

Bacterial Sensing Game Rules:

Types of squares:

- **Grey:** normal square, you can end a turn there with no other effect.
- **Red:** Antibiotic. If you land on this square, you lose a life token (unless you can play a special card to offset the toxin). If you don't have any more life tokens, your bacterium returns to the start.
- **Yellow:** Prebiotic. The first player to end a turn on a food square picks up the food token and can play it on any turn (including the turn when they picked up the token) to go forward **two squares**. Once the token has been picked up, any player that lands on the square must immediately move two spaces forward.
- **Blue:** pick a card. Each card has special instructions for how to play it and when you can use it

Game Play:

The goal of the game is to get your bacteria across the finish line first.

1. Each player picks a bacterium and sets it down on an orange square on the "Start" board.
2. Each player starts with 3 life tokens.
3. On each turn, each player rolls the dice and moves forward.
4. If the player lands on a **YELLOW** square with a food token, pick up the token. The player then decides if they want to use a turn in the token to move two squares **or** hold on to it for a later turn. If there is no food token, the player must immediately move two squares forward.
5. If the player lands on a **BLUE** square, they pick up a card. Follow the rules on the card to use anytime during their turn.
6. If the player lands on a **RED** square, they can either turn in a life token, succumb to the antibiotic and go back to the start, or use the correct blue card if they have it.
7. If you finish your turn by landing on a **GREEN** square with an arrow, follow the arrow direction and slide your token to the square at the point of the arrow, skipping all the grey squares in between. The arrows can either jump you ahead or send you backward.
8. The first to the finish line wins!