



EXPLODING BACTERIA

A fun, intensive game for 3-9 players

SETTING UP THE GAME

- 1 Remove all the exploding bacteria (8) and defence systems cards (12) from the deck



If playing with 3-5 players, remove 6 defence system cards - doesn't matter which ones. Also remove, 5 NOPE, 4 PICK-UP 2, 4 SKIPS, 5 CRYSTAL BALL, and 4 of each Phage card. If playing with 6 or more - keep all the remaining cards in the deck

- 2 Shuffle the remaining deck and deal four cards to each player face down

- 3 Deal one defence system card to each player - it doesn't matter which one. Everyone should now have 5 cards in total

- 4 Reinsert exploding bacteria cards back into the deck so that there is one less exploding bacteria than number of players

- 5 Insert the extra defence system cards back into the deck

- 6 Shuffle the deck randomly and thoroughly, and put it face down in the middle of the table - this is your draw pile

- 7 Youngest player goes first - then go clockwise

PLAYING THE GAME

- 1 Play a card from your hand by placing it face up on a discard pile (it won't be a pile yet - if you're just starting) then follow the instructions on the card. You can also choose not to play at all.

- 2 After following the instructions on a card, or playing a pair, 3 of a kind or special combo. You can play more cards. You can play as many cards as you like.

- 3 End your turn by drawing a card from the top of the deck and hoping it's not an EXPLODING BACTERIA!.

IF IT'S AN EXPLODING BACTERIA

KABOOM! You're *dead* and out of the game

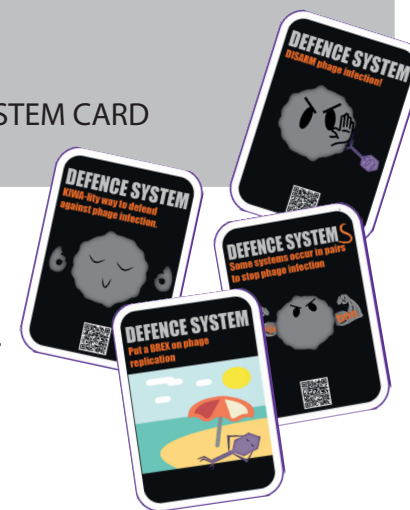
Unless.....

You have a DEFENCE SYSTEM CARD



in which case, **YOU ARE SAVED!!!**

Play the defence system card to put the exploding bacteria back in the deck - wherever you want to - without looking at or re-ordering the other cards in the deck. The defence system cards are the only cards that will save you from exploding bacteria. So try to collect as many of these as possible



If you're *evil* - you can put the exploding bacteria right on top of the deck, so the next player dies. You can hold the cards under the table so nobody sees where you put the exploding bacteria

OTHER CARDS

Other cards, when played tactfully, can reduce the chances of you drawing an exploding bacteria.



NOPE cards can be played at any time (even when its not your turn).

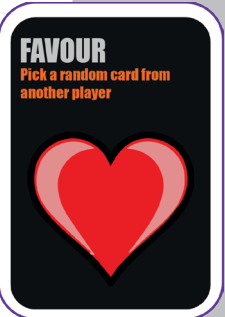
They will stop the action of any card - except EXPLODING BACTERIA and DEFENCE SYSTEM CARDS

A NOPE card can be put on top of NOPE card to make a YEP and so on.

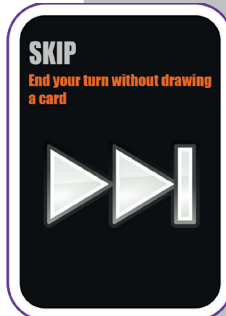


Playing PICK UP 2 means you can end your turn without picking up any cards AND force the next player to pick up 2 cards from the deck.

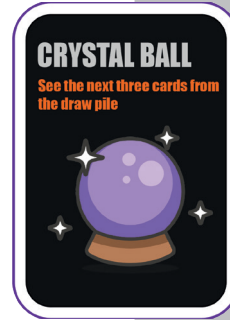
The victim of a PICK UP 2 card, can also play PICK UP 2 to immediately end their turn and force the next player to PICK UP 2 Instead.



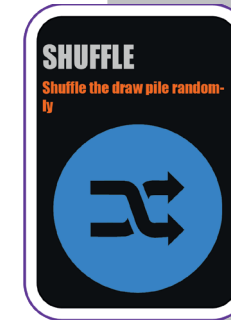
FAVOUR - Similar to PAIRS, Pick any card randomly from another player without looking



SKIP - End your turn without drawing a card



CRYSTAL BALL - Peak at the next 3 cards in the draw pile. Don't show the other players and put them back in the same order



SHUFFLE the draw pile randomly.

PAIRS, 3 OF A KIND & SPECIAL COMBOS

Phage cards have no instructions, - you can play them as pairs, 3 of a kind or special combos to steal a card from another player, You can also do this with any other cards (skip, favour, shuffle etc.)



PAIRS: 2 of the Same Card
Pick any card randomly from any player - without looking

3 OF A KIND: 3 of the same card
Name a card you want to take from another player. If they have it, you get to take it. If not, you get NOTHING

SPECIAL COMBOS: 5 different cards
Go through the discard pile and pick out a card of your liking (Grab the pile quickly - someone could nope you)