this, or you can just keep it in your head.

No matter what might happen to Jos, his player wants him to always be a little clueless. So, she makes his primary property "oblivious".

Speaking bad French really appeals to this player, so she will embrace the revolution, at least for a while. To fit in, she shoots for behavior as outrageous as the accent, so chooses "flamboyant" as her faction property.

## Lightning Round

When lightning strikes, chaos ensues. Atoms are scattered and molecules rebuilt. Lightning strikes at the start of the game, and any time a joker is drawn from the obstacle deck.

### At the start of the game

For each player, place two hydrogen atoms and one oxygen atom in a pile at the center of the table. Fill in the bonds for the atoms with sticks, but do not connect the atoms to each other. (You want loose atoms with bonding sites ready to go.)

Every player is given a single carbon atom. This atom represents their character, and forms the rough center of the molecule about to be constructed.

Whoever finished filling out their character sheet first signals the start of the lightning round by saying "boom!" (with or without warning). At this point, all players begin a **mad grab** for atoms to connect to their carbon atom in order to build their starting molecule. Almost anything goes during the mad grab, however:

- Players can only grab one atom at a time. The atom must be connected (though not necessarily fully) to the starting molecule before the player can grab another atom.
- During the grab, players cannot break bonds they previously made. Addition only.
- No player can touch another with their hands or arms.
- Any other agreed upon restrictions.
- The mad grab ends when all the atoms on the table have been taken, or no one wants to take any more.

Once the grab ends, if a player's molecule has any open bonding points, that molecule is **ionized**, which puts it at a disadvantage in the round that follows.

Tip: if you are not sure what type of molecule to build, shoot for either methane (CH<sub>3</sub>), carbon dioxide (CO<sub>2</sub>) or formaldehyde (CH<sub>2</sub>O).

### During the game

Should lightning strike during the game, the process is the same except that the atoms come from molecules already in play. All player molecules are dissembled. Players keep their carbon atom, but the rest are put into a pile in the center of the table. Additionally, each player must sacrifice one convert (if they have any), and its atoms are placed in the center as well. All atoms have bonds placed

in them (as in the start of the game) and any property flags are removed.

The player on whose turn the joker was drawn signals the start of the mad grab.

At the end of the lightning round, the group needs to decide how the lightning strike appears in the Design, and how it disrupts the status quo. The disruption section of the session sheet should be updated with this new reality.

Any faction that does not currently claim a player as a member dissolves. Its note color is assigned to a new faction the group should create. Additional factions may be created if desired.

Existing factions can be replaced as well, as long as all current members agree. Current members keep the faction note on their sheet, and automatically become members of whatever faction replaced the old one, whether they like it or not.

The agendas of all factions should be examined and, if necessary, updated to reflect the new disruption.

## Standard Play

Each scene of action in the Design depends on a standard round of play. Each round spotlights a single player and rounds proceed in order around the table.

Determine which player takes the first turn after the lightning round. By default, this is the player who built the molecule containing the most atoms, but you can figure this out by some other method as well.

Rounds can get complicated, so this section will first detail a basic scene (one PC in conflict with one NPC adversary) step by step. Later sections will address variations to the norm.

## A Basic Round

All players have a job to do in all rounds. At the start of the round, figure out who is doing what. Roles are:

- The **principal**: the player whose turn it is.
- The **adversary**: the player across from the principal, who has special duties in controlling the obstacle.
- The **secondaries**: all other players, who help define the obstacle and administer the conflict.

The structure of the basic round puts the principal against an **obstacle**. The principal, riffing off the adversary and other players, ultimately controls the narrative

outcome of the round; however, throughout the round, a process feeds into a final test that determines how much the principal had to compromise her integrity (and molecular structure) to get what she wanted.

The following outlines basic play:

- The principal declares a goal
- By drawing a card and using their own narration, the adversary and secondaries define the obstacle.
- The principal and adversary decks are shuffled. Initial hands are drawn for the principal and the adversary.
- The adversary declares the obstacle's mechanical objective, paying cards from his hand if necessary.
- The principal declares her character's mechanical objective, paying cards from her hand if necessary.
- Taboos activate.
- The principal and adversary engage in back and forth narration to a satisfactory conclusion to the scene. Secondaries both pitch in ideas and keep an eye out for specific actions from the principal and adversary that would alter their card counts.

2-7♠	H <sub>2</sub> hydrogen gas	$\begin{array}{c} \text{H} \\   \\ \text{H} \end{array}$	Property: impulsive Will: face value
8-10♠	Recall (hydrogen)		
J-Q♠	N <sub>2</sub> H <sub>4</sub> hydrazine	$\begin{array}{c} \text{H} & \text{H} \\ & \diagdown \quad / \\ & \text{N} \\ & / \quad \diagdown \\ \text{H} & \text{H} \end{array}$	Property: critical Will: 7
K♠	He helium	He	Structure: noble Will: 10
A♠	H <sup>+</sup> hydrogen ion	H•	Structure: ion Will: 2
2♥	Recall (oxygen)		
3-8♥	O <sub>2</sub> oxygen gas	$\begin{array}{c} \text{O} \\    \\ \text{O} \end{array}$	Property: libidinous Will: face value
9-10♥	Recall (oxygen)		
J-Q♥	O <sub>3</sub> ozone*	$\begin{array}{c} \text{O} \\ / \quad \backslash \\ \text{O} - \text{O} \end{array}$	Property: intense Will: 7
K♥	Xe xenon	Xe	Structure: noble Will: 10
A♥	O <sup>-2</sup> oxygen ion	•O•	Structure: ion Will: 2
Joker	Lightning		
2-3♣	Recall (any)		
4-9♣	H <sub>2</sub> O water	$\begin{array}{c} \text{H} & \text{H} \\ & \diagdown \quad / \\ & \text{O} \end{array}$	Property: indolent Will: face value
10♣	Recall (any)		
J-Q♣	H <sub>2</sub> O <sub>2</sub> hydrogen peroxide	$\begin{array}{c} \text{H} \\   \\ \text{O} \\   \\ \text{O} \\   \\ \text{H} \end{array}$	Property: harried Will: 7
K♣	Ar argon	Ar	Structure: noble Will: 10
A♣	OH <sup>-</sup> hydroxide ion	$\begin{array}{c} \text{O} \cdot \\   \\ \text{H} \end{array}$	Structure: ion Will: 2
2-4♦	Recall (nitrogen)		
5-10♦	N <sub>2</sub> nitrogen gas	$\begin{array}{c} \text{N} \\     \\ \text{N} \end{array}$	Property: pretentious Will: face value
J-Q♦	NH <sub>3</sub> ammonia	$\begin{array}{c} \text{N} \\ / \quad \backslash \\ \text{H} & \text{H} & \text{H} \end{array}$	Property: noxious Will: 7
K♦	Ne Neon	Ne	Structure: noble Will: 10
A♦	NO <sub>2</sub> <sup>-</sup> Nitrite ion*	$\begin{array}{c} \text{N} \\ / \quad \backslash \\ \text{O} & \text{O} \cdot \end{array}$	Structure: ion Will: 2

\* the structures shown for these molecules are not really correct, but will do for the purposes of *Valence*.

- A test compares the hands of the principal and adversary.
- The mechanical objective of the victor occurs.
- The narrative goal of the player occurs, with the test's victor narrating how the mechanical objective came into play.

## Principal declares goal

The principal reminds the table of her character's current form, and what the character is trying to accomplish during this scene. This declaration must include some explanation of how this goal furthers the agenda of at least one of the character's current factions. Usually, it will imply the scene's "set" as well. The principal should state the declaration as if nothing opposed the character at all.

## ...but unfortunately...

Naturally, it won't be that easy. An obstacle stands in the principal's way. The adversary draws a card from the **obstacle deck**, and compares it to the table below. This defines a molecule the principal encounters in reality, the basis for the obstacle. The adversary and the secondaries

take turns suggesting traits for the obstacle, though the adversary has final say. They determine:

- the obstacle's faction.
- the obstacle's form.
- a property of the obstacle (this is in addition to the property intrinsic to the molecule, listed on the table).
- the obstacle's name.

Once determined, the name and properties are written on a Post-it of the proper faction color, which is stuck to the card that was initially drawn, and placed in front of the adversary.



### Initial hands

While the previous two steps are being completed, the secondaries are also preparing the round. One will shuffle the **principal deck**, then draw a number of cards equal to the principal character's current Will score, playing them face down near the principal. Another will shuffle the **adversary deck**, then draw a number of cards equal to the obstacle's Will score (provided by the table), playing them face down near the adversary. These hands will be built upon as the round progresses. A secondary will also assemble the molecular model for the obstacle, placing it on the obstacle's Post-it.

### Statement of objectives

Any conflict in *Valence* results in both a narrative and mechanical outcome. It helps if the participants briefly state the mechanical outcome they are aiming for prior to narration. Some of these objectives are more difficult than others and so cost cards from the initial hands. Players choose these at random and put them into a discard pile (one for each deck).

Card costs are paid immediately, but other effects only occur after resolution (and then only victor's outcome is achieved).

The adversary declares first, choosing *one* of the following outcomes:

- **0 cards:** Exchange an atom of the principal's molecule with a one of the same element from the obstacle. Along with this atom, the adversary forces one of the obstacle's properties onto the principal. The property is written on a Post-it® Arrow Flag (or some other tag), which is placed on the atom that the principal gains.
- **1 card:** Reorganize the atoms of the principal's molecule and the obstacle. This forces both of the obstacle's properties onto the principal (tagging one atom each), and allows the adversary to reorganize the molecular models into two non-ionic molecules. The molecule containing the carbon atom becomes the principal's new molecule. This can only be done if the principal shares a faction with the obstacle.
- **1 card:** Damage the principal, reducing her Will by one
- **1 card:** Erode the principal's loyalty to a faction. This removes that faction from the principal's sheet.
- **2 cards:** Make the principal sympathetic to the obstacle's cause. This adds the obstacle's faction to the principal's sheet.
- **3 cards:** Convert the principal to the obstacle's cause. This replaces one faction on the principal's sheet with the obstacle's faction.

Once the adversary has made his choice, all remaining cards in his initial hand are turned face up.

The principal then declares her desired outcome, choosing *one* of the following:

- **0 cards:** Bypass the obstacle with no further interaction.
- **1 card:** Regain confidence, increasing the principal's Will by one.
- **1 card:** Abandon a faction.
- **1 card:** Join a faction.

- **2 cards:** Reorganize the atoms of the principal's molecule and the obstacle. This allows the principal to reorganize the molecular models into two or more complete molecules. The molecule containing the carbon atom becomes the principal's new molecule. Along the way, tagged atoms can be forced onto the other molecule(s), allowing the principal to get rid of unwanted properties. This outcome may be pursued regardless of faction.
- **3 cards:** Recruit the obstacle. The card and Post-it representing the obstacle is added to the Converts section of principal's sheet.

Once the principal has made her choice, all remaining cards in her initial hand are turned face up.

### Taboo activation

From this moment to the end of the round, both the principal and the adversary must avoid taboos, in everything they do (both in character and as players). The principal avoids all of the taboos from all factions to which she belongs. The adversary avoids the taboo of the obstacle's faction. Anyone who notices a taboo violation may, if they like, whisper "taboo!" and that violator will be at a penalty during the resolution (explained below).

### Conflict

Each conflict in *Valence* consists of back and forth narration, where the principal and the adversary play out what is happening in the Design. This should take no more than five minutes, and ends when the principal decides it should. This makes conflict a point-counterpoint affair, where the principal always gets the last word, ultimately controlling the narrative outcome of the conflict, at least within the confines of the Design.

During the conflict, working previously established facts into the narration creates bonuses. When any of the following are added to the narration, a secondary will add one card (face down) to the hand of one who added it:

- Character acts according to one of its properties. (Maximum one card per property per character.)
- Narration invokes the tone of the session. (Maximum once per character.)
- Actions clearly true to the agenda of a faction to which the character belongs. (Maximum once per faction per character.)
- The character of another player is woven into the narration. (Once per player, no matter how many other players are included.)

If, however, a player violates a taboo during the round, he discards half (round down) of his cards prior to the test. These are taken only from the face down cards, so if the players runs out of those, so be it.

### Compare hands

The secondaries turn all remaining cards face up and push forward any jokers in the hands. If one player has more jokers in their hand, they win the test. If not, the secondaries push forward all aces in the hands. The player with the most aces wins the test. And so on, comparing ranks in order until one player has more than the other. In the event of a tie, players start dealing cards from the top of their decks until a high card wins.

### Outcome

The mechanical outcome the victor selected at the start of the round takes effect. If a player has a property forced on him, write it on a Post-it® Arrow and attach it to the atom.

If a player's molecule was changed by the conflict, they may select a new form.

If an obstacle is converted, the player keeps both the card and Post-it® on the Convert section of her sheet. The molecular model can also be kept, but you might need the atoms for other things, so it can be dismantled if needed. If that convert is recalled (see below), reassemble the molecule, using the card as a reference.

## Round Complications

Players have additional options during a round, most of which complicate play.

### Assisting the principal

When the principal declares her goal, other players may declare they are assisting the principal. The following rules guide this:

- The principal may *not* refuse assistance.
- Each player who assists adds a number of cards to the principal's initial hand equal to one third their Will (rounded down).
- The assistants narrate during the conflict, but may only gain cards for the principal by using their own properties. Further, their narration may only add a maximum of two cards total to the principal's hand.

- An taboo violation by an assistant doesn't change the principal's hand; however, it does prevent the assistant from being given any reward by the principal.
- Should the adversary win the test, they may carry out their mechanical objective on the assistant as well as (or instead of) the principal.
- Should the principal win the test, if the principal gains Will, so do the assistants. If the principal reorganizes atoms, he may offer some to particular assistants. The principal may give converted obstacles to assistants.

### Assisting the adversary

During the creation of the obstacle, other players may declare they are assisting the adversary. This works similarly to assisting the principal, but applying cards to the adversary. In addition:

- The adversary cannot assist with his own character.
- Should the adversary win the test, if his goal is to swap an atom, he may pull the atom from an assistant, provided the assistant agrees. If the goal is reorganization, the assistants may negotiate atom exchanges with the adversary. If adding a faction to the principal, the adversary can select one of the assistant's, instead of the obstacle's.
- If the principal wins the test, if her goal was to reorganize, she may include the molecules of any assistants in the reorganization. She may not, however, take any player's carbon atom away from them. (And, as with all such reorganizations, may not leave any assistants ionized.) Assistants may not be recruited.

### Recalls

Drawing from the obstacle deck sometimes shows a result of "Recall (element)". When this occurs, any player may **recall** any of their converts which contain that element into the current scene, as assistants to either side.

Players may add recalls with or without offering their own assistance. They can even send different converts to both sides, or assist one side themselves and send a convert to the other. Even the adversary's player can send converts to oppose his own obstacle.

Recalls don't offer the recalling player as much input, risk or reward as assisting, but work similarly, except:

- Once the recall is assigned, it is controlled entirely by the player who received it (either the principal or the adversary). The controller must narrate the recall avoiding taboos but, as a player, need not avoid the recall's taboo.
- Recalls can never gain benefits from assisting.

- Recalls are taken out of play at the end of the round.

Once recalls are added to a scene, a new card is drawn from the obstacle deck to continue the process of defining an obstacle. Additional recall results for the scene are discarded and a new draw made.

### Structure

In some cases, the **structure** of a molecule may provide special game effects.

A molecule that is **ionized** (that is, which contains unused valences) may be manipulated more easily and wants to be completed. To reflect this:

- All ions gain the property "needy" until they are no longer ions.
- The ion's Will score is ignored. Any situations that require a Will score for the ion use a value of two.
- Attempts to reorganize an ion do not cost cards and may be attempted regardless of faction.

Atoms with a valence of zero are **noble**. Noble elements do not react with others. To reflect this:

- Noble obstacles cannot be the target of reorganization or any other type of atom exchange.
- Nobles gain the property "noble".

### Lightning

As mentioned above, if a joker is drawn from the obstacle deck at any time, lightning strikes. This ends the current turn and starts an immediate lightning round. Any recalls already in play in the scene may be used as a player's sacrificial convert, but are otherwise destroyed.

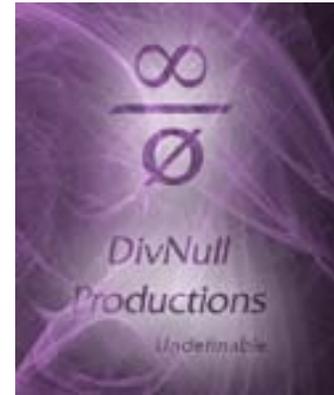
## Author's Note About the Future

One of the only rules listed for Little Game Chef 2010 was "**keep it short**" (in bold letters, no less). Having already failed at this directive, I'll not make it worse by adding more of what's in my head. A further edition of Valence will include at least the following:

- Rules for player vs. player conflict.
- Dealing with carbon-carbon bonds when players decide to bond together into more complex structures.
- More structural effects providing special rules. For example, any molecule with an -N=O structure in it is **explosive**, and does something cool. Any molecule containing the cyano group (-C≡N) is **poisonous**, and does something else. Some molecules will be especially **stable**, and so on.

# v a l e n c e

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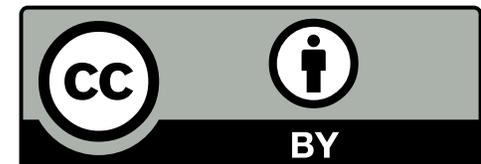


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**Tone:**

**Disruption:**

**Factions:**

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Name:

Form:

Will:



Property:

Model:

Converts:

Faction(s):

A large empty rectangular box with a double border, representing a faction.A second large empty rectangular box with a double border, representing a faction.A large empty rectangular box with a double border, representing a conversion.A second large empty rectangular box with a double border, representing a conversion.