

Save sick cows in "Battle for Cattle", a free science strategy game – available now!

- Race against time to save cows from the scourge of antibiotic resistance in this addictive new strategy game made by Austrian company Biofaction
- Learn about the European research efforts to make the world's first synthetic vaccine for the deadly *Mycoplasma* bacteria
- Battle for Cattle is out now in 10 languages, online at www.battleforcattle.com and for **iOS** and **Android** devices through Apple's App Store and Google's Play Store respectively.

Vienna, Austria (22 October 2019) Science communication company Biofaction is proud to announce that Battle for Cattle, a videogame about making vaccines to treat antibiotic resistance in cows is available now. First piloted in August 2019, the game has been developed in close collaboration with world-leading scientists in Spain, Austria, Denmark, Germany, France, Netherlands and the United Kingdom.

'Battle for Cattle' enables its players to understand the roles of pathogens, antibiotics and vaccines by becoming vaccine developers themselves. The players start at a colourful and fun farm, where they find themselves confronted with sick cows. Gradually learning about antibiotics, and the problem of antibiotics overuse, players are exposed to an increase in antibiotic resistance, and their inability to combat the resistant pathogens. This is when the principles of vaccines and their key importance are introduced. Over the course of several levels, the player has to take control over the design of a synthetic biology vaccine and save the lives of as many cows as possible.

One of the developers of the game, Camillo Meinhart from Biofaction says: 'The science game 'Battle for Cattle' puts players into the position of scientists who want to solve a health problem for farm animals. The rather complex scientific challenges are translated into different gaming levels, to enable citizens of all ages and background to understand what it takes to develop a new vaccine!'

In the past two months since its launch, 'Battle for Cattle' has been presented at several **prestigious events** and workshop, including:

- The International Simulation and Gaming Association (**ISAGA**) conference, **August 2019** in Warsaw, Poland
- The **Open Day at Barcelona Biomedical Research Park**, **5 October 2019** in Barcelona, Spain
- The **Science Weekend**, **5 October 2019** in Leeuwarden, the Netherlands

In addition, 'Battle for Cattle' was selected as **finalist** at:

- The International Educational Game Competition (**IEGC**), hosted by the European Conference on Games Based Learning (**ECGBL**) **3-4 October 2019** in Odense, Denmark
- **PRIX EUROPA**, Europe's largest tri-medial (TV, radio and online productions) festival, **6-12 October 2019** in Potsdam, Germany in the '**Digital Media**' category

What do MycoSynVac and Battle for Cattle deal with?

The game was developed as part of the [EU-funded MycoSynVac project](#), which wants to solve antibiotic resistance in agriculture by designing vaccines using synthetic biology. Every year countless cows, pigs and chickens are dosed with large amounts of antibiotics: This allows farmers to control disease outbreaks and avoid enormous economic loss. At the same time, excessive use of antibiotics in livestock farming also gives rise to antibiotic resistances – a hot topic that affects humans specifically.

Developed in close collaboration between scientists from the MycoSynVac project and designers from Biofaction, 'Battle for Cattle' has been made available for science enthusiasts, teachers, students, and anyone interested in current issues and research in **10 languages**, multiple formats and for **free: online** at www.battleforcattle.com and for **iOS** and **Android** devices through Apple's App Store and Google's Play Store respectively.

MycoSynVac was one of **16** successful **H2020** research projects selected out of 230 EU-funded projects to be featured last year at a **high level conference** “EU Research and Innovation in our daily life” at the **European Parliament** (27 November 2018).

‘Battle for Cattle’ was developed as part of MycoSynVac, which has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 634942.

Photos:

<https://www.biofaction.com/wp-content/uploads/2019/10/battle-for-cattle-press-release-photos.zip>

Video: <https://www.youtube.com/watch?v=buUT7csA3As>

Google Playstore: <https://play.google.com/store/apps/details?id=com.biofaction.battleforcattle>

iTunes Store: <http://appstore.com/battleforcattle>

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Biofaction is a science communication company that organises public engagement events, creates films, documentaries, games, and exhibitions, as well as evaluates the ethical and social impact of biotechnology. Visit the Biofaction website at: <https://www.biofaction.com>

The MycoSynVac project aims at using cutting-edge synthetic biology methods to engineer *Mycoplasma pneumoniae* as a universal chassis for vaccination.

Visit the MycoSynVac website at: <https://www.mycosynvac.eu/>