

PROBIOTICA: The Board Game: The Card Game

About the Game:

A card game for 2-4 players. Made by Nikki Carnarius, Matthew Green, Steven Luevano, and Adam Rickert

Theme:

Based on the board game based on the video game PROBIOTICA, play as Miniature Microbiologist Janet as she tries to repair a ravaged gut microbiome back to health.

You will need:

Printable (2.5 in x 3.5 in) Cards in 2 Decks:

- **Deck 1 (Traps and Enemies)**
 - **10 Heartburn Trap Cards**
 - **10 Explosive Diarrhea Trap Cards**
 - **30 Enemy Cards**
- **Deck 2 (Power-Ups)**
 - **15 Redirect Cards**
 - **15 Health Pill Cards**
 - **15 Probiotic Cards**
 - **15 Antibiotic Cards**

(1) 20-sided dice

Goal of the Game:

Stay alive until all the enemies or other players are defeated.

To Play:

- **Place cards into 2 stacks (One for traps/enemies, and One for power-ups).**

- **Each Player starts with 50 Health Points.**
- **Each Player rolls 1d20 to determine the turn order.**
- **On a Player's turn they should roll 1d20 dice. On 1-10 draw an obstacle card, on 11-20 draw a power-up card.**
- **If an obstacle is encountered, apply the obstacle effects and then move the card to the discard pile.**
- **If a power-up is obtained it may be used immediately or saved for later use. Discard power-ups once used.**

Win/Lose:

Stay alive until all the enemies or other players are defeated. If multiple players are alive at the end of the game they all share the victory.