GAME RULES

A MNEMONIC CARD GAME FOR YOUR AMINO ACIDS

created by Georges Hattab, Benedikt G. Brink, and Tim W. Nattkemper.

2–5 persons card game 25 cards

20 amino acids 4 category cards 1 brief Rules card

- Last seated or youngest player is the appointed dealer. Player distributes all cards among all other players. If there are 3 players, the one with least cards starts. All 4 category cards and rules card remain open nearby.
- The goal of the game is to collect amino acids of the same colour. In order to do so, Player 1 has to challenge any other player (Player 2) for a **specific amino acid**, a **colour**, or **any card**. The possible outcomes are listed below:
 - (a) If Player 2 does not have a card with the appropriate colour, or the specific card, Player 1 looses and it is now Player 2's turn to ask any other player.
 - (b) If Player 2 has the appropriate card or colour, Player 1 challenges Player 2 by choosing an attribute and stating the best card's value in hand. Player 2 can defend himself by choosing the best card of the appointed colour. If a specific amino acid was requested, Player 2 has to read the appropriate value of this card. Player with highest value collects the other player's card and it is the losers turn.
 - (c) If it is a draw, nothing happens and the game continues in clockwise order.
- Players 1 and 2 can choose to see each other's cards after the duel to make sure no one lies.
- Once a player finishes one of the four colours (categories), (s)he adds it to the bank (puts cards aside face up). Winner is declared if having at least 9 cards in the bank (10 for 2 players).
- If a player has lost all the cards, (s)he is out of the game.
- Have fun and feel free to add more rules!
- Example extra rule #1 if the only cyclic amino acid Proline (P) is in a player's hand. Player is allowed to start first and can decide for the attribute.
- Example extra rule #2 if desired, players can challenge each other for lowest values
- Example extra rule #3 if a player loses the last card, but has cards in bank, (s)he can pick them up and continue playing these cards.

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