



DR. MICROBE™

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COMPONENTS

- 49 Microbes
- 4 Sectioned Petri Dishes
- 54 Research Cards
- 1 Large Petri Dish
- 4 Tweezers
- Illustrated Rules



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INTRODUCTION

Would you like to pretend you are a lab assistant? Then grab your tweezers! Be the fastest to identify the microbes on the research card, and to eliminate them with the Antidote!

RESEARCH OBJECTIVE

Race to be the first scientist to impress Dr. Microbe by completing the Research Card correctly. In order to do this, players must select the correct Microbes, and place them in the Petri Dish by matching the Research Card and following the Research Rules. The first player who correctly completes five Research Cards wins the game.



LAB PREP

- Place the large Petri Dish filled with all of the Microbes in the middle of all players (keep the Purple Virus aside unless playing variation 1 or 3).
- Shuffle the Research cards and place them face down in a pile, next to the Large Petri Dish.
- Each player takes 1 Sectioned Petri Dish and 1 pair of tweezers as their lab equipment.



The 3 smaller sections of a player's Petri Dish are used to isolate 3 Microbes and the largest section is used to isolate a special Microbe called the Antidote.



Section for the Microbes

Section for the Antidote

RESEARCH RULES

When all players are ready, the top card is turned over.

Using their tweezers players must race to complete the Research Card by picking the correct Microbes one-by-one from the Large Petri Dish and putting them into their own dish.

The Microbes visible on the Research Card must be picked and placed correctly in the Petri Dish to match the Research Card.

The Microbes missing on the Research Card must be found, picked, and placed in the Petri Dish so that the following rules always apply:

- **The Antidote** must always be a different shape and color than the other 3 Microbes. It must be isolated in the largest section of a player's Petri Dish.

- **The 3 Microbes** need to differ in shape and color from the Antidote. Two Microbes will be the same color but all should differ in shape (no shape may be repeated in a player's Petri Dish).



When players feel that they have completed their research correctly, they stop and yell "Got the **Antidote!**". All other players must immediately stop and put down their tweezers.

They now carefully check the first player's Petri Dish to see if it is correct.

If all players agree the research is completed correctly, the first player scores the Research Card as a point.

If not, the player loses one of their cards by placing it under the stack of Research Cards.

NOTE: There may be more than one correct answer.



IMPORTANT

- If a Microbe falls on the table, the player who dropped it must pick it up immediately; it may not remain on the table.
- Players cannot steal Microbes from their opponent's Petri Dishes.
- Players cannot add Microbes into their opponent's dishes (unless playing variation 2 or 3).
- Players must always use their tweezers to pick the Microbes, Antidote and the Purple Virus.



1. Match the Research Card



2. Find the missing Microbe



END OF GAME

The first player to score 5 points wins the game.

VARIATIONS

1. **The Purple Virus:** At the beginning of the game, the Purple Virus is placed in the Large Petri Dish. During the game, players can pass the virus to the neighbor on their left. When a round ends, the player with the Purple Virus must give up a card to the winner. A player may not yell "Got the Antidote!" when the Purple Virus is in their dish. (3 or more players recommended).

2. **Sabotage:** Players may add Microbes to their opponent's dishes in an attempt to sabotage their research efforts. However, players may not steal Microbes from their opponents. Players get rid of any unwanted Microbes by placing them back into the Large Petri Dish using their tweezers.

3. **Combination:** The game is played with the two variations above.

