

Microbe &

## 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*

Microbe &

## 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*

Microbe &

## Pathogen

*Clostridium difficile*

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

*Antibiotic-resistant C. difficile is an increasing problem*

Microbe &

## Pathogen

*Clostridium difficile*

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

*Antibiotic-resistant C. difficile is an increasing problem*

Microbe &

## 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*

Microbe &

## 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*

Microbe &

## 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*

Microbe &

## 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*

Microbe &

## 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

*Something interesting here*

Microbe &

## 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

*Something interesting here*

Microbe &

## 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*

Microbe &

## 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*

Microbe &

## Opportunistic

*Bug Op 3*

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

Not resistant

*Something interesting here*

Microbe &

## Opportunistic

*Bug Op 3*

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

Not resistant

*Something interesting here*

Microbe &

## 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*

Microbe &

## 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*

Microbe &

## 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*

Microbe &

## 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*

Microbe &

## Beneficial

*Bug Good 1*

---

When this species is in  
play you can digest lac-  
tose  
Not resistant

---

*Something interesting  
here*

Microbe &

## Beneficial

*Bug Good 1*

---

When this species is in  
play you can digest lac-  
tose  
Not resistant

---

*Something interesting  
here*

Microbe &

## Beneficial

*Bug Good 1*

---

When this species is in  
play you can digest lac-  
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*Something interesting  
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Microbe &

## Beneficial

*Bug Good 1*

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*Bug Good 1*

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Microbe &

## Beneficial

*Bug Good 1*

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Microbe &

## Beneficial

*Bug Good 1*

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*Something interesting  
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Microbe &

## Beneficial

*Bug Good 1*

---

When this species is in  
play you can digest lac-  
tose  
Not resistant

---

*Something interesting  
here*

Microbe &

## Beneficial

*Bug Good 1*

---

When this species is in  
play you can digest lac-  
tose  
Not resistant

---

*Something interesting  
here*

Microbe ♡

## Beneficial

*Bug Good 2*

---

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

---

*Something interesting  
here*

Microbe ♡

## Beneficial

*Bug Good 2*

---

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

---

*Something interesting  
here*

Microbe ♡

## Beneficial

*Bug Good 3*

---

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

---

*Something interesting  
here*

Microbe ♡

## Beneficial

*Bug Good 3*

---

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

---

*Something interesting  
here*

Microbe ♡

## Beneficial

*Bug Good 1*

---

When this species is in  
play you can digest lac-  
tose  
Not resistant

---

*Something interesting  
here*

Microbe ♡

## Beneficial

*Bug Good 1*

---

When this species is in  
play you can digest lac-  
tose  
Not resistant

---

*Something interesting  
here*

Microbe ♡

## Beneficial

*Bug Good 2*

---

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

---

*Something interesting  
here*

Microbe ♡

## Beneficial

*Bug Good 2*

---

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

---

*Something interesting  
here*

Microbe ♡

## Beneficial

*Bug Good 3*

---

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

---

*Something interesting  
here*

Microbe &

## Beneficial

*Bug Good 3*

---

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

---

*Something interesting here*

Event &

## Prebiotics

---

This card allows you to play an additional microbe this turn

---

*Something interesting here*

Event &

## Prebiotics

---

This card allows you to play an additional microbe this turn

---

*Something interesting here*

Infection &

## Fungal Infection

---

If target player has less than three active non-pathogen 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*

Infection &

## Fungal Infection

---

If target player has less than three active non-pathogen 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*

Event &

## Steak

---

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

---

*Something interesting here*

Event &

## Steak

---

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

---

*Something interesting here*

Event &

## Bread

---

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

---

*Something interesting here*

Event &

## Bread

---

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

---

*Something interesting here*

Event &

*Milk*

---

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

---

*Something interesting here*

Event &

*Milk*

---

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

---

*Something interesting here*

Event &

*Fecal Transplant*

---

This card removes all pathogens from yourself (regardless of resistance), you lose 4 health

---

*Seriously, these exist*

Event &

*Fecal Transplant*

---

This card removes all pathogens from yourself (regardless of resistance), you lose 4 health

---

*Seriously, these exist*

Event &

*Vitamins*

---

For each vitamin producing microbe in your beneficial area, gain 2 health immediately

---

*Something interesting here*

Event &

*Vitamins*

---

For each vitamin producing microbe in your beneficial area, gain 2 health immediately

---

*Something interesting here*

Event &

*Homeopathy*

---

Play this card for no effect whatsoever

---

*But hey, no side effects*

Event &

*Homeopathy*

---

Play this card for no effect whatsoever

---

*But hey, no side effects*

Event &

*Bacteriophage therapy*

---

Destroy any one microbe in play

---

*Something interesting here*

Event &

*Bacteriophage therapy*

---

Destroy any one microbe in play

---

*Something interesting here*

Event &

*Lateral gene transfer*

---

Play on any plasmid, move that plasmid to another microbe within the same player

---

*Microbes are particularly good at sharing*

Event &

*Lateral gene transfer*

---

Play on any plasmid, move that plasmid to another microbe within the same player

---

*Microbes are particularly good at sharing*

Event &

*Shepard's pie*

---

If you have the ability to digest meat, grains, and lactose, gain 6 health immediately

---

*Something interesting here*

Event &

*Shepard's pie*

---

If you have the ability to digest meat, grains, and lactose, gain 6 health immediately

---

*Something interesting here*

Event &

*Active culture yogurt*

---

Draw cards from the deck and place the first non-pathogen in your beneficial area. Reshuffle afterwards.

---

*Something interesting here*

Event &

*Active culture yogurt*

---

Draw cards from the deck and place the first non-pathogen in your beneficial area. Reshuffle afterwards.

---

*Something interesting here*

Plasmid &

*Tetracycline resistance plasmid*

---

Give any single microbe resistance to Tetracycline

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*Something interesting here*

Plasmid &

*Tetracycline resistance plasmid*

---

Give any single microbe resistance to Tetracycline

---

*Something interesting here*

Plasmid &

*Kanamycin resistance plasmid*

Give any single microbe resistance to Kanamycin

*Something interesting here*

Plasmid &

*Kanamycin resistance plasmid*

Give any single microbe resistance to Kanamycin

*Something interesting here*

Plasmid &

*Ampicillin resistance plasmid*

Give any single microbe resistance to Ampicillin

*Something interesting here*

Plasmid &

*Ampicillin resistance plasmid*

Give any single microbe resistance to Ampicillin

*Something interesting here*

Event &

*Change in health*

Move any opportunistic microbe from beneficial to pathogen, or vice versa

*Something interesting here*

Event &

*Change in health*

Move any opportunistic microbe from beneficial to pathogen, or vice versa

*Something interesting here*

Event &

*Change in health*

Move any opportunistic microbe from beneficial to pathogen, or vice versa

*Something interesting here*

Event &

*Change in health*

Move any opportunistic microbe from beneficial to pathogen, or vice versa

*Something interesting here*

Event &

*Tetracycline*

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded up), and 2 health

*Something interesting here*



Event &

*Tetracycline*

---

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded up), and 2 health

---

*Something interesting here*

Event &

*Kanamycin*

---

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded up), and 2 health

---

*Something interesting here*

Event &

*Kanamycin*

---

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded up), and 2 health

---

*Something interesting here*

Event &

*Ampicillin*

---

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded up), and 1 health

---

*Something interesting here*

Event &

*Ampicillin*

---

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded up), and 1 health

---

*Something interesting here*

Event &

*Microbial Diversity*

---

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

---

*Something interesting here*

Event &

*Microbial Diversity*

---

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

---

*Something interesting here*

Event &

*Go to work sick*

---

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

---

*Something interesting here*

Event &

*Go to work sick*

---

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

---

*Something interesting here*