A GAME OF DISEASE CONTROL
FOR 1 TO 4 PLAYERS • FOR AGES 12+

INSTRUCTION BOOKLET

GOAL OF THE GAME
A deadly disease has broken out in your neighborhood, and it's your job to halt its spread! Work with your fellow players to contain infections by vaccinating and curing people.

The game is won when the disease can no longer spread to infect others, no matter which direction it spreads.

The game is lost if five people die OR if all infection chips have been played.

PROVIDED MATERIALS
Game Board • 28 POX cards • Instructions

YOU MUST PROVIDE
50 blue (immunization) chips
40 red (infection) chips • 5 black (death) chips
Recommended ½ inch diameter

HOW TO START
Shuffle the deck of cards, and place it face down beside the board. Place a red chip on each of the two red spaces on the board. These are the initial infected people. Before play begins, players should agree to a difficulty level — the number of people permitted to die before the game is lost.

CHICKEN SOUP: 4 DEATHS
COUGH MEDICINE: 3 DEATHS
IV FLUIDS: 2 DEATHS
INTENSIVE CARE: 1 DEATH
MIRACLE: 0 DEATHS

THE CARDS
There are two types of cards you will draw in your attempts to halt the swiftly spreading disease:

1) SPREAD CARDS
When you draw a spread card, every infected person spreads the disease, infecting healthy people in the direction(s) shown. If, because of immunized people, no new infections occur, then you may vaccinate or cure twice the amount shown on the card, or a combination of the two.

2) OUTBREAK CARDS
When an outbreak card is drawn, a red infection chip must be placed on a healthy person matching the type shown on the card. This person cannot be next to someone who is immunized or infected. If there is no such person, the outbreak does not occur, and you may vaccinate two people instead of one.
CAST OF CHARACTERS
At the start of the game, there are three groups of people living in your neighborhood:

1) INFECTED PEOPLE
The red spaces on the board are people who are infected at the start of the game. The infection may spread from them to adjacent healthy people. They may be cured and become immunized during the course of the game.

2) HEALTHY PEOPLE
The gray spaces on the board are healthy people. They are at risk of infection, but may be vaccinated during the course of the game. There are four variations of healthy people on the board. Each variation may be affected by an outbreak card. If healthy people become infected, they may then be cured.

3) VULNERABLE PEOPLE
The yellow spaces on the board are people who cannot be vaccinated, such as pregnant women, newborns, and people with weakened immune systems, such as those with cancer or HIV/AIDS. Immunization chips cannot be placed on them, and they will die immediately if infected. **Special care should be taken to protect them.**

VACCINATING
Choose any healthy person to vaccinate. That person becomes immunized and can never become infected.

CURING
Choose any infected person to cure, and replace the red infection chip with a blue immunization chip. Immunized people can never be infected.

DEATH
If the infection becomes too widespread, a person on the board may die. To mark death, cover the red chip with a black chip. Death may occur in one of two ways:

1) Any infected person surrounded on all possible sides by infected people will die.

Dead people cannot be cured OR vaccinated. The game is lost when too many people die, based on the chosen game difficulty.

To learn more, visit tiltfactor.org

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SPREAD

Spread all infections to the bottom and to the left. Vaccinated people are protected.
Vaccinate 3 uninfected people or cure and vaccinate 1 infected person.

SPREAD

Spread all infections to the top and to the right. Vaccinated people are protected.
Vaccinate 3 uninfected people or cure and vaccinate 1 infected person.

SPREAD

Spread all infections to the bottom. Vaccinated people are protected.
Vaccinate 3 uninfected people or cure and vaccinate 1 infected person.

SPREAD

Spread all infections to the top and to the right. Vaccinated people are protected.
Vaccinate 3 uninfected people or cure and vaccinate 1 infected person.
Spread all infections to the right. Vaccinated people are protected.

Vaccinate 3 uninfected people or cure and vaccinate 1 infected person.

Spread all infections to the right. Vaccinated people are protected.

Vaccinate 3 uninfected people or cure and vaccinate 1 infected person.

Spread all infections to the left. Vaccinated people are protected.

Vaccinate 3 uninfected people or cure and vaccinate 1 infected person.

Spread all infections to the left. Vaccinated people are protected.

Vaccinate 3 uninfected people or cure and vaccinate 1 infected person.
Spread all infections to the top. Vaccinated people are protected.

Vaccinate 3 uninfected people or cure and vaccinate 1 infected person.