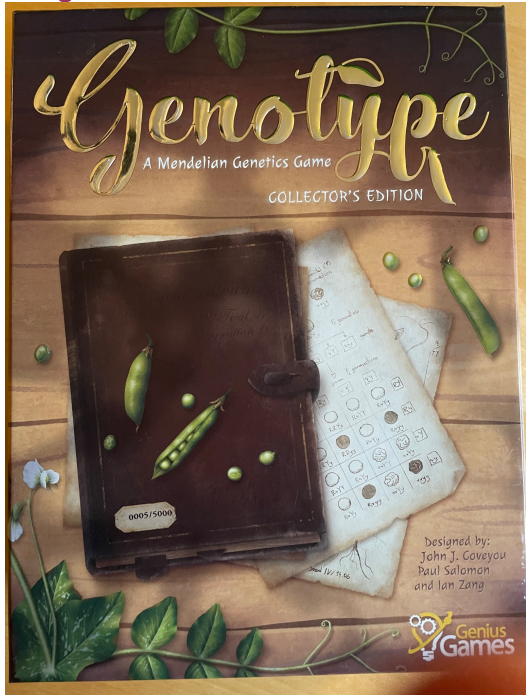


Genotype

Duration:	45-74	min
Number of players:	1-5	player/s
Materials/ Tools needed:	boardgame	
Publisher:	Genius Games	
Game Designer:	John J. Coveyou	
Language	Eng	
Links:	https://boardgamegeek.com/boardgame/17705/faces	

<p>Type of game:</p> <p><input checked="" type="checkbox"/> board <input type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other:</p>	<p>Main topic:</p> <p>Genetics</p>
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<p>Short description/ Goal of the game:</p> <p>Grow pea plants and manipulate their genotypes.</p>	<p>Image:</p>  <p>The image shows the cover of the 'Genotype' board game box. The title 'Genotype' is written in a large, elegant, gold-colored script. Below it, in smaller text, it says 'A Mendelian Genetics Game' and 'COLLECTOR'S EDITION'. The cover art depicts a dark brown leather game box with a pea pod and green peas on top. Next to the box is a white genetics chart with various symbols and text. The background is a wooden surface with green pea plants and leaves. At the bottom right, it says 'designed by: John J. Coveyou, Paul Solomon and Ian Zang' and the 'Genius Games' logo.</p>
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Educational value/ Learning Objectives:

Gregor Mendel is the 19th Century Augustinian Friar credited with the discovery of modern genetics. In *Genotype*, you play as his assistants, competing to collect experimental data on pea plants by trying to control how the plants inherit key Traits from their parents: seed shape, flower color, stem color, and plant height. The observable Traits of a Pea Plant (its Phenotype) are determined by its genetic makeup (its Genotype). The relationship between Genotype and Phenotype and the nature of genetic inheritance are at the heart of *Genotype: A Mendelian Genetics Game*.

During the game, players get Pea Plant Cards which show a set of Phenotype Traits they hope to produce and collect (such as pink flowers and tall height) in order to score points. Each round, Dice are rolled to represent Plant breeding, which may result in the Traits players are looking for. After the Dice Roll, players take turns drafting Dice towards completing their Pea Plant Cards or advancing their Research. The Traits produced during the Dice Roll come through the science of Punnett Squares, which show how the parent genes combine, one from each parent plant. By changing the genes of these parent plants, players can influence the likelihood of rolling the Traits they need. The completion of Pea Plant Cards via the Dice Draft is the main way players score points. (Source: <https://boardgamegeek.com/boardgame/252752/genotype-mendelian-genetics-game>)

Recommendations for use:

Pro's & Contra's:

- + there is a solo play
- + next to the rulebook there is a 12 paged booklet about the science behind the game and the Mendelian Genetics.
- takes time to learn / also play takes at least 45 minutes

Notes & More Pictures:



