

Antibiotic resistance game

For each round, roll the die 3 times and record your rolls

- 0: lose plasmid conferring Penicillin resistance
- 1: lose plasmid conferring ampicillin resistance
- 2: gain the ability to use lactose as a food source
- 3: gain a plasmid that confers resistance to ampicillin
- 4: gain a neutral mutation
- 5: gain a plasmid conferring Penicillin resistance
- 6: gain a plasmid that confers the ability to make a toxin
- 7: gain genetic material from the environment that confers resistance to gentamycin
- 8: gain a mutation that confers ability to make a capsule
- 9: gain a point mutation that confers resistance to tetracycline

After each round, the antibiotic will be announced. Survivors will replicate. Survivors at the end of round 3 will be the winners

	Start	End of round 1	Start of round 2	End of round 2	Start of round 3	End of round 3
Ampicillin resistant	no					
Penicillin resistant	no					
Tetracycline resistant	no					
Gentamycin resistant	no					
Capsule forming	no					
Toxin producing	no					
Lactose using	no					

Round 1 rolls: _____

Round 2 rolls: _____

Round 3 rolls: _____