

**MICROBE**  
**PATHOGEN**  
*Clostridium botulinum (botulism)*  
 When this species is in play you cannot play any food cards.  
 This microbe is responsible for botulism, a kind of food poisoning



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**MICROBE**  
**PATHOGEN**  
*Clostridium difficile*  
 When this species is in play you cannot play any **BENEFICIAL** microbes, except using "Probiotics."  
 An increasing problem in hospitals



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 When this species is in play you cannot play any **BENEFICIAL** microbes, except using "Probiotics."  
 An increasing problem in hospitals



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**MICROBE**  
**PATHOGEN**  
*Yersinia pestis (plague)*  
 This is the microbe responsible for bubonic plague ("Black Death")



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**MICROBE**  
**PATHOGEN**  
*Salmonella enterica*  
 A common source of food poisoning, often associated with poultry



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**MICROBE**  
**PATHOGEN**  
*Mycobacterium leprae (leprosy)*  
 Once a significant problem, leprosy is now treatable with antibiotics



X  
T

-2

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T

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**MICROBE**  
**OPPORTUNISTIC**  
*Lactobacillus reuteri*  
 Synthesizes vitamin B12 when in **BENEFICIAL** zone.  
 Humans are unable to synthesize vitamin B12 alone



+2

K  
B1  
B12

-1

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**MICROBE**  
**OPPORTUNISTIC**  
*Bifidobacterium longum*  
 Synthesizes vitamin B1 (thiamine) when in **BENEFICIAL** zone.  
 Humans are unable to synthesize this vitamin alone



+2

K  
B1  
B12

-1

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 Humans are unable to synthesize this vitamin alone



+2

K  
B1  
B12

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**MICROBE**  
**OPPORTUNISTIC**  
*Escherichia coli*  
 Synthesizes vitamin K when in **BENEFICIAL** zone.  
 E. coli is normally an important part of your gut microbiome



+2

K  
B1  
B12

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+2

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**MICROBE**  
**OPPORTUNISTIC**

*Fusobacterium nucleatum*

If less than 3 microbes in your **BENEFICIAL zone** at end of turn, becomes a **pathogen**.

*Common in healthy humans, but extra abundant in some illnesses*



+2 Returns to **BENEFICIAL** zone any turn you have 3+ microbes there. -1

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**MICROBE**  
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*Lactobacillus rhamnosus*

When in your **BENEFICIAL zone** you can digest lactose and grains.

*While generally considered safe (even used in probiotics), L. rhamnosus can also cause problems*



+1 MILK GRAIN -2

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*Prevotella melaninogenica*

When in your **BENEFICIAL zone** you can digest grains and plants.

*Lives in the mouth and can both help digest carbohydrates and lead to periodontal disease*



+1 GRAIN PLANT -2

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**MICROBE**  
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*Treponema carateum*

When in your **BENEFICIAL zone** you can digest plants and lactose.

*Has been known to cause human disease, but members of this genus may also be important in digesting fiber*



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**MICROBE**  
**BENEFICIAL**

*Micavibrio aeruginosavorus*

During your turn you may  
sacrifice this microbe to destroy a  
microbe in your **PATHOGEN** zone.

*Can kill other bacteria and is being  
studied as a potential therapy*



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*Common in dairy products and probiotics*



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**MICROBE**

**BENEFICIAL**

*Rothia mucilaginosa*

When this species is in play you can digest grains.

*Can degrade gluten in the human mouth*



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*Bacteroides ovatus*

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*Found in most people and can help digest dietary fiber*



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31 **EVENT** 31

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This card allows you to play an additional microbe this turn.

*Prebiotics are non-digestible compounds that stimulate microbial growth*



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**INFECTION**

*Fungal*

If target player has 2 or less microbes in their **BENEFICIAL zone** they lose 2 health each checkup.

*A healthy microbiome helps protect against fungal infections*



Discard when:  
3 or more microbes are in the **BENEFICIAL zone** **-2**

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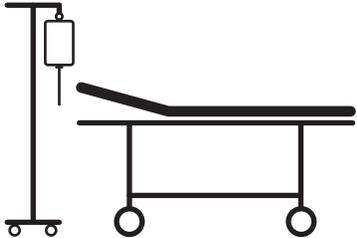


# INFECTION

## Nosocomial

Only playable on a player who has received antibiotics or a fecal transplant this game.

*"Nosocomial infection" is the medical term for a hospital-acquired infection*



Discard when: player gains health (not including during a Gut Check)

-3

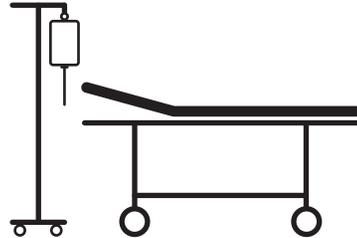


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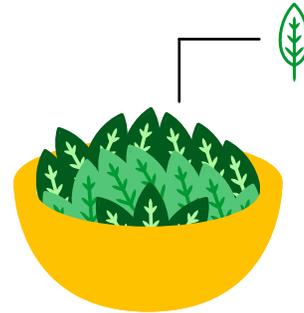


If you have the ability to digest plants:



Gain 1 health immediately for each microbe with that ability.

*Feed those microbes...*



# EVENT SALAD

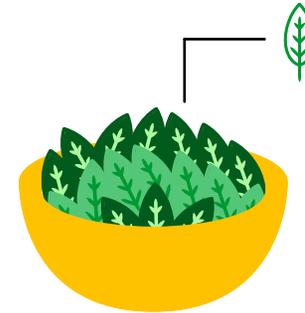


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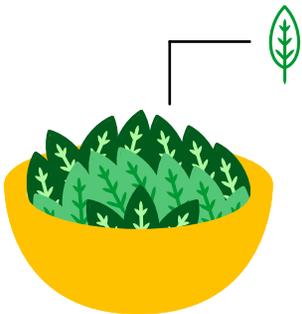


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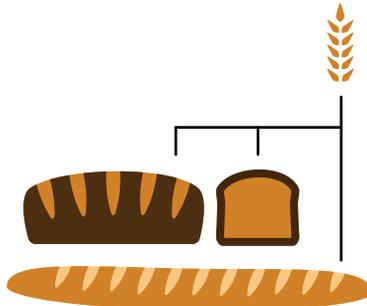


If you have the ability to digest grains:



Gain 1 health immediately for each microbe with that ability.

*Carbs!*



# EVENT BREAD

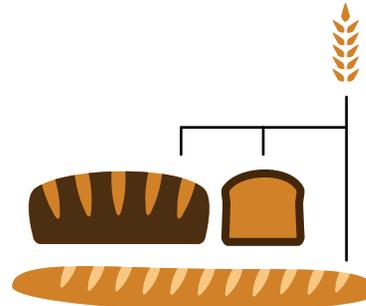


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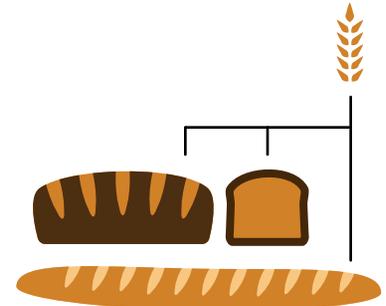


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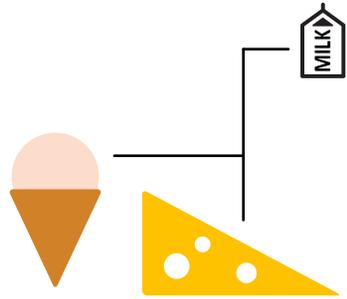
## EVENT MILK



If you have the ability to digest lactose:

**+1** Gain 1 health immediately for each microbe with that ability.

*Lactose intolerance is caused by the body ceasing production of the enzyme lactase*



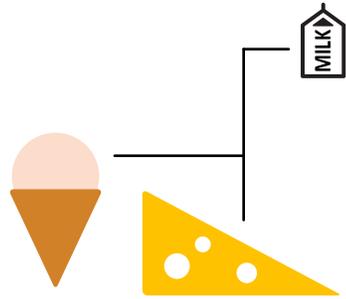
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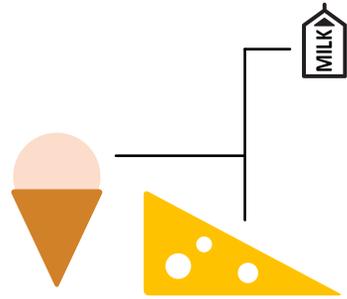
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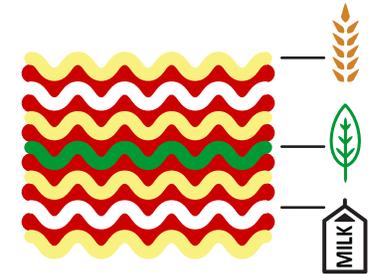
## EVENT LASAGNA



If you have the ability to digest plants, grains, and lactose:

**+4** Gain 4 health immediately

*Mmmmm.... Lasagna*



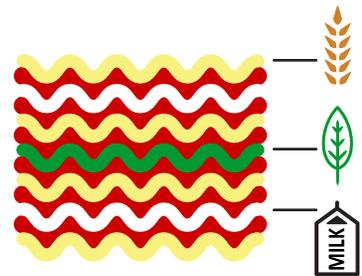
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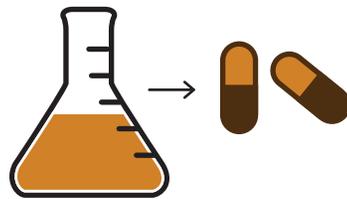


## EVENT FECAL TRANSPLANT



**-3** This card removes all cards from your **PATHOGEN zone** (regardless of resistance), you lose 3 health.

*A fecal transplant deposits material from a healthy donor into your gut*

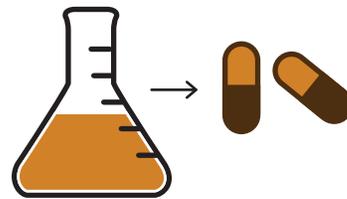


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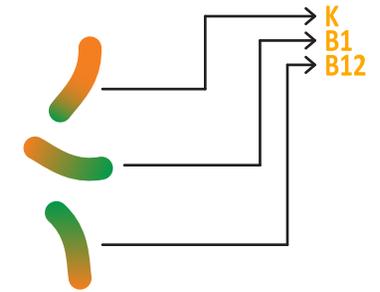
## EVENT VITAMINS



If you have the ability to synthesize vitamins:

**+1** Gain 1 health immediately for each microbe with that ability.

*Probably better in your gut than in a pill*



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## BACTERIOPHAGE THERAPY

Destroy any one microbe in play.

*Bacteriophages are viruses that attack only bacteria*

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## HOMEOPATHY

Play this card for no effect whatsoever.

*But hey, no side effects*

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## LATERAL GENE TRANSFER

Move any plasmid in play to another microbe within the same player.

*Microbes love to share*

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## PROBIOTICS

Draw cards from the deck and place the first non-pathogen microbe in your **BENEFICIAL zone**. Reshuffle deck afterwards. Does not count as playing a microbe this turn.

*Probiotics are microbes found in foods such as yogurt that have a putative health benefit when ingested*



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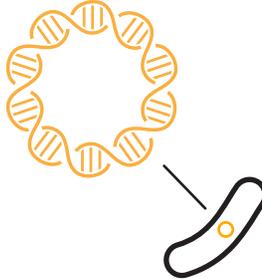
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## PLASMID

Gives any single microbe resistance to Tetracycline.

*A plasmid is a small circular piece of DNA containing genetic information*



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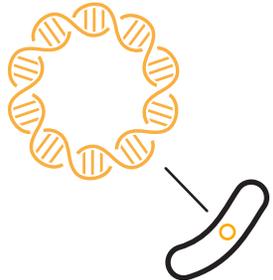


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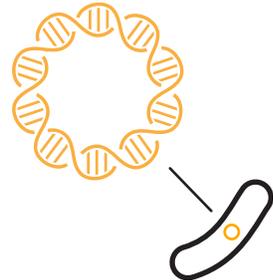


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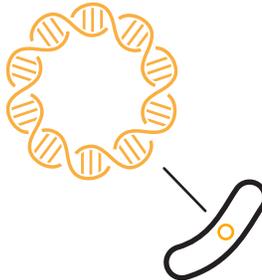


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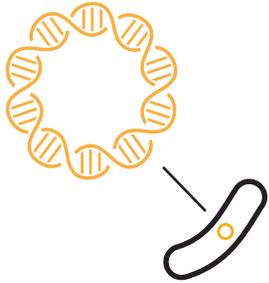


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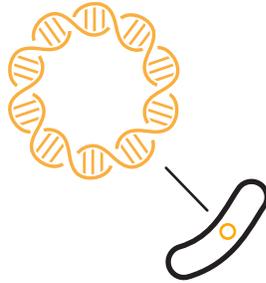


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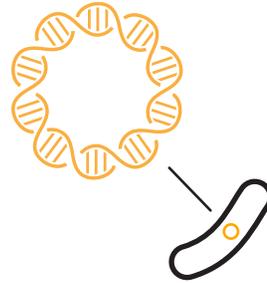


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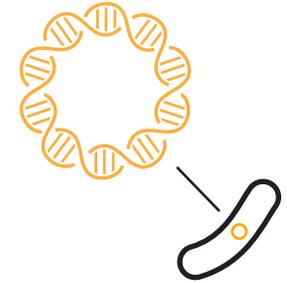


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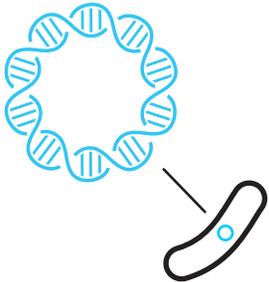


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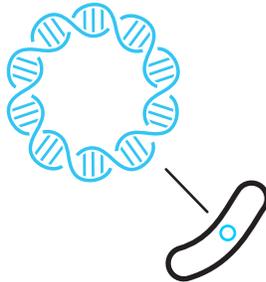


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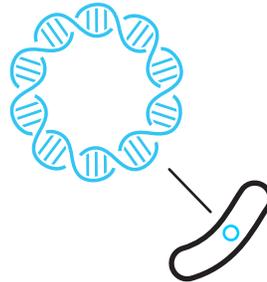


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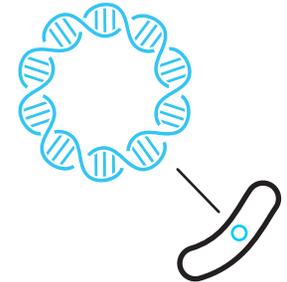


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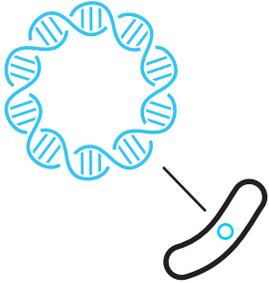


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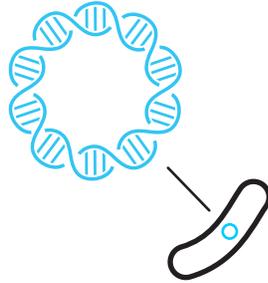


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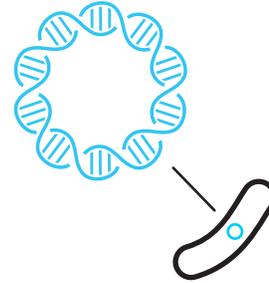


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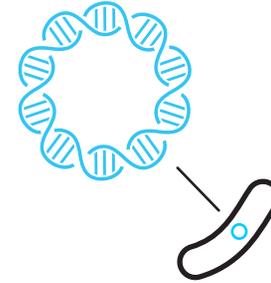


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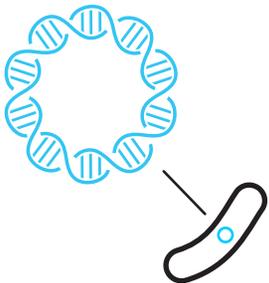


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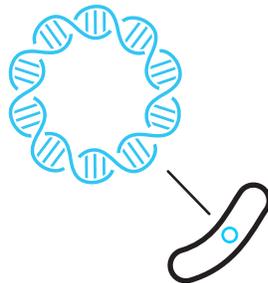


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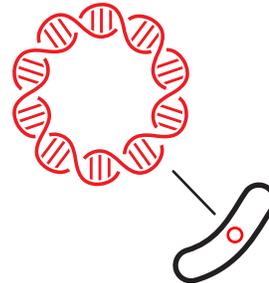


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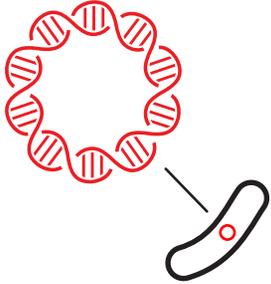


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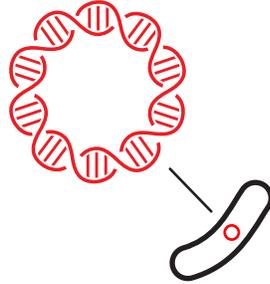


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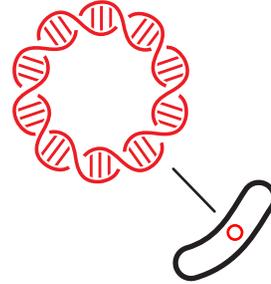


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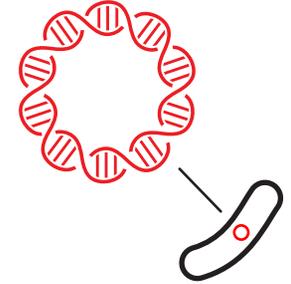


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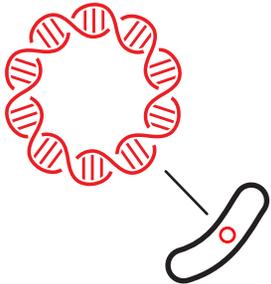


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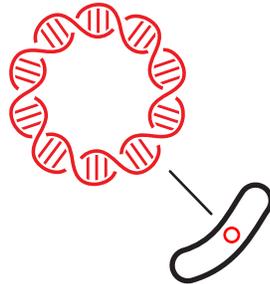


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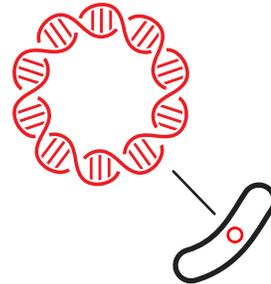


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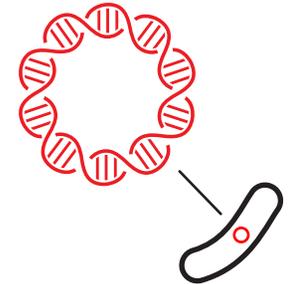


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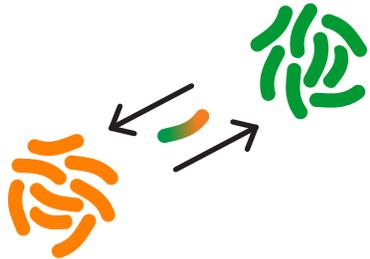
## EVENT



### CHANGE IN HEALTH

Target player moves any opportunistic microbe from **BENEFICIAL** to **PATHOGEN**, or vice versa.

*Changes in your health or the composition of your microbiome can cause some species to run amok*



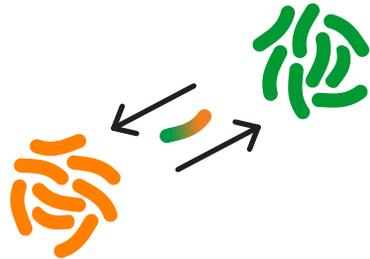
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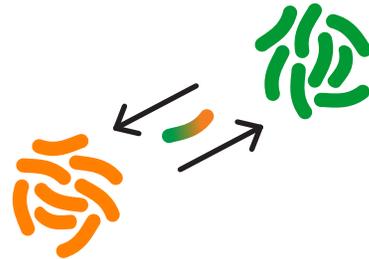
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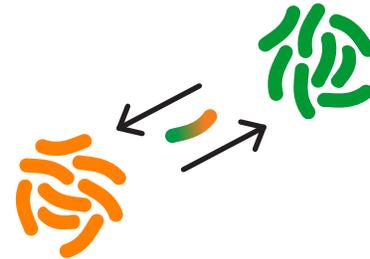
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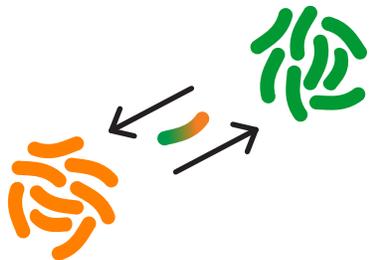
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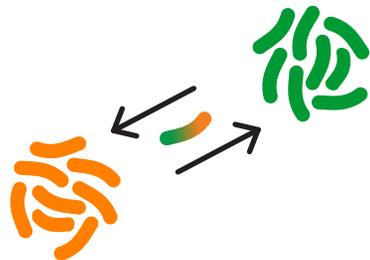
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### ANTIBIOTIC

*Tetracycline*

- Target player may remove up to 2 non-resistant **PATHOGEN** zone microbes
- Must remove half of their non-resistant **BENEFICIAL** zone microbes (rounded down)
- Must subtract 1 health
- See "Plasmid" rules

*Once widely-used, resistance to tetracycline is now common*



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*Produced by the bacterium Streptomyces kanamyceticus*



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## EVENT



### MICROBIAL DIVERSITY

If you have at least 4 microbes in your **BENEFICIAL** zone, remove a microbe from your **PATHOGEN** zone.

*There appears to be a correlation between diversity of microbiota and health*



31 **EVENT** 31

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31 **EVENT** 31

## GO TO WORK SICK

-2

Lose 2 health and give a microbe from your **PATHOGEN** zone to target player. *Stay home!*



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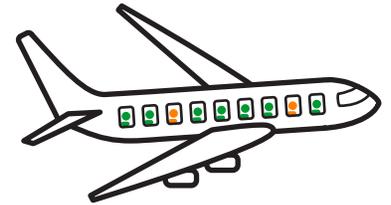


31 **EVENT** 31

## AIRPLANE TRIP

Each player passes one microbe *\*in play\** to the player on their left (if that microbe is opportunistic, it moves to the same type of zone on the target player).

*Sharing is caring*

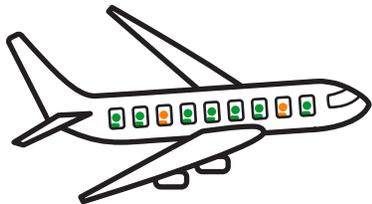


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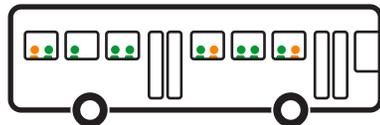


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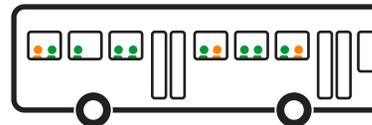


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31 **EVENT** 31

## RAID THE PHARMACY

Search the deck for any antibiotic of your choice (tetracycline, kanamycin, or ampicillin). Show to all players.

Shuffle the deck afterwards.

*We're not suggesting you do this...*

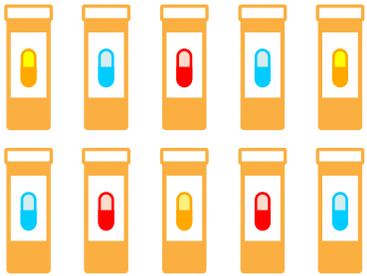


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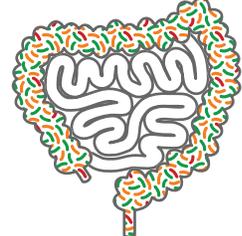
# GUT CHECK

**PLAY IMMEDIATELY**

Every player scores their microbiome:

-  Positive health for cards in their **BENEFICIAL zone**
-  Negative health for cards in their **PATHOGEN zone** and **INFECTION zone**

*The vast majority of gut microbes are found in the large intestine.*



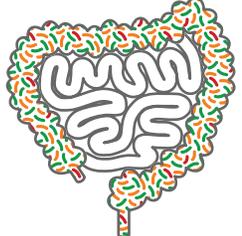
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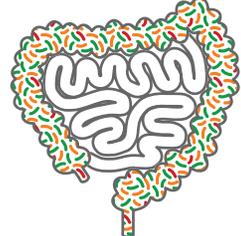
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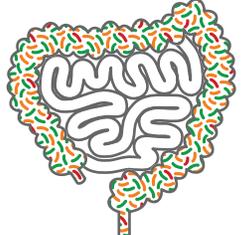
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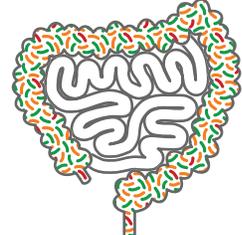
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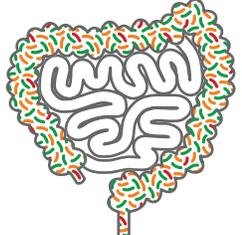
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# KEY

## ANTIBIOTICS

-  **Ampicillin Resistance**
-  **Tetracycline Resistance**
-  **Kanamycin Resistance**

## DIGESTION

-  **Plants**
-  **Lactose**
-  **Grain**
-  **Vitamins**  
K  
B1  
B12

# KEY

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*Ampicillin Resistance*



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