

BACTTLE

a board game about microbiology

created by Tania Miguel Trabajo

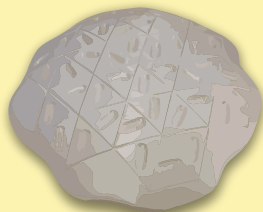
illustrated by Philippe Piccardi

with the support of NCCR Microbiomes and the University of Lausanne



GAME OBJECTIVE AND COMPONENTS

In **BACTTLE**, you are a bacterial species fighting for survival in nature. The board represents your habitat and each token represents a member of your species. Your goal is to populate the board with as many tokens of your color as you can, and avoid extinction!



1 board



80 bacterial cards

16 action cards
52 trait cards



17 challenge cards



24 tokens

GAME SET UP

- 1 Put the board in the center of the table.
- 2 Shuffle the challenge cards and the bacterial cards separately and set them as two separate decks, facing down, next to the board.
- 3 Choose a token color. This is your bacterial species.
- 4 Each player puts *three* tokens of their color on the board.
➔ It doesn't matter where, mix with each other!
- 5 Deal *four* bacterial cards to each player. Each player can only see their own cards!
➔ Every time you play one card, take a new one from the deck so you always have four.
- 6 Leave some space in front of you to play the bacterial cards you play.
➔ Each player can have maximum *three* bacterial cards in play. From then on, you have to replace a card in play by the one you want to play new.
- 7 The younger player starts the game!



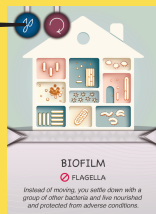
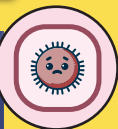
HOW TO PLAY

1 Reveal the first challenge card



Make sure every player can see the card clearly.

3 Resolve the play



2 Play a card of your choice



Choose the card you want to play, then countdown all together from three, and place the card in front of you.

3.1

If the challenge cards shows  your bacteria are in danger.

- ➔ Play a card from your hand that has the same symbol as the challenge card (in this example, ). Now, you are protected.
- ➔ Action cards can also protect you in some cases!
- ➔ If you can't protect yourself, you lose one life. Remove one of your tokens from the board.

3.2



If the challenge card shows , your species has the chance to benefit from its environment.

➔ Play a card from your hand with the same symbol as the challenge card (in this example ). Now, your species can benefit and multiply! Add a token of your color to the board.

➔ Action cards can also be helpful here.

⚠ You can only add one bacterium per round, even when you have more than one bacterial card that allows you to benefit from the challenge.

3.3



If the challenge card shows , the battle begins! This is the opportunity to play a card from your hand with the symbol , either to attach other players or to defend yourself from their attacks.

➔ If you play a bacterial card to attack (in this example, ) , choose the player to target. That player loses one life, removing a token from the board.

⚠ In the case multiple players chose to attack, the order of attack is determined by the number of tokens of each player on the board; the one with the most tokens, starts attacking.

➔ If you play a defense card, you are protected against the attacks with the same symbol.

3.4



Action cards ⚡ can be played like trait cards, but their effect only applies to that round.

➡ Even if their effect is ephemeral, you need to make space available (if you already have three cards in play, you need to replace one by the action card).

⚠ If more than one player plays an action card, this is the priority order:

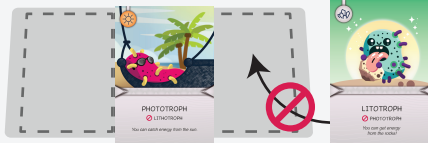


Sporulation > Mutation > Transformation > Conjugation

⊘ INCOMPATIBILITY OF BACTERIAL CARDS

Some bacterial cards are incompatible with each other. You cannot have both in play at the same time. The incompatibility is specified with ⊘.

EXAMPLE:



In this case, you cannot play the card LITHOTROPH because you already have in play the card PHOTOTROPH. If you want, you can replace PHOTOTROPH by LITHOTROPH.

4

End of the round

Once each player has add or removed tokens from the board, as needed, a new round starts at 1.

END OF THE GAME

The game ends when:

- A** The challenge cards run out. In this case, the player (or players) with more tokens in the board, wins.
- B** All bacterial species have gone extinct but one!

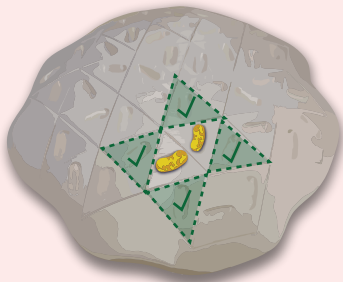
ADVANCED RULES

If you want to increase the complexity of the game and make more strategic, you can apply the following rules. In this case, it is important where you place your tokens at the beginning of the game.

1

Dispersal limitations

When you benefit from a challenge, you can only add new tokens to adjacent spaces to any of your bacteria in the board. If you have no available space, you cannot multiply!



Example of adjacent spaces to the yellow species (in green).

2

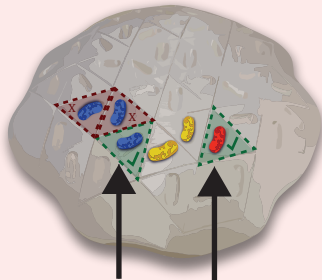
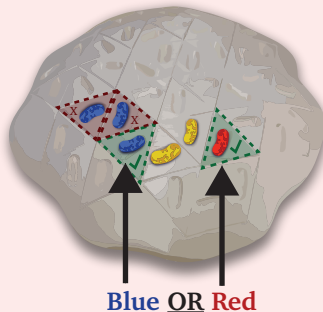
Range of the attacks



PIERCING WEAPON:

You can attack a player that is adjacent to any of your bacteria on the board.

2.1



2.2



ANTIBIOTICS:

You eliminate every token surrounding one of your tokens on the board. Your own species is not affected.

BACTERIONCINS: The range of attack is the same as before; attack a player, no matter where it is placed.

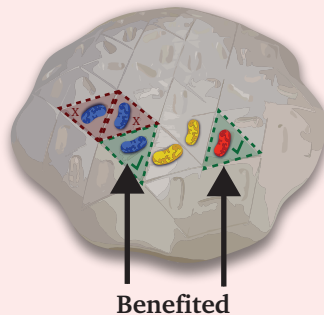
3

Extra benefits



CONTAMINANT DEGRADER:

The effect of this card benefits adjacent players.



DO NOT FORGET...

- ➔ You can only attack once, no matter how many attack you have!
- ➔ When choosing a target of your attack, make sure they do not have a defense against you! Otherwise, your attack had been wasted.
- ➔ If the main deck of bacterial cards runs out, just shuffle the discarded cards and use it as a new card deck.

CREDITS

CREATION AND DESIGN

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NCCR MICROBIOMES

CARD DESIGN AND ILLUSTRATIONS

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WITH THE SUPPORT OF

NCCR MICROBIOMES
UNIVERSITY OF LAUSANNE

Thank you for playing **BACTTLE** and supporting board games with educational background.

If you have any suggestion or you find a mistake in the game, do not hesitate to let us know at contact.bacttle@gmail.com



10-20
min



2-4 players



*Warning. Not suitable for
children under 36 months.*