## SOS RARE - HAPPY FAMILIES

SoS RARE, a project supported by the Natural Environmental Research Council UK (NERC) SoS MinErals program, is a large interdisciplinary team carrying out research to better understand Rare Earth Element (REE) deposit types, and ensure REE are responsibly sourced. Research includes developing more efficient and environmentally-friendly ways to process REE deposits, and working on metrics to compare deposit characteristics.

More information about SoS RARE can be found on the project website - sosrare.org and social media - @SosRare

Each of the cards in this Happy Families set represents an element of interest for given technology applications or metals class, including topical "critical", "strategic", and "green energy" metals. These have been allocated 'family' groups based on uses and characteristics. Family groups are colour coded, but the name for each group is also given down the left hand side of the cards in order to avoid

Chemical symbol, atomic number, electron arrangement and atomic number are provided for each element, along with information about its discovery, important uses, and the minerals in which it is most commonly found.







## How to Play

3 - 6 players

Shuffle and deal all the cards ace down between the players. Play starts with the person to the left of the dealer, who may ask any other player of their choice whether they have cards from a specified family - but they may only ask for a card from a family if they already have a card from that same family in their hand.

Example: player 1 has 'Eu' which belongs to the 'Elements for lighting' family, so they can ask "player 2, do you have any Elements for Lighting?"

If the player being asked has a card in the specified family, they must hand it to the player asking. If they have multiple cards in the family, they are only required to hand over one. The player who asked for and received the card, then gets another go.

Example: player 2 has W & Y, both of which are Elements for Lighting, so they hand player 1 W. Player 1 gets another go.

If the player being asked does not have any of the family specified, play passes on to the next player.

Example: player 1 also has 'Pt' (Jewellery), so they ask "player 3, do you have any Elements for Jewellery?". Player 3 does not, so play passes on to player 2.







## How to Play

[cont ...]

Once a player collects all 4 cards in the same family, they place the family down on the table.

The game can either be played to a time limit, to when the first player is out of cards, or to the 'last man standing' when all of the families have been collected.

The aim of the game is to collect the most family sets, or scoring levels for the different families can be agreed in advance - for example the 'Elements for Smartphones' family might be allocated a greater number of points.

## Summary of rules:

- You must have at least one card in the family that you are asking another player for
- If you have a card in a family, you must hand it over when asked (if you have multiple, you only need to hand over one)
- If a request is unsuccessful, play passes to the next player
- The winner is the player with the most family groups (or points if families have been allocated different scores)







## ELEMENT

CHEMICAL SYMBOL

**ATOMIC NUMBER** 

**FORMULA** OF EXAMPLE **MINERAL** 

**ATOMIC** WEIGHT

**DISCOVERED BY:** 

DISCOVERED IN:

**HOST MINERAL:** <u>example mineral</u>, other hosts

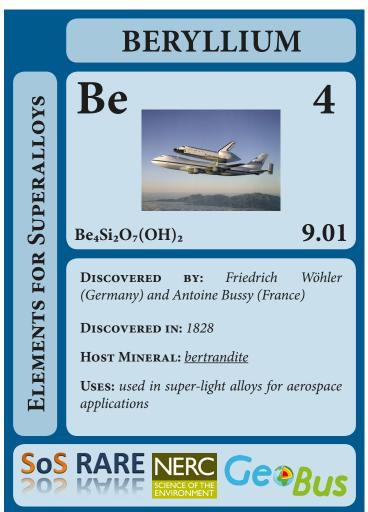
Uses:

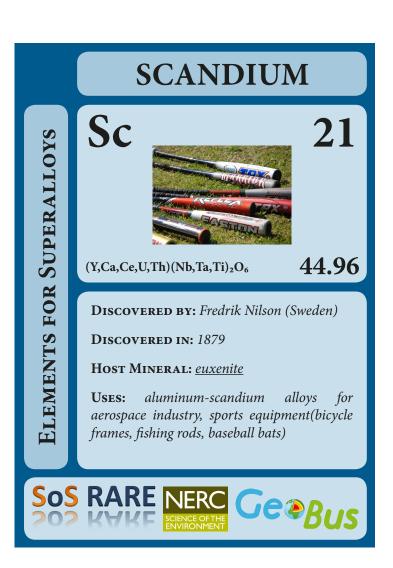


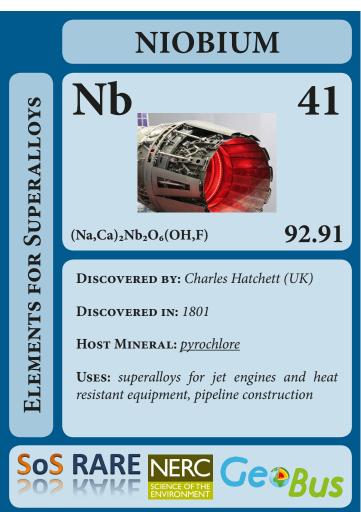


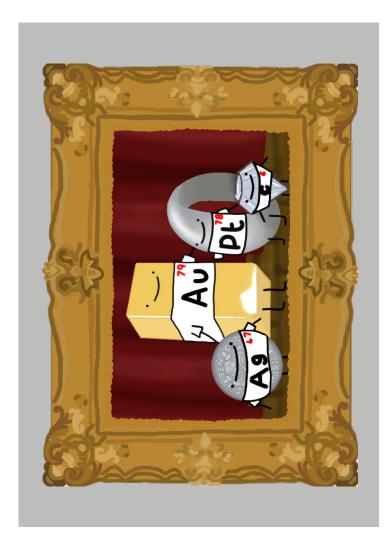


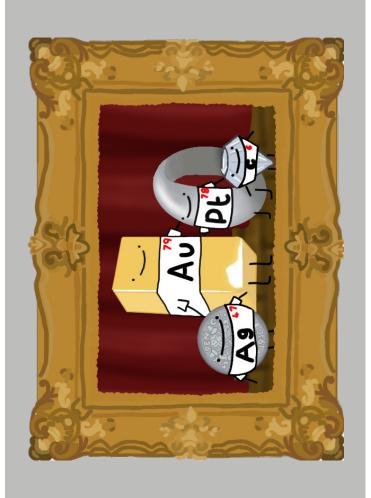


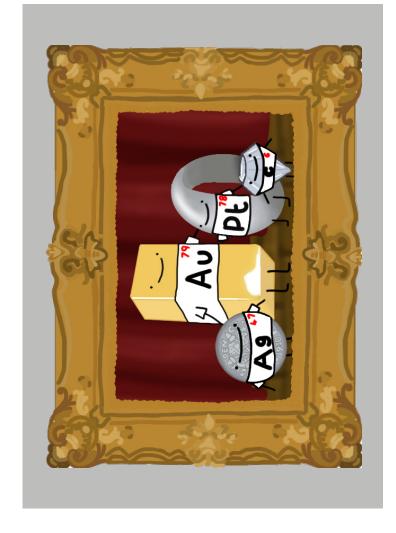


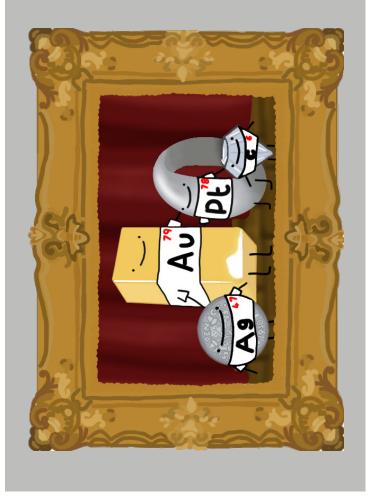




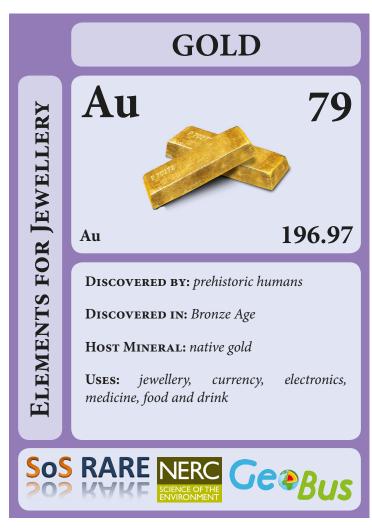






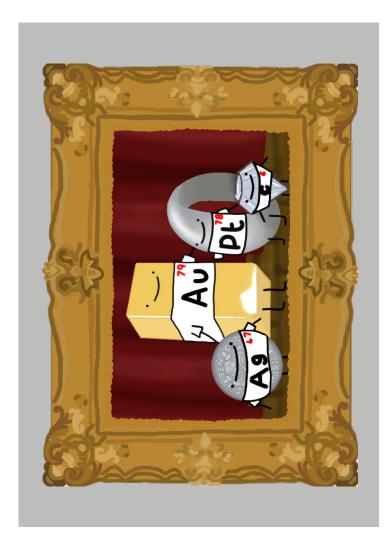


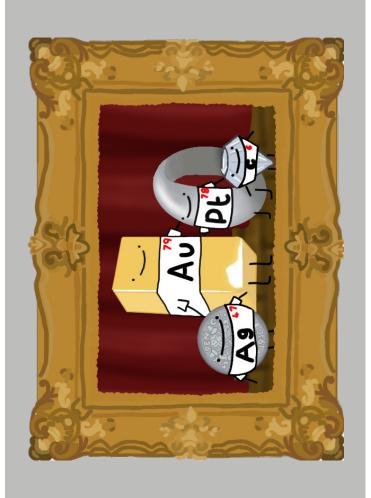


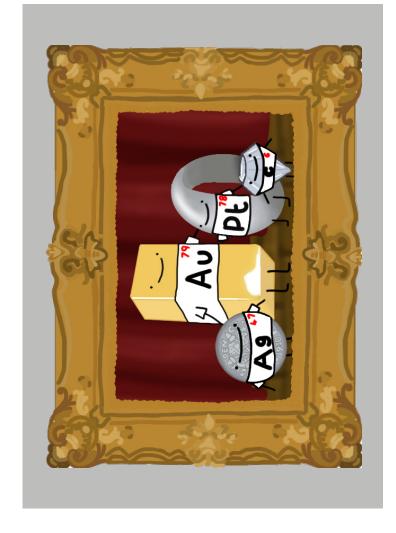


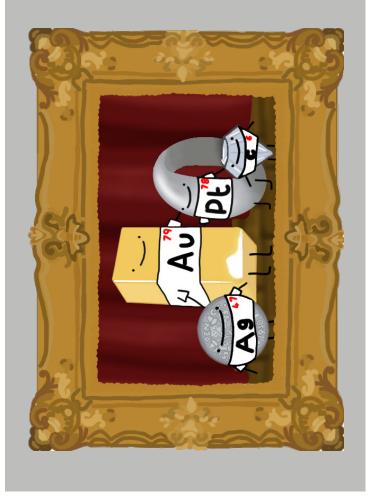




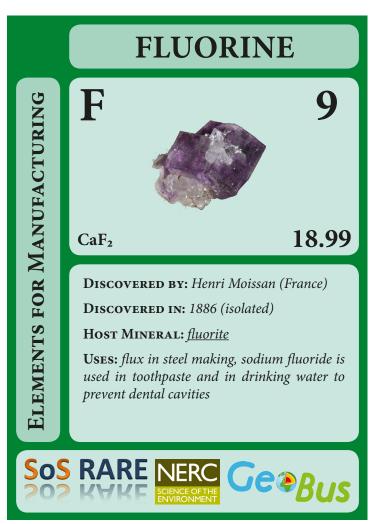


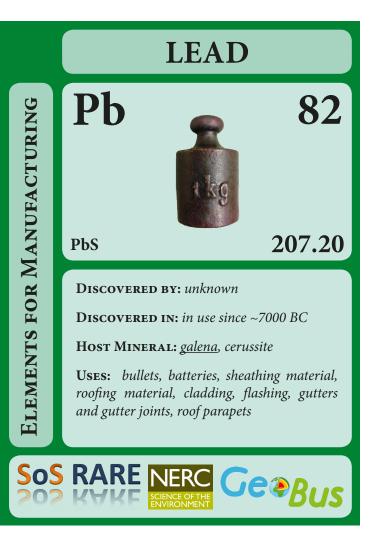


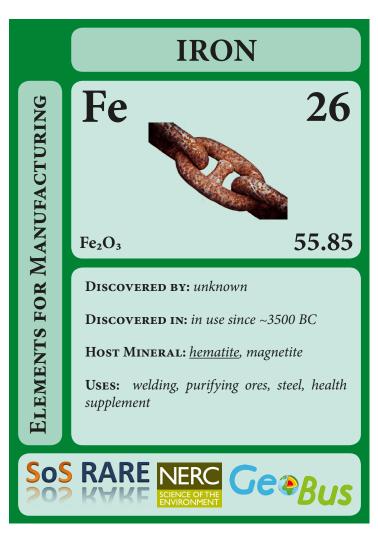


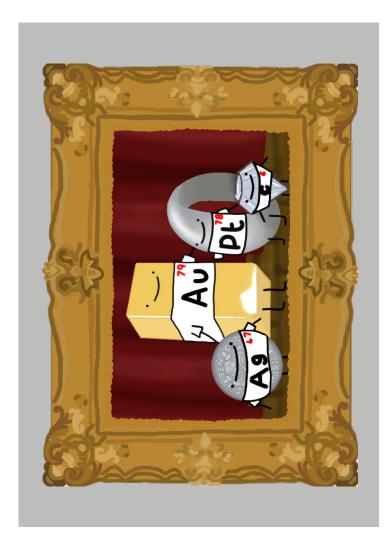


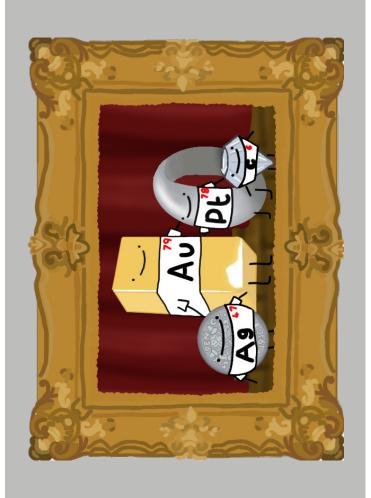


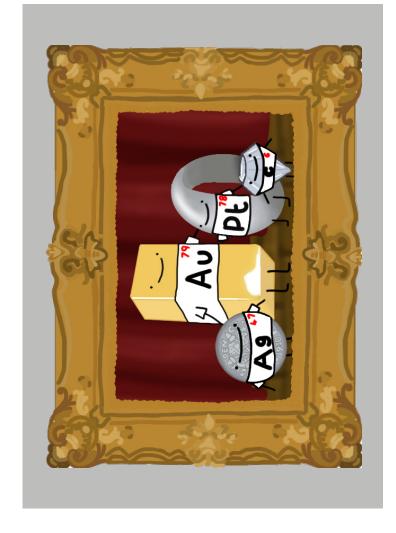


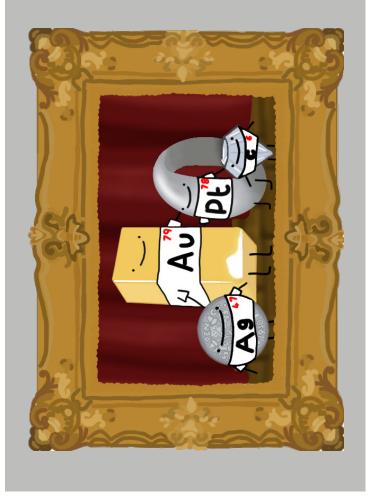


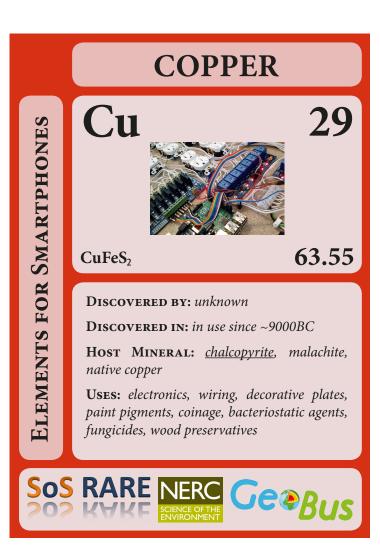




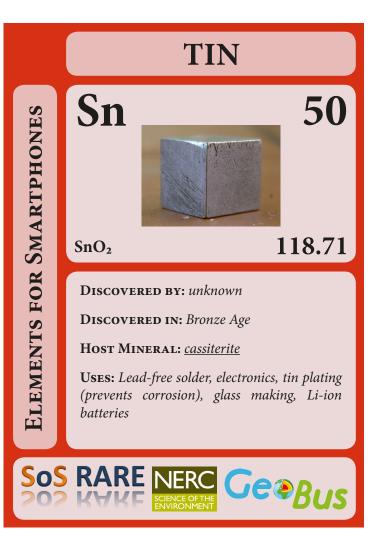




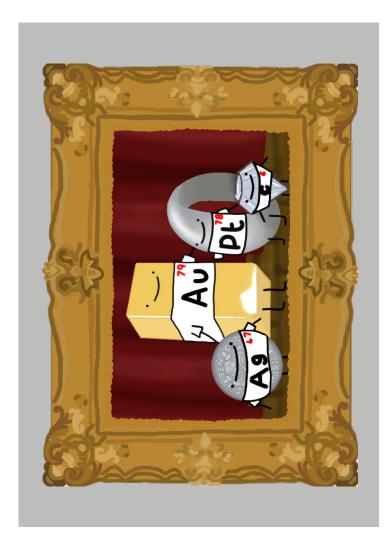


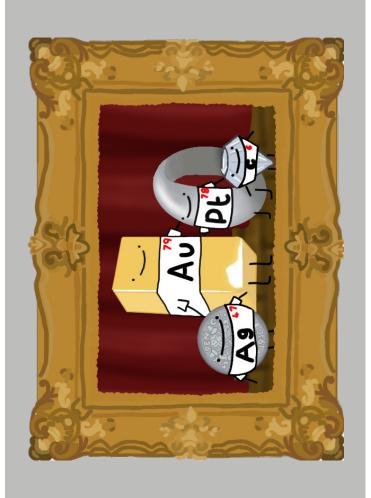


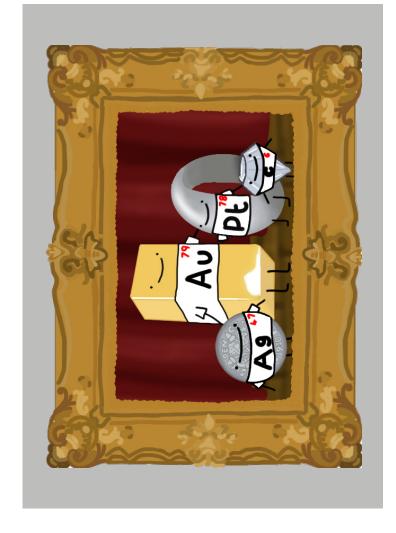


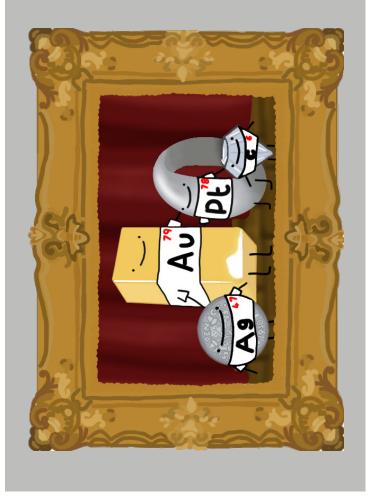




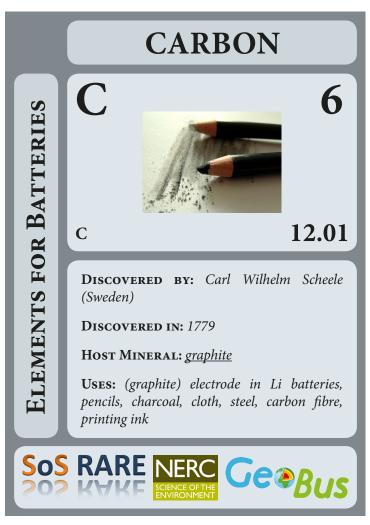


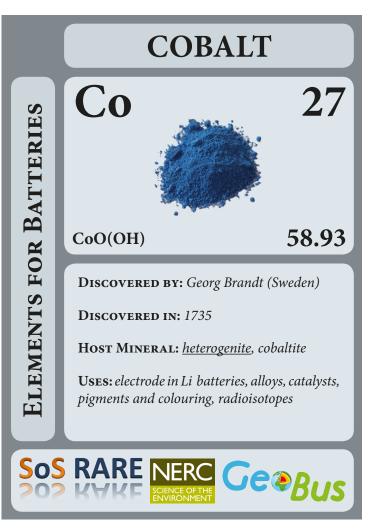


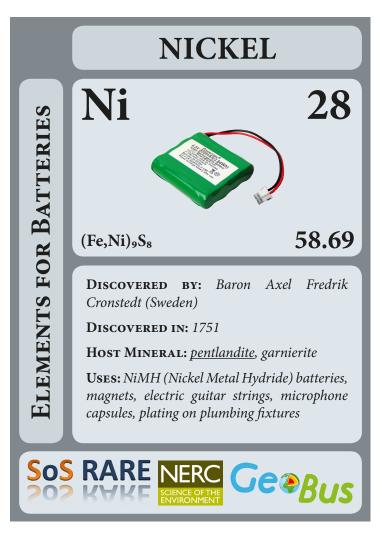


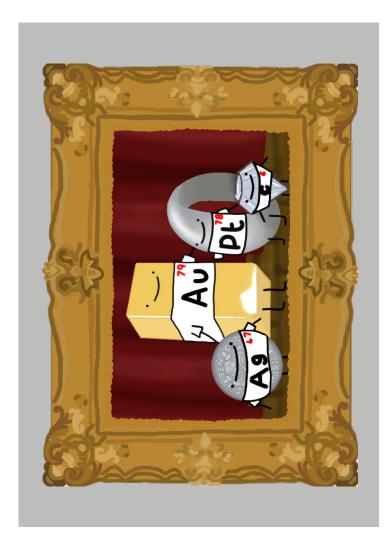


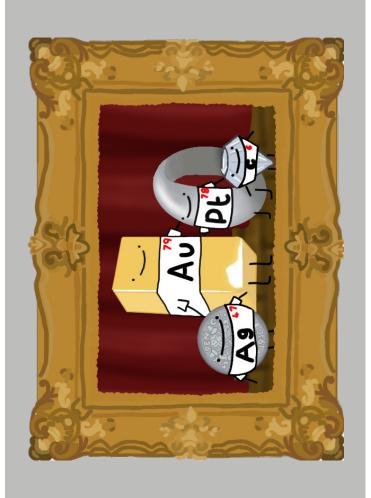


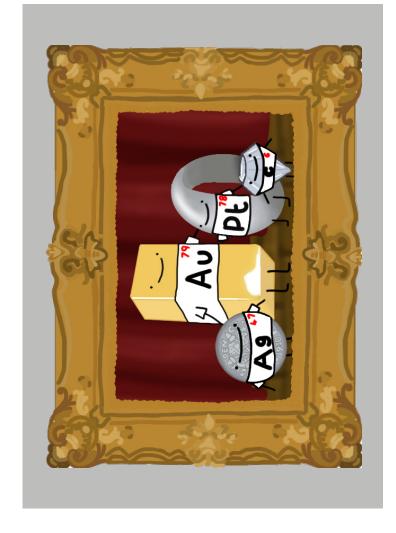


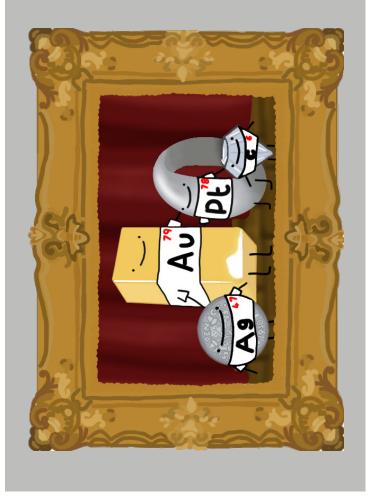






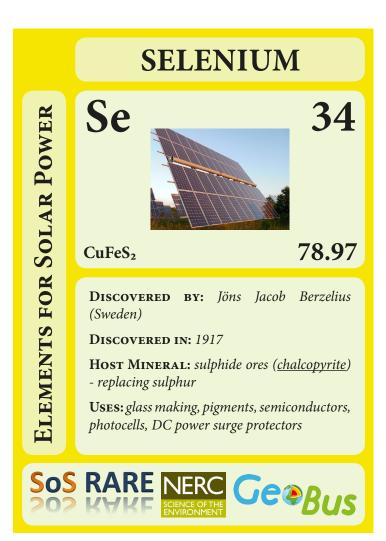


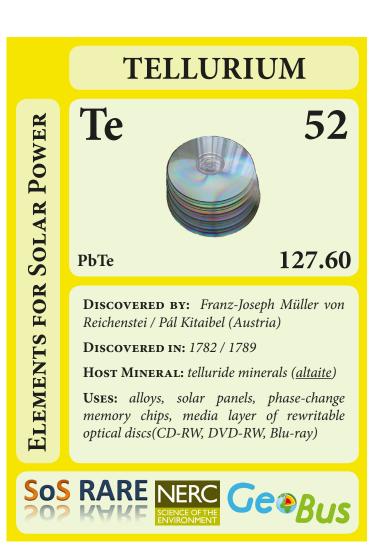


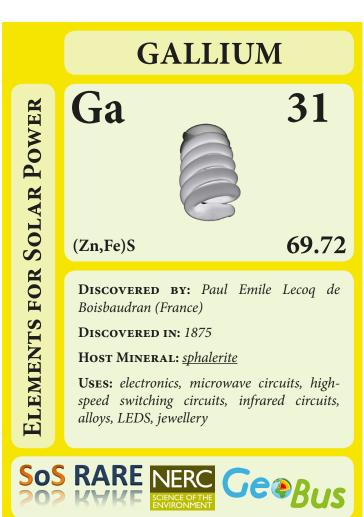


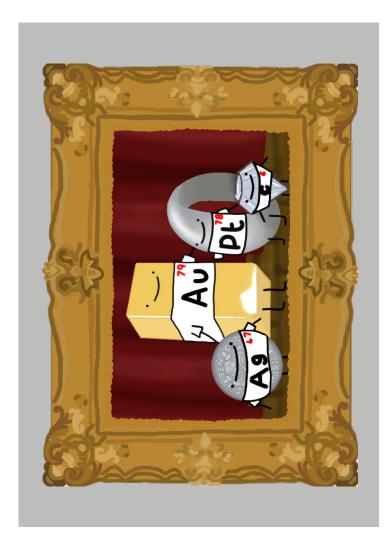
## SILICON Si 14 SiO<sub>2</sub> 28.09 Discovered by: Jöns Jakob Berzelius (Sweden) Discovered in: 1823 Host Mineral: quartz Uses: solar power, abrasives and components of high-strength ceramics, cement, computers, mobile phones, synthetic polymers (silicones)

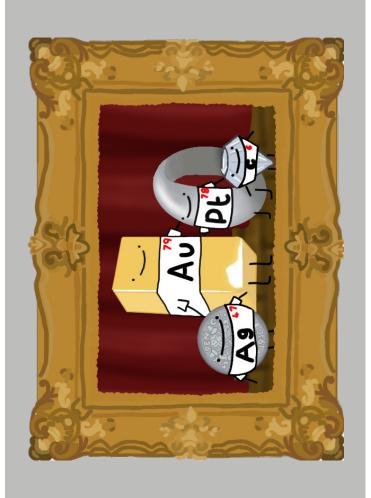
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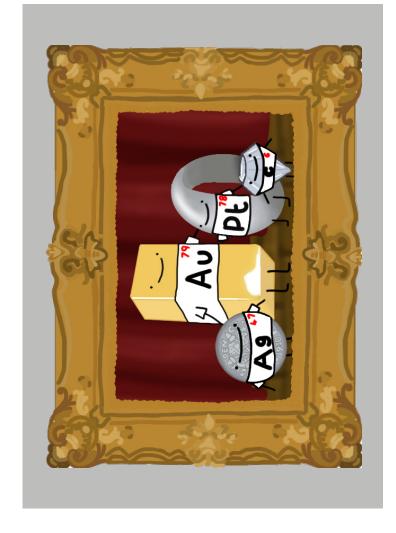


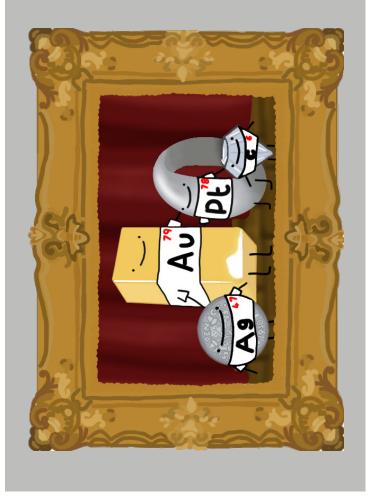












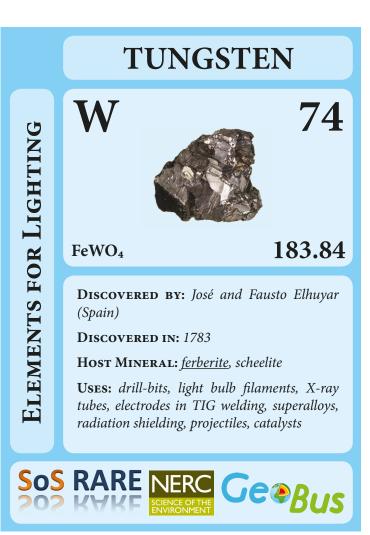
## **YTTRIUM** Y 39 ELEMENTS FOR LIGHTING 88.91 YPO<sub>4</sub> **DISCOVERED BY:** Friedrich Wöhler (Sweden) **DISCOVERED IN: 1828 HOST MINERAL:** *xenotime*, eudialyte, clays Uses: LEDs, compact fluorescent lightbulbs, production of electrodes, electrolytes, electronic

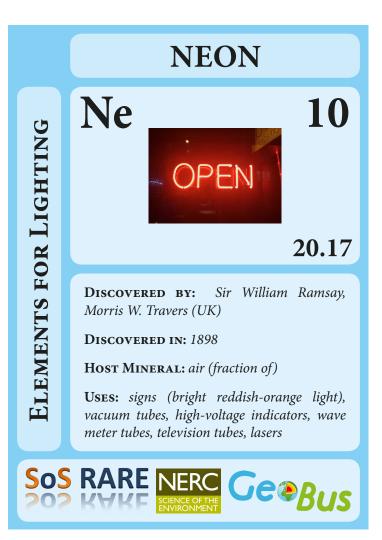
filters, lasers, superconductors, various medical

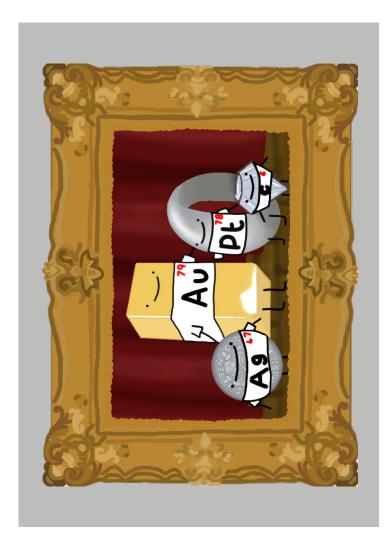
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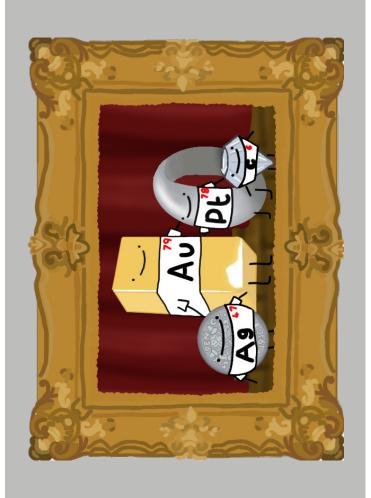
applications, phosphors

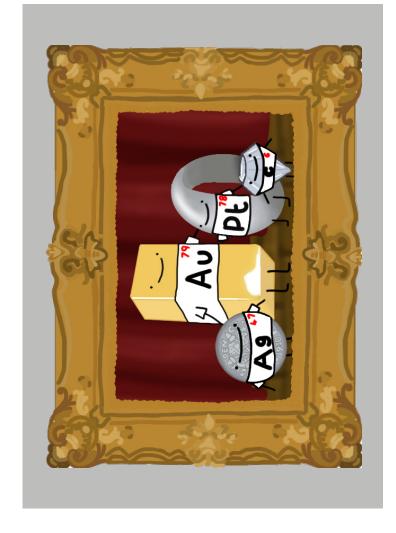


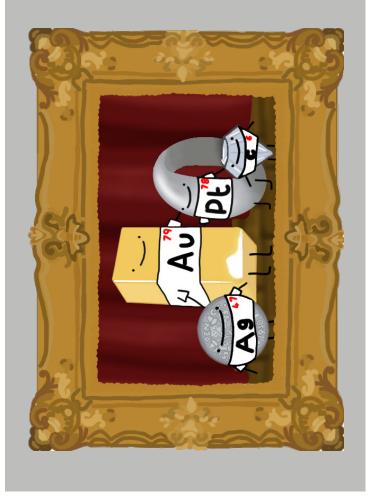


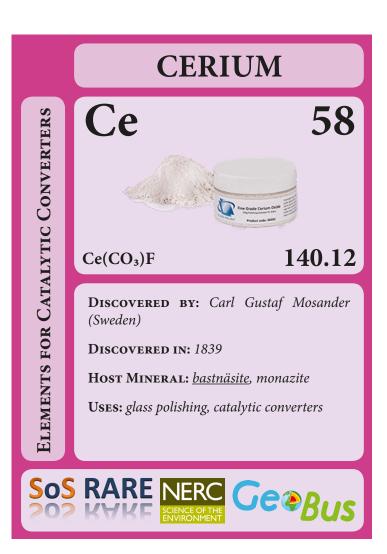


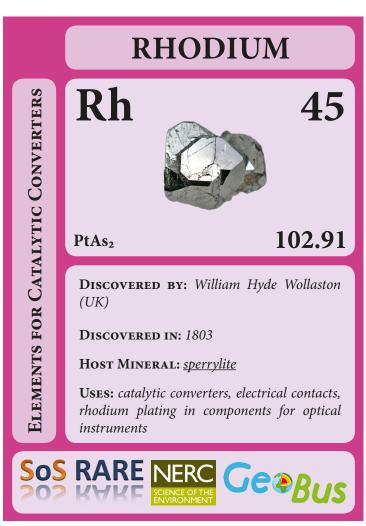


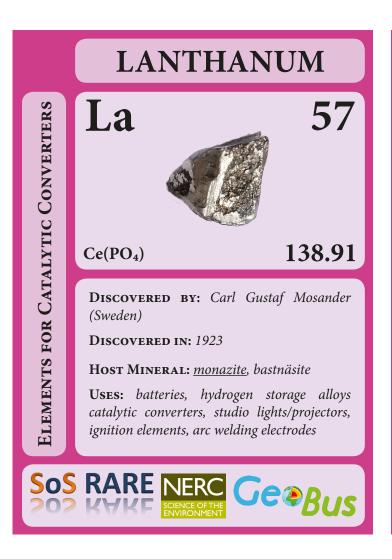


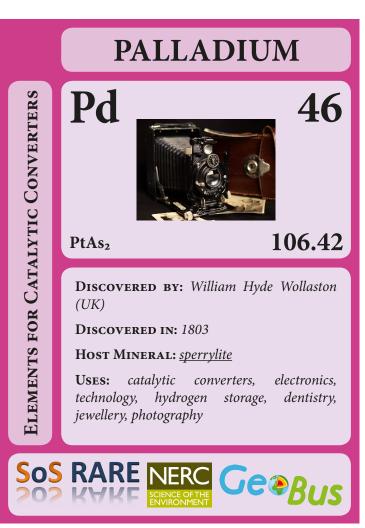


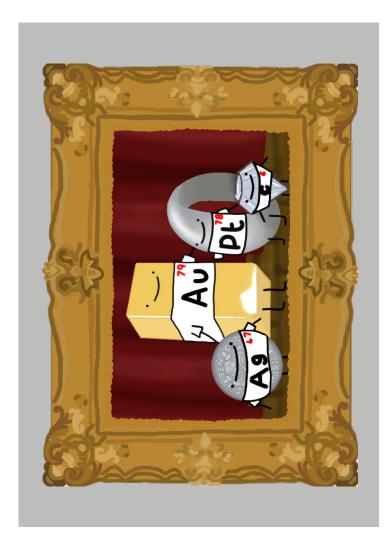


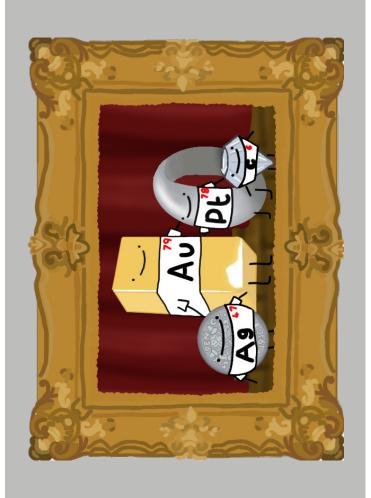


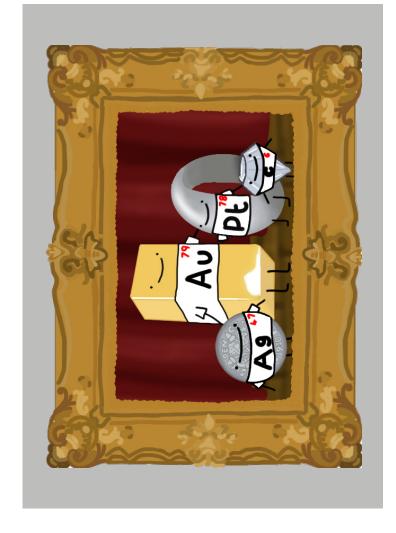


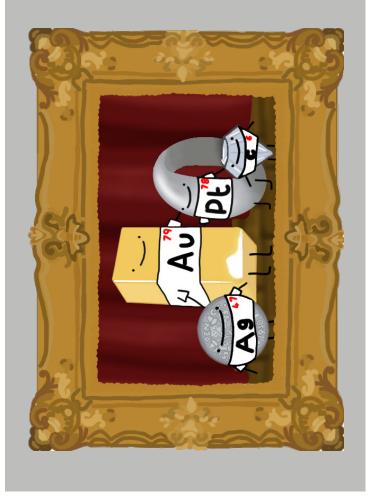






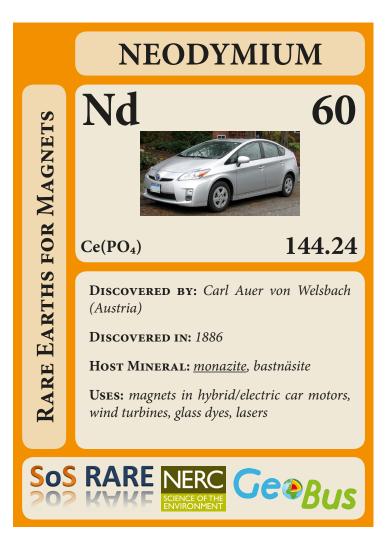






## PRASEODYMIUM Pr 59 Ce(CO<sub>3</sub>)F 140.91 Discovered by: Carl Auer von Welsbach (Sweden) Discovered in: 1885 Host Mineral: bastnäsite, monazite Uses: magnets, colouring glass (green/yellow), yellow light filter

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# SAMARIUM Sm 62 Ce(CO<sub>3</sub>)F 150.36 Discovered by: Paul Émile Lecoq de Boisbaudran (French) Discovered in: 1879 Host Mineral: monazite, bastnäsite Uses: motorsport hybrid motors, magnets in commercial aircraft wing controllers, cancer fighting drugs, control rods of nuclear reactors, X-ray lasers Sos rare in Coeping Coepi

## DYSPROSIUM DYSPROSIUM DY 162.50 POSCOVERED BY: Paul Émile Lecoq de Boisbaudran (France) DISCOVERED IN: 1878 HOST MINERAL: xenotime, clays USES: wind turbines, electric and hybrid car motors, control rods in nuclear reactors, data storage applications (high magnetic susceptibility), component of Terfenol-D SOS RARE NERC GEBUS

