

# POX: SAVE THE PEOPLE

## A GAME OF DISEASE CONTROL FOR 1 TO 4 PLAYERS

For ages 12+



1st Edition

### MATERIALS

Game Board, 28 Pox cards, 50 blue vaccination chips, 40 red infection (disease) chips, and 5 black death chips.

### INITIAL PLAY TIME

Approximately 35 minutes.

### GOAL OF THE GAME

A deadly disease has broken out in your neighborhood, and it's your job to halt the spread of disease! Work with your fellow players to contain the infections by vaccinating and curing people. The game is won when the disease can no longer spread and infect others. The game is lost when all death chips OR all infection chips are on the board.

### HOW TO START

Shuffle the deck of cards, and place it face down beside the board. Place the 50 blue vaccination chips, 40 red infection chips, and 5 black death chips beside the board. Place a red chip on each of the two red spaces on the board. These represent the initial disease outbreaks.

### HOW TO PLAY

Players select difficulty, then youngest player begins. Play goes as follows:

- 1) Draw a card;
- 2) Red infection chips are added to the board by Spread or Outbreak cards (see below);
- 3) Players check to see if anyone has died (a red chip, completely surrounded by red chips). People in yellow spaces die if infected;
- 4) Vaccinate or cure as many people as the card allows.

There are two types of cards:

**SPREAD CARDS:** From the player's perspective, place a red infection chip on every healthy person next to an infected one, in the direction marked on the card. After the spread, check to see if anyone has died. Then vaccinate 3 people by placing 3 blue vaccination chips on uninfected people, OR vaccinate and cure 1 person by replacing a red infection chip with a blue vaccination chip. If no new infections occur during a turn, then the player may vaccinate or cure twice the number of people stated on the card.

**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 may not be connected by a black line to any person who is already infected OR vaccinated. If there is no such person on the board when the card is drawn, then the red infection chip will not be placed. If no new infections occur during a turn, then the player may vaccinate twice the number stated on the card.

**YELLOW SPACES:** The yellow spaces on the board represent immunocompromised people (such as pregnant women, very young babies and people with weakened immune systems such as those with cancer or HIV/AIDS) who cannot be vaccinated. Vaccination chips cannot be placed on them, and they will die immediately if infected. Special care should be taken to protect them.

**DEATH:** Sometimes if the infection becomes too severe, a person on the board may die. This occurs on the board when an infected person (a red chip) is completely surrounded by red chips. To mark Death, cover that trapped red chip with a black chip. Death may occur in **one of two ways:**

- 1) Any person connected by black lines only to infected people will die (a red chip becomes surrounded by red chips);
- 2) A yellow (cannot be vaccinated) person will die immediately if infected.

Once a person is dead, they cannot be cured OR vaccinated. The game is over when too many people die. See more below.

### DIFFICULTY and GAME END

The difficulty of the game can be adjusted by changing the number of people permitted to die before the game is lost. All players should agree on the difficulty level before the game begins:

<b>CHICKEN SOUP</b> 4 DEATHS ALLOWED	<b>COUGH MEDICINE</b> 3 DEATHS ALLOWED	<b>IV FLUIDS</b> 2 DEATHS ALLOWED	<b>INTENSIVE CARE</b> 1 DEATH ALLOWED	<b>MIRACLE</b> 0 DEATHS ALLOWED
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