The Attack of the Germs

A game for two or more players which combines strategy and the element of chance.

Contains:

12 playing dice = 2 sets
32 health stones (2 extra)
1 coin, 1 sheet of cards to be cut up

Number of players: 2+
Game time: 20-30 minutes

Game preparation

Each player takes 6 dice (2× black GERM, 2× green GERM, 2× red GERM) and 15 health stones. They put 2 decks of cards and the coin on the table.

Objective of the game

The objective of the game is to take all health stones from the opponent.

Rules of the game

The players toss the coin to decide who is going to start. The winning player puts the coin on his/her side of the table and starts the first round of the game. The player with the coin starts each phase of the round.

1. **Choosing dice** – Each player rolls the dice three times, taking turns. The first player rolls all six dice and chooses which dice to keep based on the symbol (attack/defence/stealing) or colour. The chosen dice are left on the table. The remaining dice will be used in his/her next roll. Then the second player rolls the dice and chooses his/her dice. After the third and final roll the players must use the symbols that have been rolled. It is possible to keep all symbols that the player has rolled in his/her first roll.

Symbols on the dice:  GERM = take an advantage card from the deck or steal from your opponent

 RUNNY NOSE = attack/loss of a health stone

 TEA = defence against a RUNNY NOSE

 FEVER = attack/loss of a health stone

 PILL = defence against a FEVER

The colour of the symbol (red/green) determines which advantage card the player draws, regardless of the symbol itself.

Example:

First roll – The first player chooses to keep RUNNY NOSE (attack) and red TEA (defence + advantage card) and red GERM (steal a card from opponent + advantage card); he/she decides to keep other dice for later rolls.

The second player chooses to keep TEA (defence against runny nose) and FEVER (attack); he/she keeps the rest of the dice for later rolls.

2. **Advantage cards** – The players draw green or red advantage cards based on the colour of the symbols on the dice. 1 red/green symbol = 1 advantage card.
3. **Stealing cards** – If a player rolls the GERM, regardless of the colour, he/she **must** steal a card from the opponent (if he/she has at least one). The players set aside the used dice. It is always the player with the coin to start. 1 GERM = 1 advantage card.
4. **Using advantage cards.** – The players may now use their advantage cards. Only one type of advantage card may be used in a round.

   GREEN – may be exchanged for health stones from the bank
   (a player may have a maximum of 15 health stones)
   RED – if played, the opponent loses a health stone (it goes in the bank)
   3 cards = 1 health stone
   5 cards = 3 health stones
   8 cards = 5 health stones
   Used advantage cards are returned to the bank.

5. **Attack and defence** – During this phase the players compare the symbols on the rest of the dice (excluding GERMS). The first player attacks with a RUNNY NOSE or FEVER die, while the second player defends with a TEA or PILL die. The roles are then reversed: The second player attacks, and the first player defends. The players set aside the used dice.

Example: *First player has 2× RUNNY NOSE, 2× FEVER and 1× TEA.*
Second player has 2× RUNNY NOSE, 1× TEA and 1× PILL.
Both players attack with RUNNY NOSE and defend with TEA. In addition, the first player attacks with FEVER and the second player defends with PILL. This uses up the available defence and the attacks go undefended.

Each undefended attack causes the loss of a health stone; the health stones must be returned to the bank.
If there any leftover TEA or PILL dice, they have no effect.

The first player is left with a RUNNY NOSE and a FEVER → the second player surrenders 2 health stones to the bank.
The second player is left with a RUNNY NOSE → the first player surrenders 1 health stone to the bank.

6. **End of the round** – The first player hands over the coin to his/her opponent and the second player starts the next round (phase 1-6).

End of the game

The game ends when one player loses all his/her health stones.

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Warning
Not suitable for children aged 3 and under.
Contains small parts. Suffocation hazard.