

Fester Game Rules

A collaborative microbe adventure

Introduction

Welcome to **Fester**, a collaborative board game where you and your fellow players take on the roles of microbes in a petri dish. Your mission? To survive the onslaught of scientific experiments and deadly antibiotics! Work together, adapt, and evolve to ensure your colony thrives. If all players' microbe tokens reach 0 health, you lose. If you survive a predetermined number of rounds, you win!

This document details the complete rules for Micro Myriad. Read carefully and prepare for a challenging and rewarding cooperative experience. 2-6 Players:

Components

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| • Game Board (Petri Dish) | Each player selects a Microbe Token and places it on the starting space of the game board. Each player also starts with a set amount of Nutrient and Water Resource tokens, and 1 Mutation card. The Health Track is used to monitor the health of all of the |
| • Microbe Tokens (4-6, different colors) | microbe tokens. |
| • Health Track | |
| • Spinner (Movement/Actions) | |
| • Dice (Antibiotic Resistance) | |
| • Scientist Cards | |
| • Antibiotic Cards | |
| • Mutation Cards | |
| • Resource Tokens (Nutrients, Water) | |

Game Setup

1. Place the Game Board in the center of the playing area.
2. Each player chooses a Microbe Token and places it on the designated starting space.
3. Place the Health Track nearby and set each player's token to the starting health value.
4. Shuffle the Scientist, Antibiotic, and Mutation Card decks separately and place them face down on the table.
5. Place the Resource Tokens (Nutrients, Water) within easy reach of all players.
6. Each player starts with 3 Nutrient tokens, 2 Water tokens, and 1 Mutation card.

Gameplay

The game proceeds in rounds. Each round consists of the following phases:

1. **Scientist Phase:** Draw a Scientist Card and resolve its effects. These cards typically introduce challenges, such as environmental changes or direct threats to the microbes.
2. **Player Phase:** Each player, in turn, performs the following actions:
 - **Spin the Spinner:** The spinner determines the number of actions the player can take.
 - **Take Actions:** A player can use their actions to:
 - **Move:** Move their Microbe Token to an adjacent space on the Game Board.
 - **Gather Resources:** Collect Nutrient or Water tokens from spaces containing these resources.
 - **Play a Mutation Card:** Activate a Mutation Card to gain a beneficial effect. Mutation cards often provide temporary protection against Antibiotics or Scientists.
 - **Share Resources:** Give Nutrient or Water tokens to another player.
3. **Antibiotic Phase:** Draw an Antibiotic Card and resolve its effects. Players must roll the dice to determine their resistance. A failed roll results in health loss.
4. **Maintenance Phase:**
 - Discard any Mutation Cards played this round.
 - Replenish Resource Tokens on the Game Board, if necessary.

Card Types

Scientist Cards: Introduce events and challenges related to scientific experiments. Examples include temperature changes, radiation exposure, or the introduction of new chemicals.

Antibiotic Cards: Represent different types of antibiotics that threaten the microbe colony. Each card specifies a resistance value.

Mutation Cards: Provide temporary benefits and advantages. These can include increased resistance to antibiotics, improved resource gathering, or the ability to move faster.

Resource Cards: These represent additional resources gained by the microbe colony, either through natural processes or successful adaptation.

Dice and Antibiotic Resistance

When an Antibiotic Card is drawn, each player must roll the dice. The number rolled represents their microbe's resistance to the antibiotic. If the roll is equal to or greater than the resistance value specified on the Antibiotic Card, the player successfully resists the antibiotic and suffers no ill effects. If the roll is lower than the resistance value, the player loses health, as indicated on the Antibiotic Card.

Some Mutation Cards can modify the dice roll, providing an advantage in resisting antibiotics.

Resource Management

Nutrient and Water tokens are essential for survival. Players can spend these resources to:

- **Regain Health:** Spend Nutrient tokens to restore lost health points.
- **Activate Mutation Cards:** Some Mutation Cards require a specific number of Nutrient or Water tokens to activate.
- **Prevent negative effects:** Certain Scientist cards may force players to spend resources to mitigate the effect.

Winning and Losing

- **Winning:** The players win the game if they survive a predetermined number of rounds (e.g., 15 rounds). This can be adjusted to increase or decrease the difficulty.
- **Losing:** The players lose the game if all players' Microbe Tokens reach 0 health at any point.

Advanced Rules (Optional)

For a more challenging experience, consider incorporating these advanced rules:

- **Specialization:** Each Microbe Token has a unique ability that can be used once per game.
- **Event Cards:** Introduce Event Cards that trigger unpredictable and impactful events.
- **Variant Game Boards:** Use different Game Boards with varying resource distributions and hazards.

Summary

Micro Myriad is a collaborative game of survival where players embody microbes in a petri dish, facing threats from scientists and antibiotics. Success relies on teamwork, resource management, and strategic use of mutation cards. Players win by surviving a set number of rounds, but lose if all microbe tokens reach zero health. This document comprehensively outlines the rules, components, and gameplay, with options for advanced play.