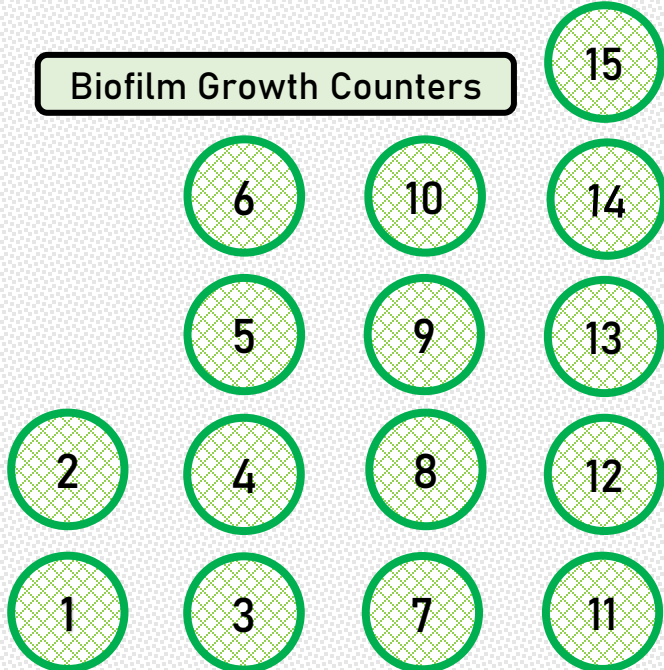


Biofilm Growth Counters



Aim of the Game: Take it in turns to reach 15 biofilm growth counters for your microbe before your opponent (2-4 players). A game has three "Battles" - with best of 3 Battles determining the winner.

Before the Game: Design a Battle Card Deck supporting the growth of a choice of 3 microbe cards that you have selected. There can only be a maximum of 3 of each kind of card and between 25 - 30 cards. See page 8 for help! Print or draw out your game board (page 7).

Before each Battle: From your roster of 3 microbe cards, select and place your first microbe into your microbe zone at same time as your opponent. Every battle must start with a different microbe card.

A Battle starts with 3 cards in the hand from a shuffled Battle Card Deck. Try not to show your opponent your cards.

A Turn starts by drawing a new card, then grow your microbe's biofilm or disrupt your opponent's microbe's growth using any number of battle cards.



At 10 biofilm growth counters your microbe cannot lose more than 2 counters as a result of a growth penalty battle card (↓) (the biofilm has matured and become more resistant).

At 15 biofilm growth counters, your microbe wins the round and is ready to disperse. These can be monitored on your game board.

A player also loses the battle if they have no more playable cards after their battle card deck is empty.

Microbe Zone

Load your microbe into this space for it to grow. Microbes stay in this zone unless moved by other means.

Gene Modification Card Zone

Place up to 1 "Gene Modification" Battle Card at a time here to affect your microbe.

They stay active in this zone until your microbe leaves its "Microbe Zone", They can only be removed by the effect of another battle card, or microbe.

Battle Card Zone

This Zone needs to be free to use Growth Promoting, Growth Penalty or General Active Cards.

Environment Battle Card Zone

Place "Environment" Battle Cards here. It can only be replaced by a new environment battle card, or removed by another effect.

	Aquatic		Plant Host
	Infection		Extremophile
	Gastro-intestinal Tract		Soil

Waste Zone

Battle Card Deck

Place a shuffled deck of Battle Cards face down. There can only be a maximum of 3 of each kind of card and between 25-30 cards.