

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.

## AGE : 8+ PLAYERS : 2-6 CONTENT

Gameboard, 8 tokens, 20 organ Cards, 16 Chance Cards, 16 Signalling cards, 32 Houses, 12 Infection Rate cards, Protein units and Rule book.

**IISER TVM** 





