

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 a red chip on each of the two red spaces on the board. These represent the initial disease outbreaks.

Players alternate drawing cards. 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 cure and vaccinate 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 people who cannot be vaccinated (such as pregnant women, very young babies and people with weakened immune systems such as those with cancer or HIV/AIDS). 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. To mark Death, **cover** the red chip with a black chip. Death may occur in **one of two ways:**

- 1) Any infected person surrounded by only infected people will die (a red chip becomes surrounded by red chips);
- 2) Whenever a person who cannot be vaccinated (yellow space) becomes infected, they immediately die.

Once a person is dead, they cannot be cured OR vaccinated. The game is over when too many people die, based on game difficulty.

HOW TO PLAY

Players select difficulty (see below), then youngest player begins. Each turn goes as follows:

- 1) Draw a card;
- 2) Red infection chips are added to the board by Spread or Outbreak cards (see above);
- 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.

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:

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