

# Solitaire variant

You can play a 1-player version of "Microscopic" by playing against a phantom opponent. The normal rules apply with the additional rules below describing what to do during the opponent's turn.

## **Setup**

Lay out all 7 Organisms like in a 3-player game. Deal 3 cards to yourself. Play your turn as normal.

## **Opponent's turn**

Turn over cards from the draw pile equal to the number of the opponent's Organisms, plus 1.

For each card:

- If the card is a Cell, play it face up in the opponent's area.
- If the card is a Mutation, discard it. (Do not draw again)
- If the card is a Virus, discard it, and you must discard one of your own Cells.

After playing all drawn cards, if it is possible for the opponent to claim an Organism, you must do so. Then continue with your turn.

The first player to claim 3 Organisms wins. You may use Viruses against the opponent as usual. Bonuses on the opponent's cards have no effect.

For extra challenge, give the opponent 1, 2, or 3 Cells at the beginning of the game before taking your first turn.

## Two-player co-op variant

Work together to claim 3 Organisms in a hostile environment before time runs out.

### **Setup**

Lay out 5 random Organisms like in a 2-player game.

Remove all Viruses, all Mutations, and 1 random Cell from the Gene Pool deck and shuffle them together to create a "countdown deck."

Shuffle the remaining cards in the Gene Pool deck and deal 3 cards to each player.

Place the countdown deck and the remainder of the Gene Pool deck in reach of both players.

## **Gameplay**

Follow the normal rules with the following changes.

You and your partner work together. You each take separate turns, but you can look at each other's hands, and you share all played cards and their bonuses.

Each round, after both players have finished their turns, you must turn over the top card of the countdown deck.

- If you turned over a Virus, discard it and you must pick a played Cell to discard.
- If you turned over a Mutation, discard it and you must discard all played Cells matching the kind of the Mutation.
- If you turned over a Cell, you can take it and play it.

When the last card of the countdown deck is empty, each player gets one more turn. If you manage to claim 3 Organisms you win. If not, you lose.

You can include more or fewer random Cells in the countdown deck to adjust the difficulty.

## Four-player co-op variant

Instead of the competitive 4-player rules, players can play in teams, working together to win.

Setup is the same as the normal 4-player game but uses 5 random Organisms. Split up into two teams of two.

Follow the normal rules, each player takes separate turns, but each team works together, pooling their played cards in the same way as in the 2-player co-op variant. The first team to claim 3 Organisms wins.