

## Pathogen

Bad News Bug 1

When this species is in play, you lose 1 additional health at end of turn Resistance:

- Ampicillin
- Tetracycline

Something interesting here



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#### Pathogen

Clostridium dificile

When this species is in play, you lose 1 additional health at end of turn. In addition you cannot play any "beneficial only" microbes Resistance:

- Kanamycin
- Tetracycline

Antiobiotic-resistant C. dificile is an increasing problem



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- Kanamycin
- Tetracycline

Antiobiotic-resistant C. dificile is an increasing problem



#### Pathogen

Bad News Bug 2

When this species is in play, you lose 1 additional health at end of turn Resistance:

Kanamycin

Something interesting here



## Pathogen

Bad News Bug 2

When this species is in play, you lose 1 additional health at end of turn Resistance:

• Kanamycin

Something interesting here



#### Pathogen

Bad News Bug 3

When this species is in play, you lose 1 additional health at end of turn Resistance:

• Ampicillin

 $Something\ interesting \\ here$ 



#### Pathogen

Bad News Bug 3

When this species is in play, you lose 1 additional health at end of turn Resistance:

• Ampicillin

Something interesting here



#### Opportunistic

Bug Op 1

When this species is in play as a beneficial microbe it synthesizes vitamin B5; gain one additional health at end of turn

Not resistant



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## Opportunistic

 $Bug \ Op \ 2$ 

When this species is in play as a beneficial microbe it synthesizes vitamin B2 (riboflavin); gain one additional health at end of turn Not resistant

Something interesting here



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When this species is in play as a beneficial microbe it synthesizes vitamin B2 (riboflavin); gain one additional health at end of turn Not resistant

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## Opportunistic

 $Bug \bar{O}p 3$ 

When this species is in play as a beneficial microbe it synthesizes vitamin vitamin K; gain one additional health at end of turn Not resistant

Something interesting here



## Opportunistic

 $Bu\bar{g} \ \bar{O}p \ \mathcal{3}$ 

When this species is in play as a beneficial microbe it synthesizes vitamin vitamin K; gain one additional health at end of turn

Not resistant

Something interesting here



## Opportunistic

Bug Op 4

If you have less than 3 microbes in your beneficial area, this becomes a pathogen immediately. Return to beneficial area once you have 3 microbes there.

Not resistant

Waiting in the wings



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Not resistant

Waiting in the wings



#### Beneficial

Bug Good 1

When this species is in play you can digest lactose

Not resistant

Something interesting here



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#### Beneficial

Bug Good 2

When this species is in play you can digest grains Not resistant

 $Something\ interesting\\ here$ 



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When this species is in play you can digest grains Not resistant

 $Something\ interesting\\ here$ 



#### Beneficial

Bug Good 3

When this species is in play you can digest meat Not resistant

Something interesting here



#### Beneficial

Bug Good 3

When this species is in play you can digest meat Not resistant

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#### Beneficial

Bug Good 1

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 $Something\ interesting\\ here$ 



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#### Beneficial

Bug Good 3

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#### Prebiotics

This card allows you to play an additional microbe this turn

Something interesting here



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Something interesting here



#### $Fungal\ Infection$

If target player has less than three active nonpathogen microbes they lose 2 health at the end of every turn. Discard when they have three or more non-pathogen microbes in play.

A healthy microbiom helps protect against fungal infections



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A healthy microbiom helps protect against fungal infections



#### Steak

If you have the ability to digest meat, gain 2 health immediately for each microbe with that ability.

Something interesting here



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If you have the ability to digest meat, gain 2 health immediately for each microbe with that ability.

 $Something\ interesting\\ here$ 



#### Bread

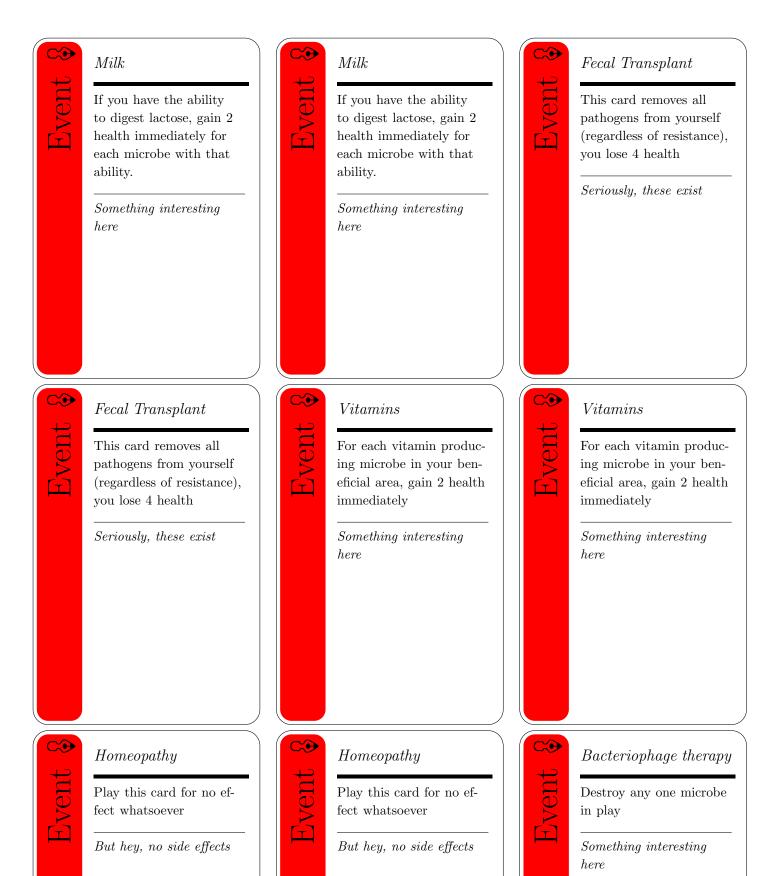
If you have the ability to digest grains, gain 2 health immediately for each microbe with that ability.

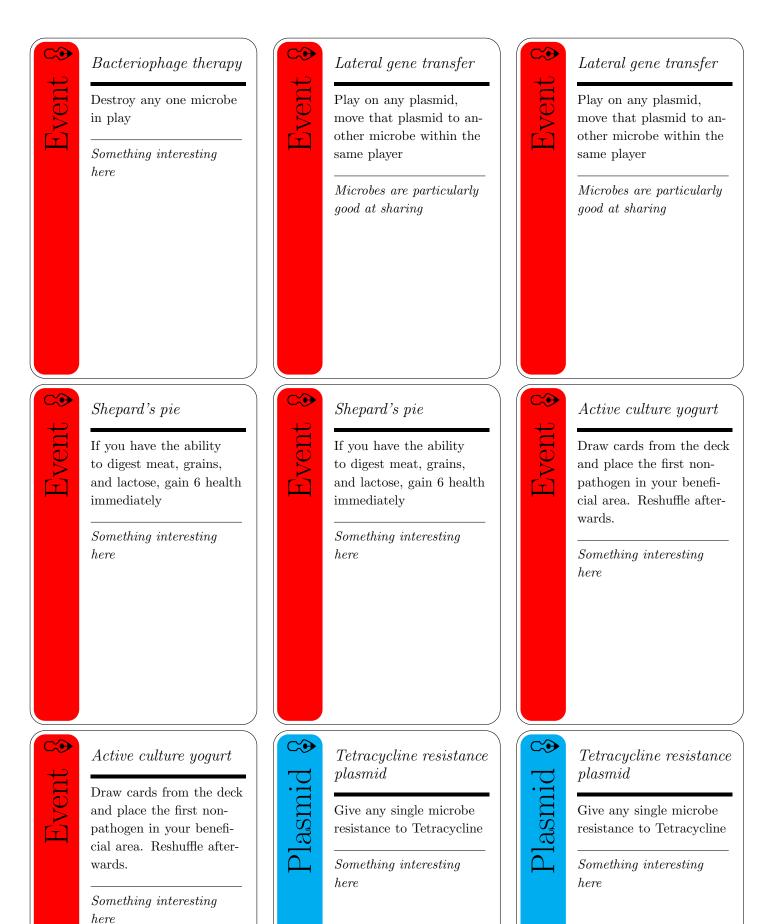
 $Something\ interesting\\ here$ 

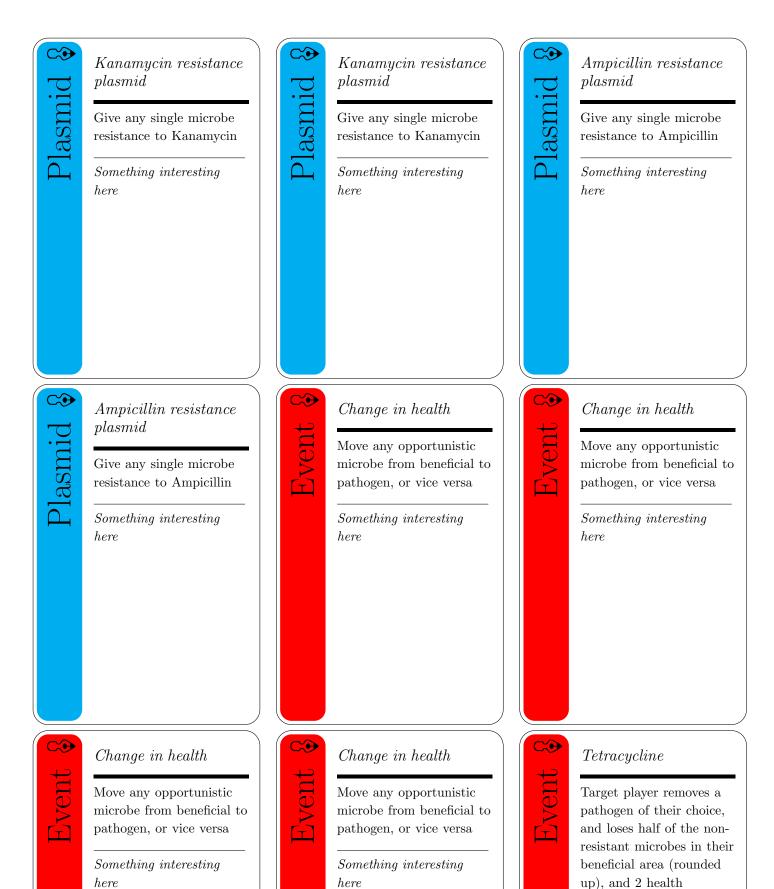


#### Bread

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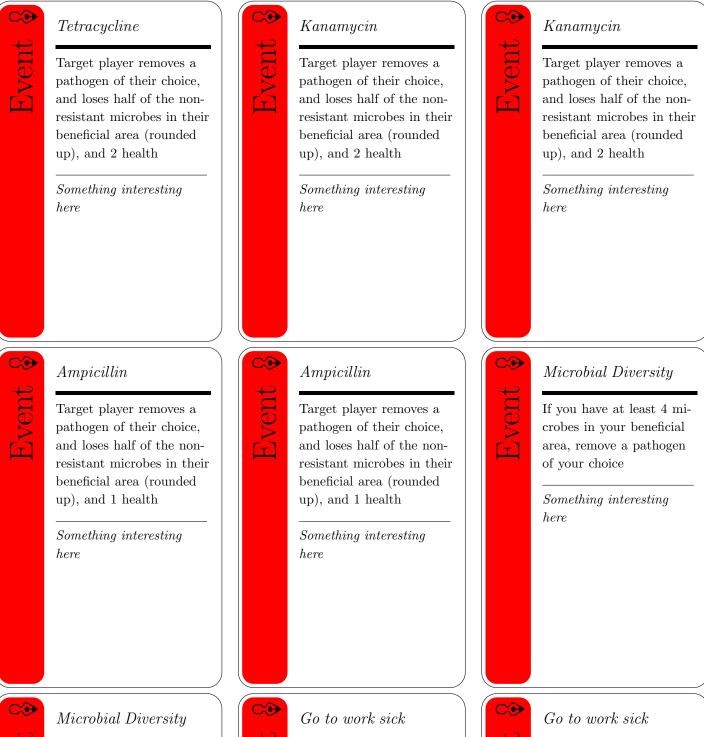






Something interesting

here



## Event

If you have at least 4 microbes in your beneficial area, remove a pathogen of your choice

Something interesting here

# Event

Lose 2 health and give a pathogen of your choice to target player

Something interesting here



Lose 2 health and give a pathogen of your choice to target player