

THE ELEMENT MASTERY PRIZE

\$250 to the first student who masters all 118 elements before chemistry class starts.



FIG. 1. The full cast: 118 elements, most of whom you haven't met yet.

THE PURSE

Set or beat the record	\$250
Second-fastest at close	\$100
Third-fastest at close	\$75
Everyone else who finishes	\$25

This is not a raffle.

Master every element and you get paid.

THE RULES

- 1 Complete each of the four games at least twice (won or lost): **Bond Forge**, **Pt Paddle**, **Capture the Nucleus**, and **Molecule Hunter**.
- 2 After that, play whichever ones you like. Mastery counts wherever you earn it.
- 3 Master all 118 elements. Your clock runs from your first answer to your last element, and the fastest time holds the record.



MOLE GENERAL'S WARNING: Using these games to learn chemistry basics may lead to actual enjoyment of chemistry, reducing your cool factor and increasing your chances of getting a good grade.



periodicmole.com

Open to anyone taking high-school chemistry starting fall 2026. Requires full access (\$59). Same scoring for everyone.

HOW MASTERY WORKS

There is no studying to do. The drilling is built into the games — that is the point of the app. Play them, and the app scores every answer and turns elements green as you prove you know them.

- 1 Every element is scored both ways.** See Fe and recall iron; see iron and recall Fe. Two directions, tracked separately.
- 2 Five in a row graduates a direction.** Master both directions and the element turns green.
- 3 Twenty elements are in play at a time.** Master one and the next rotates in, ordered by how much chemistry class actually uses it.
- 4 Green has to stay green.** Mastered elements return for occasional spot checks. Miss one and it drops back into the learning pile until you win it back.

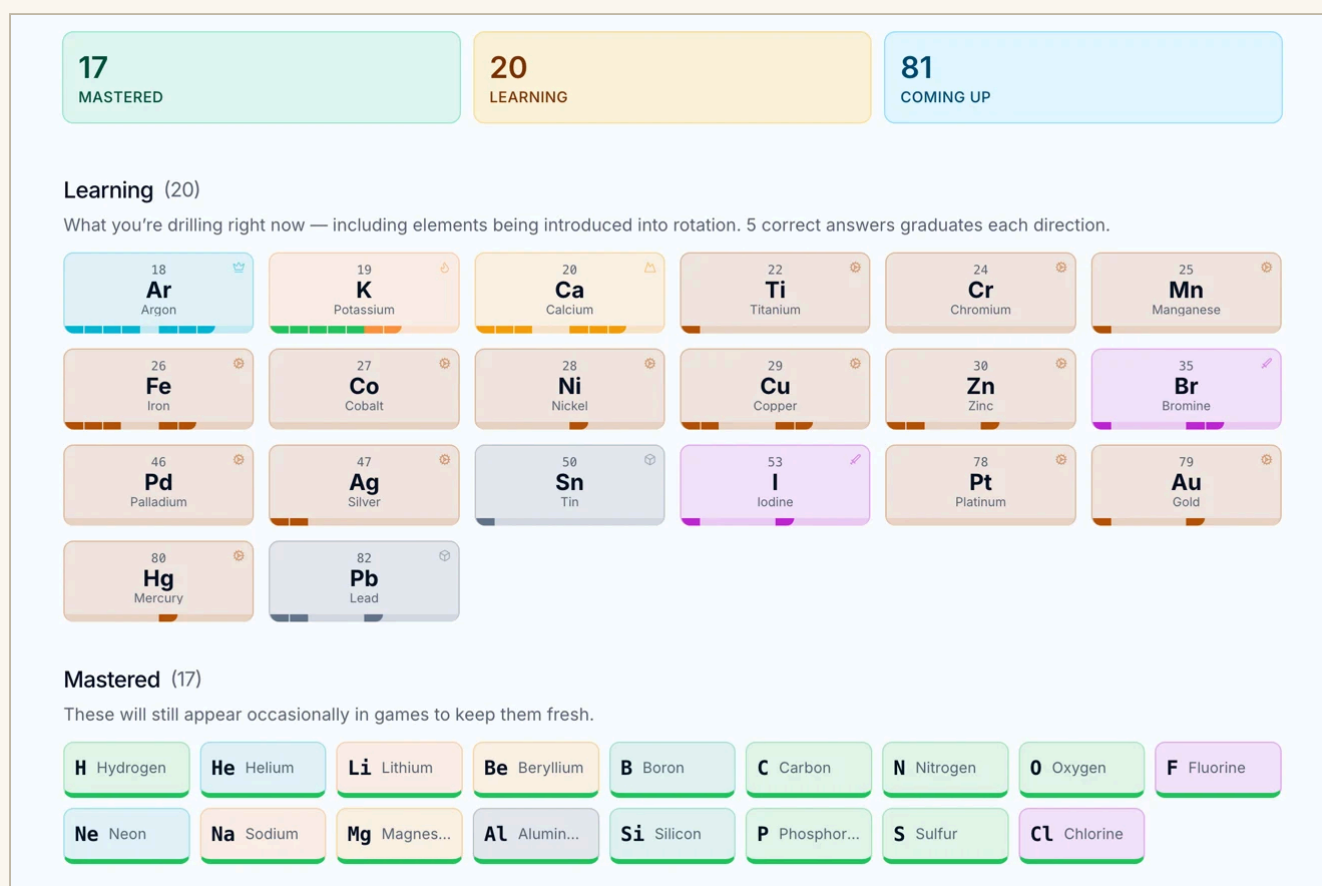


FIG. 2. Your scoreboard, mid-contest: 17 mastered, 20 in progress, 81 to go. Find yours under Learn → Element mastery. You're done when the green count reads 118.



OFFICIAL RULES

1. SPONSOR

The Element Mastery Prize is sponsored by Stone Giant Studio, LLC, operator of periodicmole.com ("the app"). Questions: support@periodicmole.com.

2. CONTEST PERIOD

The contest opens at 12:00 a.m. Central Time on June 12, 2026 and closes at 11:59 p.m. Central Time on September 15, 2026. Only mastery earned inside this window counts.

3. ELIGIBILITY

Open to students enrolled in, or registered for, a high-school chemistry course beginning in fall 2026, who are residents of the United States. Not open to residents of Arizona, Colorado, Maryland, Nebraska, or North Dakota. Void where prohibited. Employees of the sponsor and members of their households are not eligible.

Entrants under 18 need a parent or legal guardian to consent to these rules at periodicmole.com/contest before any prize is paid.

4. HOW TO ENTER

Hold full access to the app (\$59, the standard price — it is not raised for the contest and is not an entry fee; it buys the product) and play during the contest period. There is no separate registration. Complete each of the four games at least twice (won or lost): Bond Forge, Pt Paddle, Capture the Nucleus, and Molecule Hunter. The app verifies this.

5. HOW WINNING IS DECIDED

An element is mastered when the app's scorekeeping shows both recall directions (symbol to name, and name to symbol) at mastered state, which takes five consecutive correct answers per direction. A finisher is an eligible entrant whose account shows all 118 elements mastered at the same time during the contest period.

Winning is decided entirely by speed of mastery, not calendar position. An entrant's time is the recorded duration from their first mastery answer to the answer that masters their final element. The first finisher sets the contest record; a later finisher whose time beats the standing record by at least one full day takes the record. At close, the second- and third-fastest times take the minor placings. Identical recorded times tie and are paid the higher prize. No part of winner selection involves chance.

6. PRIZES

The Record Purse: \$250 to the first finisher, who sets the record, and \$250 to each finisher who beats it by at least one full day; total Record Purse payouts are capped at \$1,500. At close: second-fastest time, \$100; third-fastest, \$75. Every other finisher: \$25, uncapped. Side purses, by skill on the app's records: first through the noble gases, \$10; first through the lanthanides, \$15; best accuracy among finishers, \$10. Record Purse payments and side purses stack with placing prizes; among the placing prizes, an entrant receives only the highest. Prizes are paid by check to the entrant's parent or legal guardian on the entrant's behalf (or to the entrant if 18 or older). Winners are responsible for any taxes.

7. NOTIFICATION

The app records completion; finishers don't need to report anything. The sponsor will contact the email on the account within seven days of a recorded finish.

8. FAIR PLAY

One student per account. Mastery must be earned by the entrant's own play; account sharing, automation, or any manipulation of the app's scorekeeping disqualifies the entry. The sponsor's determination of finishing order from the app's records is final.

9. TESTIMONIALS AND PUBLICITY

Finishers will be asked how it went. Quotes may appear on periodicmole.com identified by first name or nickname only, and only with the written consent of a parent or legal guardian (or of the entrant, if 18 or older). Agreeing to be quoted is not a condition of receiving a prize. The race page at periodicmole.com/contest/race lists an entrant's first name and progress only when the parent checked the race-page box on the consent form.

10. PRIVACY

Contest standings are read from the same gameplay records the app already keeps. Entrant information is used to run the contest and deliver prizes, not for advertising, and is never sold.

11. GENERAL

If a technical failure or scorekeeping error compromises the integrity of the contest, the sponsor may adjust affected results or suspend the affected prize; recorded legitimate finishes will be honored.

