

Protein families card game



GAME SUMMARY

2-6 players

30-50 minutes game

CONTENT

42 cards

7 families of 6 cards each


AIM OF THE GAME

Collect the highest number of completed families by asking other players for protein cards. The game logic is similar to the Happy families game.

ONLINE GAME RULES

GAME SET-UP

It is recommended to use a voice chat system to play the game, either the one integrated in Tabletopia or your favourite tool.

The youngest player selects the **turn-based Clockwise** option accessible through the **Turn-based mode icon** . They become Player 1.

Player 1 deals seven cards from the card deck (right click for options), and can start playing.

HOW TO PLAY PROTEIN FAMILIES

The first player asks the player of their choice for a card they are looking for (example: **in the “Toxin” protein family I would like “Scorpion toxin”**). If the questioned player indeed holds the requested card in their hand, they must give the card to the current player. If they do not have the card, they say **“Draw”** and the first player must draw a card.

If the player draws the desired card, they must say out loud **“Good draw!”** in which case they can play again by asking for another card to the same player or another player. But if they do not draw the requested card, they say **“Bad Draw!”** in which case their turn is over. When that happens, the player presses the **End Turn** button above their name, and the next player may take their turn and ask for a card of their choice.

Look out! A player can only request a family card if they already have one in their hand.

If a player has a whole family (all 6 cards), they announce **“Family!”** and place the family in the **“Completed families”** section on the board, cards face up. When that happens, they can ask for another card to the player of their choice.

If there is no more draw pile, players continue to play without drawing when they do not get the requested card. The game continues until no player has any cards left in their hand.

HOW TO WIN

When all the families have been completed, count how many families each player has completed. The winner is the one who at the end of the game has the most families in front of him/her.

VARIATIONS

EASY GAME

When playing with young children, it is possible to play by asking the cards colours and numbers instead of the family and protein names.

ADVANCED GAME

To add more challenge and twist to the game, when a player completes a family, they can be asked a question about the family, provided in the **“Family questions”** cards available in the corresponding area on the board. The answer to the questions can be found on the text of the protein cards. If they answer correctly, they gain one extra point, to be added to the score's tokens.

AUTHORS AND FUNDING

This game has been imagined and developed in 2021 by Typhaine Paysan-Lafosse (She/Her) who is working as a bioinformatician in the InterPro and Pfam teams at the European Bioinformatics Institute in Cambridge (UK).

The development has been possible thanks to the funding received from the Wellcome Genome Campus Public Engagement Enabling Fund (<https://publicengagement.wellcomeconnectingscience.org/enabling-fund-for-public-engagement-using-remote-methods>).

SOURCES

www.ebi.ac.uk/interpro

www.ebi.ac.uk/pdbe

app.biorender.com

www.freepik.com