The deck features 15 pairs of matching drugs (A) and protein targets (B), each represented twice for 60 cards total. Each card has a NAME and a TYPE. The NAME is listed on the top in the colored stripe (C). The NAME of the matching card is listed underneath on the white stripe (D). The TYPE (E) is identified by both a distinct color and a unique icon in the upper left corner of the card. There are six different card TYPES that encompass three varieties of target-drug pairing: Cancer (navy) to Anticancer (cyan), Bacteria (red) to Antibiotic (orange), and Virus (green) to Antiviral (lime green).

1. In this game players compete to match the most drugs to protein targets.

Bound! Instructions

Getting started
1. Shuffle the deck and deal each player seven cards. Players may look at their own cards, but should keep them secret from other players except when instructed by the rules.
2. Place the undealt cards face-down in a pile in the center of the play area. This is the draw pile. Any cards that are discarded should be placed face up in a pile next to the draw pile. This is the discard pile.
3. Choose a player to take the first turn. After a player has taken their turn, the player to their left may take the next turn.
4. On a player’s turn
   1. The player must request a card from another player. They may do it in only one of two ways:
      • Request a card of a particular TYPE from a specific player (e.g., John, do you have a Cancer card?), or
      • Request a specific card by NAME from all players (e.g., I need the Estrogen Receptor Beta card).
   2. If the player or players receiving a request have the requested card in their hand, they must give it to the requesting player.
   3. If a player receiving a request has more than one card of the requested TYPE or NAME, they may choose which of those cards to give to the requesting player.
   4. If two players have cards with the requested NAME, the requesting player decides which of those two players will give them their card.
   5. A player receiving a requested card must then immediately reveal a pair that matches in one of two ways:
      • A Drug and its specific Target. This pair remains on the table in front of the player and will be worth one (1) point at the end of the game. Example: Ribosome + Erythromycin.
      • Two cards of the same TYPE. These cards should be placed in the discard pile and do not score points. Example: Erythromycin (Antibiotic) + Novobiocin (Antibiotic).
5. If a player does not receive the requested card, they must draw a card from the draw pile. They may then either lay down a matched Drug-Target pair, discard a pair of cards of the same Type, or pass.
6. If the player does not receive the requested card, they must draw a card from the draw pile. They may then either lay down a matched Drug-Target pair, discard a pair of cards of the same Type, or pass.
7. If a player receiving the request has more than one card of the requested TYPE or NAME, they may choose which of those cards to give to the requesting player.
8. If two players have cards with the requested NAME, the requesting player decides which of those two players will give them their card.
9. A player receiving a requested card must then immediately reveal a pair that matches in one of two ways:
   • A Drug and its specific Target. This pair remains on the table in front of the player and will be worth one (1) point at the end of the game. Example: Ribosome + Erythromycin.
   • Two cards of the same TYPE. These cards should be placed in the discard pile and do not score points. Example: Erythromycin (Antibiotic) + Novobiocin (Antibiotic).
10. If the player does not receive the requested card, they must draw a card from the draw pile. They may then either lay down a matched Drug-Target pair, discard a pair of cards of the same Type, or pass.
11. The turn then ends and the player to the left takes their turn.
12. If the draw pile is emptied, the discard pile is shuffled and becomes the new draw pile.
13. The game ends when one player has no cards remaining in their hand.

Progressing and ending the game

Counting the results
14. When the game has ended, players score:
   • One (1) point for each matched Drug-Target pair they revealed during the game (see 8).
   • Cards remaining in players’ hands do not score.
   • Cards discarded as matched TYPE pairs do not score (see 8).
   • The player who ended the game by emptying their hand scores an additional three (3) points.
   • The winners are the players with the highest point total. Ties are permitted.

For more information scan either of the QR codes on the back of the cards.