



RULEBOOK

AGE : 8+ PLAYERS : 2-6

The idea of the game is for the bacteria to infect and make colonies in various organs of the body. As the game proceeds bacteria can infect and own various locations in the body by colonising in the specific organ and demand protein from other bacteria stumbling upon that organ. Finally the winner would be the bacteria richest in protein units it collected throughout the course of the game.



THE OBJECT OF THE GAME

Infect as many cells as possible and become the wealthiest, forcing the other players into bankruptcy.

COMPONENTS

- A board
- Two dice
- Tokens for each player (bacteria) - 6 pieces
- 30 colonies
- 10X2 sets of signaling cards
- 20 cards for each cell
- Money - amount (units) of proteins

SETUP

1. Place the board on a table.
2. The signaling cards face down on their allotted spaces on the board.
3. Each player chooses one token (bacteria) to represent them while traveling around the board.
4. Each player is given 1000 units at the start of the game.

BANK

One player chooses to be the banker. All protein exchanges either between players (due to rents, signaling cards or passing GO) or with the bank, are handled by the banker.

GAME PLAY

Starting with the Banker, each player throws the dice. The player with the highest total starts the game. Then each player places their token on the corner marked "GO", and throws the dice and moves the number of spaces indicated by the dice. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

Depending on the space the bacteria reaches, you may choose to infect the cell, be obliged to pay rent, follow instructions on the signaling cards, etc. If you throw doubles, you move your token and are subject to any privileges or penalties pertaining to the space on which you land. Then you can throw again and move your token as before.

If you ever throw doubles three times in succession, you have to go immediately to the lymph node.

GO

Each time a player's token lands on or passes over GO, whether by throw of the dice or by drawing a card, the Banker pays that player a 200 units salary.

COLONIES

When a player infects all the cells in a color-group, they may build colonies by paying the required amount.

You may build as many colonies as your judgment and financial standing will allow, but you cannot build more than one colony on any one cell of any color-group until you have built one on every cell of that group. The price you must pay the Bank for building one colony is shown on your cell card on which you decide to build.

BANKRUPTCY

You are declared bankrupt if you owe more than you can pay to another player or to the Bank. The competition due to other bacteria or the immunity system fighting back leads to either the bacteria's death or ejection out of the host body.

If your debt is to another player, you must turn over all that you have (such as money in the form of proteins, colonies, get out of lymph node free cards, etc) to that player.

Should you owe the Bank, instead of another player, more than you can pay, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all cell cards, not colonies.

END OF THE GAME

Bankrupt players must retire from the game and the last player left in the game is the winner.

SIGNALING CARDS

When you land on either of these spaces, take the top card from the deck indicated, and follow the instructions on the card.

Return the card face down to the bottom of the deck. The "Get Out of LYMPH NODE Free" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, then they may sell it to another player at a price agreeable to both.

LYMPH NODE

You land in Lymph node only when:

1. You roll doubles on the dice three times consecutively.
2. Land on or receive a card saying "GO TO LYMPH NODE"

Note: During the game, landing on the lymph node space by rolling dice will NOT send you to it. When you are sent to Lymph node, you must move directly there and you can not collect any proteins if you need to pass to Go. Also your turn ends when you are sent here.

A player gets out of Lymph node by:

- Skipping three turns
- Rolling doubles on any of the three turns, in such a case, the player moves forward the indicated number.
- Paying 50 units of protein as soon as the player goes to Lymph node. In such a case, the player is allowed to play in the next turn.
- Using a "Get out of Lymph node Free" card previously collected. In such a case, the player is allowed to play in the next turn.
- Even though you are in Lymph node, you may collect rents.

INFECTING CELLS

When you land on an uninfected cell, you can infect it by paying the printed price.

You receive a card corresponding to the cell showing successful infection.

If you do not wish to infect? The players start bidding and the highest bidder of the amount of proteins at the end of the auction will be able to infect the cell. The more the bacteria is willing to spend its resources, the more likely it is to infect the cell. The highest bidder must pay the bid amount of proteins and they receive the Cell card. Any player, including the one who declined the option to buy it at the printed price, may bid starting from any price.

PAYING RENT

When you land on a cell that has been infected by another player, you need to pay a rent (in the form of proteins, in accordance with the list printed on the cell card) to the bacteria that has already infected the cell as a way to get past its defense mechanisms.

It is an advantage to hold all the cell cards in a color-group because the owner then collects double the rent for each cell that a player lands in.

The rent becomes much higher when bacteria build colonies, with each card displaying the amount to be paid.

Note: The owner may not collect the rent if they fail to ask the rent before the next player throws the dice.