The Yeast We Can Do

54 CARDS IN THE DECK

WHEN THEY COME UP

You draw an event card whenever one of the two d20 shows a **1** or a **20**, which works out at around eleven cards over a game. Setbacks, earthquakes and the special event happen at once, while opportunities and the defence card may be kept and played at a moment that suits you, at most three in hand. Every card carries two blocks of text, and the one headed **In the game** is the rule, so the block headed **In the lab** is there for whoever wants it. Nothing in a real laboratory runs to plan either, and a contamination, a freezer that fails over the weekend or a free incubator at the right moment can decide weeks of work. The deck is the honest version of that.

THE DECK

3×	**Earthquake** Strength 1 · clockwise	EARTHQUAKE	AT ONCE
3×	**Earthquake** Strength 1 · counterclockwise	EARTHQUAKE	AT ONCE
1×	**Aftershock** Strength 2 · clockwise	EARTHQUAKE	AT ONCE
1×	**Aftershock** Strength 2 · counterclockwise	EARTHQUAKE	AT ONCE
1×	**The Great Quake** Strength 3 · half turn	EARTHQUAKE	AT ONCE
5×	**Yeast Lawn** The whole plate overgrown	OPPORTUNITY	KEEP
4×	**Coffee** The machine is running	OPPORTUNITY	KEEP
3×	**Transaminase** Rebuild, do not discard	OPPORTUNITY	KEEP
2×	**Sugar Rush** Exponential phase	OPPORTUNITY	KEEP
2×	**An Incubator Is Free** Get it in there fast	OPPORTUNITY	KEEP
2×	**Sponsorship!** The box has arrived	OPPORTUNITY	AT ONCE
1×	**Colony Picking** One colony, one new place	OPPORTUNITY	AT ONCE
1×	**New Strain** New yeast, new opportunities	OPPORTUNITY	AT ONCE
1×	**A New Paper Came Out** Annoying, but useful	OPPORTUNITY	AT ONCE
1×	**Press Interview** Half the institute wants to help	OPPORTUNITY	AT ONCE
1×	**Pouring Plates** Fresh growth media	OPPORTUNITY	AT ONCE
2×	**Biofilm** Stuck fast	DEFENCE	KEEP
2×	**Cell Fusion** Two cells, one cell body	SPECIAL EVENT	AT ONCE
3×	**Contamination** Something grows along	SETBACK	AT ONCE
2×	**Proteasome** What lies around loose is taken apart	SETBACK	AT ONCE
3×	**Deletion** One building block is missing	SETBACK	AT ONCE
1×	**Fire Alarm** Everybody out, now	SETBACK	AT ONCE
1×	**Sequencing Error** The clone is wrong	SETBACK	AT ONCE
1×	**Golden Gate Failed** The plate stays empty	SETBACK	AT ONCE
1×	**Mini Prep** Just takes time	SETBACK	AT ONCE
1×	**The PCR Is Still Running** 35 cycles	SETBACK	AT ONCE
1×	**Marker Failure** The plasmid goes missing	SETBACK	AT ONCE
2×	**Lab Inspection** It all has to go	SETBACK	AT ONCE
1×	**Supply Problems** Delivery time six weeks	SETBACK	AT ONCE
1×	**The Minus Eighty Freezer Dies** Nobody notices	SETBACK	AT ONCE

THE FOLLOWING 6 PAGES HOLD 9 CARDS EACH, 63 × 88 MM. PRINT ON STIFF PAPER AND CUT ALONG THE LINES.

EARTHQUAKE AT ONCE

Earthquake

STRENGTH 1 · CLOCKWISE · 3× IN THE DECK

IN THE LAB

A quake does not move the cell, it moves the world around it. Where the soil was poisoned yesterday, a hospital stands today. The same thing happens in research, only slower. Funding lines are advertised afresh, one field of application becomes urgent, another one loses interest.

IN THE GAME

Turn the ring **1 segment clockwise** ↻. Missions you have delivered stay scored and the chains you have built stay untouched. Only your way out leads somewhere else now.

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IN THE GAME

Turn the ring **1 segment counterclockwise** ↺. Missions you have delivered stay scored and the chains you have built stay untouched. Only your way out leads somewhere else now.

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EARTHQUAKE AT ONCE

Aftershock

STRENGTH 2 · CLOCKWISE · 1× IN THE DECK

IN THE LAB

The second quake rarely comes alone and it hits harder than the first. Two fields suddenly count as urgent and two others as done. Anyone who had settled in moves further from the goal than they would like.

IN THE GAME

Turn the ring **2 segments clockwise** ↻.

EARTHQUAKE AT ONCE

Aftershock

STRENGTH 2 · COUNTERCLOCKWISE · 1× IN THE DECK

IN THE LAB

The second quake rarely comes alone and it hits harder than the first. Two fields suddenly count as urgent and two others as done. Anyone who had settled in moves further from the goal than they would like.

IN THE GAME

Turn the ring **2 segments counterclockwise** ↺.

EARTHQUAKE AT ONCE

The Great Quake

STRENGTH 3 · HALF TURN · 1× IN THE DECK

IN THE LAB

Every ten years the map of research is drawn again from scratch. A pandemic, a climate report, a breakthrough somewhere else, and what was a niche a moment ago now sits at the top of every call for proposals. The yeast in your flask knows nothing about it.

IN THE GAME

Turn the ring **3 segments**. The active person chooses the direction. The opposite segment then stands where your goal stood a moment ago.

OPPORTUNITY KEEP

Yeast Lawn

THE WHOLE PLATE OVERGROWN · 5× IN THE DECK

IN THE LAB

Leave a plate standing long enough and no single colony grows there any more, but one closed lawn. What counts is no longer where a few cells sit, but that they sit everywhere. Any nutrient that comes past is taken up.

IN THE GAME

Keep this card. Play it **after the roll**, once both numbers are on the table and before anything is paid out. For that one payout **each of your colonies counts on its own**, so a field gives you as many building blocks as you have colonies standing on its corners. A Budding Yeast counts double.

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OPPORTUNITY KEEP

Coffee

THE MACHINE IS RUNNING · 4× IN THE DECK

IN THE LAB

Nobody enters a lab without a coffee and nobody leaves it without the next one. Between two incubation times half the team stands at the machine, and that is exactly where the experiments get discussed that later really work.

IN THE GAME

Keep this card. Play it at any time in your build phase. Fill in **1 amino acid of your choice** on your pad. The small card that delivers the one building block everything hangs on right now.

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OPPORTUNITY KEEP

Transaminase

REBUILD, DO NOT DISCARD · 3× IN THE DECK

IN THE LAB

Transaminases move an amino group from one molecule to another, and that turns one amino acid into a different one. Glutamate becomes aspartate, alanine becomes pyruvate and back again. Metabolism throws nothing away, it rebuilds.

IN THE GAME

Keep this card. Play it at any time in your build phase. Cross out one amino acid you have not built in and fill in **any other one** instead.

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OPPORTUNITY KEEP

Sugar Rush

EXPONENTIAL PHASE · 2× IN THE DECK

IN THE LAB

Fresh medium, glucose in abundance. The culture goes into the exponential phase and doubles as fast as it can. As long as something is there, it grows. Yeast knows no moderation.

IN THE GAME

Keep this card. In one of your growth phases place one extra colony **for free**, following the normal rules of filamentous growth. Displacing is not allowed with it.

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OPPORTUNITY KEEP

An Incubator Is Free

GET IT IN THERE FAST · 2× IN THE DECK

IN THE LAB

The shaking incubator is always taken. When one comes free, you put in whatever you have at hand, and you do it right away, before somebody else is quicker.

IN THE GAME

Keep this card. Play it after any roll of your choice. Roll **both d20 again right away** and carry out a perfectly normal payout. A d20 that shows 1 or 20 has no effect this time, so **no** further event is drawn.

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OPPORTUNITY AT ONCE

Sponsorship!

THE BOX HAS ARRIVED · 2× IN THE DECK

IN THE LAB

A company supports your iGEM team with material. A box arrives, and suddenly something is possible that the budget ruled out only last week.

IN THE GAME

Fill in **3 amino acids of your choice** on your pad.

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OPPORTUNITY — AT ONCE

Colony Picking

ONE COLONY, ONE NEW PLACE · 1× IN THE DECK

IN THE LAB

Lift a single colony off the plate with a pipette tip and move it into fresh medium. Overnight one cell becomes a whole culture, in a place of your choosing.

IN THE GAME

Place a colony for free right away on **any free corner** of the board, even with no connection to your existing colonies.

OPPORTUNITY — AT ONCE

New Strain

NEW YEAST, NEW OPPORTUNITIES · 1× IN THE DECK

IN THE LAB

A different yeast strain arrives in the lab, with different properties and different tolerances. Suddenly an experiment is open that nobody had thought of before.

IN THE GAME

Draw an **extra mission card** from any deck you like. You may have at most 3 open missions at a time.

OPPORTUNITY — AT ONCE

A New Paper Came Out

ANNOYING, BUT USEFUL · 1× IN THE DECK

IN THE LAB

Somebody else has solved your problem and published it. Annoying for the moment, but the hard road you have just been walking is now free for a better one.

IN THE GAME

Discard an **unfulfilled mission** and draw a new one of the same tier. Cross out that whole mission row on your pad. The blocks are gone, and mutations written down stay where they are.

OPPORTUNITY — AT ONCE

Press Interview

HALF THE INSTITUTE WANTS TO HELP · 1× IN THE DECK

IN THE LAB

The local paper drops by. You explain nanocompartments for an hour, and afterwards half the institute wants to know whether it can help somehow.

IN THE GAME

Every other person gives you **1 amino acid they have not built in**, their choice. They cross it out, you fill it in.

DEFENCE — KEEP

Biofilm

STUCK FAST · 2× IN THE DECK

IN THE LAB

As soon as yeasts settle on a surface they switch over. They secrete a matrix of sugars and proteins, glue themselves to one another and become practically impossible to remove. A biofilm is not a heap of cells, it is a fortress.

IN THE GAME

Keep this card. Play it when somebody wants to displace one of your colonies. The displacement **does not happen**. The attacking person does **not** get back the amino acids they paid.

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SPECIAL EVENT — AT ONCE

Cell Fusion

TWO CELLS, ONE CELL BODY · 2× IN THE DECK

IN THE LAB

Yeasts can merge. Two haploid cells recognize each other by pheromones, their membranes flow together, and two organisms become one. The cell walls swap places. The programs inside stay what they were.

IN THE GAME

The active person picks one other player. The two of you **swap all colonies on the board** completely, including Budding Yeast upgrades. **Missions, amino acids and hand cards stay with you.**

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SETBACK — AT ONCE

Contamination

SOMETHING GROWS ALONG · 3× IN THE DECK

IN THE LAB

An unclean pipette tip, a lid left open too long, and something grows in the culture that does not belong there. Foreign organisms eat the same nutrients as your yeast, only faster.

IN THE GAME

Cross out **2 amino acids you have not built in**.

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SETBACK · AT ONCE

Proteasome

WHAT LIES AROUND LOOSE IS TAKEN APART · 2× IN THE DECK

IN THE LAB

The proteasome is a barrel shaped machine that never stops taking apart whatever lies around loose and is not needed. What sits inside the nanocompartment is safe. What lies beside it is not. That is exactly why you build compartments.

IN THE GAME

Everyone with **more than 10** amino acids not built in crosses out half of them (rounded down, free choice).

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SETBACK · AT ONCE

Deletion

ONE BUILDING BLOCK IS MISSING · 3× IN THE DECK

IN THE LAB

During replication a piece drops out. If it sits in the wrong place, the whole reading frame behind it shifts. One single missing building block makes the rest of the sequence unreadable.

IN THE GAME

Cross out **1 amino acid you have not built in**.

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OPPORTUNITY · AT ONCE

Pouring Plates

FRESH GROWTH MEDIA · 1× IN THE DECK

IN THE LAB

Boil the agar, cool it to hand warm, add the antibiotic, then pour sixty plates without bubbles. It is the most thankless job in the lab, but afterwards everything grows again, and it grows for everybody.

IN THE GAME

Name **any field** you like. It pays out right away to **everyone** who has a colony standing on one of its corners, and that includes you.

SETBACK · AT ONCE

Fire Alarm

EVERYBODY OUT, NOW · 1× IN THE DECK

IN THE LAB

The alarm goes off, usually because somebody autoclaved too hot. You go out all the same. Gloves off, coat on the hook, stairwell, assembly point. Whatever is running in the thermocycler runs on without you.

IN THE GAME

In this round **everyone** skips the growth phase. Building is allowed, growing is not.

SETBACK AT ONCE

Sequencing Error

THE CLONE IS WRONG · 1× IN THE DECK

IN THE LAB

The sequencing comes back and the clone is wrong. Somewhere the polymerase slipped, and you only notice once everything else has long been finished.

IN THE GAME

Erase the **letter you wrote last** in one of your mission rows. That slot counts as free again, and the block is gone. If it was a mutation, cross that off too.

SETBACK AT ONCE

Golden Gate Failed

THE PLATE STAYS EMPTY · 1× IN THE DECK

IN THE LAB

Golden Gate joins several DNA building blocks in a single reaction, provided that all the overhangs fit together. If one of them does not, no construct forms, and the next morning the plate is simply empty.

IN THE GAME

In your next turn you skip the **growth phase**.

SETBACK AT ONCE

Mini Prep

JUST TAKES TIME · 1× IN THE DECK

IN THE LAB

Getting plasmid DNA out of the cells. Lyse, precipitate, wash, elute. None of it is hard, all of it takes time, and while it runs you get to nothing else.

IN THE GAME

In your next turn you skip the **build phase**.

SETBACK AT ONCE

The PCR Is Still Running

35 CYCLES · 1× IN THE DECK

IN THE LAB

35 cycles, each one with denaturation, annealing and extension. The thermocycler cannot be hurried, and without the product nothing else moves at all.

IN THE GAME

In your next turn you roll as normal, but **both the growth phase and the build phase are skipped**.

SETBACK AT ONCE

Marker Failure

THE PLASMID GOES MISSING · 1× IN THE DECK

IN THE LAB

The selection marker is not sitting right. With no selection pressure the culture throws its plasmid away, and of all cells the ones that get rid of it grow fastest.

IN THE GAME

Take **one of your own colonies** of your choice off the board. You get nothing refunded. A Budding Yeast becomes a plain colony again.

SETBACK AT ONCE

Lab Inspection

IT ALL HAS TO GO · 2× IN THE DECK

IN THE LAB

Safety inspection. Everything has to be labelled, disposed of or cleared away, including the things you would actually still have needed.

IN THE GAME

Everyone crosses out 1 amino acid they have not built in.

SETBACK AT ONCE

Lab Inspection

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Safety inspection. Everything has to be labelled, disposed of or cleared away, including the things you would actually still have needed.

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Everyone crosses out 1 amino acid they have not built in.

SETBACK AT ONCE

Supply Problems

DELIVERY TIME SIX WEEKS · 1× IN THE DECK

IN THE LAB

The reagent you ordered does not arrive. No spare in the building, delivery time six weeks, and the experiment was long in the plan.

IN THE GAME

Name a **number from 2 to 19**. The fields with that number pay out nothing for one round.

SETBACK AT ONCE

The Minus Eighty Freezer Dies

NOBODY NOTICES · 1× IN THE DECK

IN THE LAB

At minus eighty degrees cells and enzymes survive for years. At minus twenty they survive a weekend. If the cooling fails, nobody notices until somebody opens the door.

IN THE GAME

Cross out all your amino acids of **one colour group** that you have not built in. The player on your left picks the group.