

MY KROBS



IMUL
LAUSANNE

WHAT IS MYKROBS ?



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MyKrobs is a card game about microbes, those that we have just discovered (and whose pathogenic potential is still unknown) and those that we have already known for a long time. We wanted this game to be educational, but more importantly, fun to play.

We wanted you to enjoy playing while becoming more sensitive to the microbes around us. Thus, without even being aware of it, you will learn what are the safe behaviors in everyday life and those that present risks and especially what to do to avoid them.



The game features cards of 5 different colors; each represents a type of situation in which you can be in contact with germs:

- by food
- by water contaminated by our feaces,
- by droplets or aerosols produced when we speak, sing, or breathe,
- during animal exposure, and
- during various activities which may lead to injury.



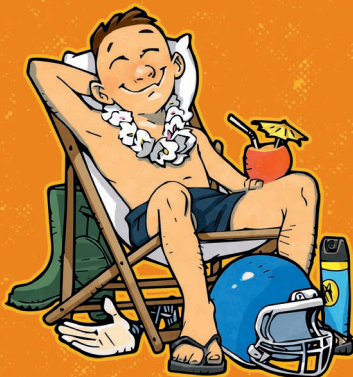
In each color, 5 neutral cards have illustrations of safe activities and 8 risk cards generically represent difficult situations. By playing these risk cards, you will expose yourself to an attack by microbes and if you are attacked, you will have to draw a disease card. By doing this, you will know precisely which risky activity has led to an infection by which germ. You will get sick to varying degrees depending on the germ in question, and you will have to patiently wait for your recovery.

The number of “time” tokens shown on a health card corresponds to the severity of the disease. Each “time” token corresponds to about one week of illness; sometimes the germ is rather harmless, and sometimes it is fatal. However, being ill, you will have to give up activities for a number of weeks.



In addition, in this game, we have a set of special cards that correspond to situations that make us more at risk of infections: immunosuppression, pregnancy, hospital, an epidemic or a particularly risky activity.

These special cards are a variant expansion which can be used both with the Krobs game (www.krobs.ch) and the present MyKrobs game.



THE QR CODES

You do not need a smartphone or computer to play this game. The QR codes in the game direct you to the right place on the «www.mykrobs.ch» website where you will find a lot of useful and important information about the microbes presented in the game.



MATERIAL

87 Krobs cards (in 5 colors)

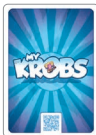
Activity (65x)

Back

Neutral (25x)

At Risk (40x)

Attack (22x)



...



...



...

20 Time tokens



40 Disease cards
(in 5 colors)

Back

Front



...



...

9 Trophy cards

Back/front

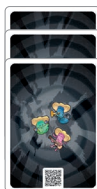


...

24 special cards
(black back)

Back

Front



...



...

GAME SETUP

- Sort the Disease cards by color. Shuffle each color separately and create 5 decks. Place them face down near the edge of the table.
- Place the Trophy cards next to the Disease decks.
- Place the Time tokens nearby.
- Shuffle the MyKrobs cards and create a facedown deck.
- Deal a starting hand of 5 MyKrobs cards to each player.
- Determine a first player at random, and you are ready to begin.



AIM OF THE GAME

Be the first to complete 3 columns of Activity cards with a value of **exactly** 15 points each. But, watch out, your opponents will be trying to trip you up!

GAME ROUND

On your turn, you choose one of 2 possible actions:

PLAY 1 OR 2 CARDS

In order to:

- A) improve your columns
- B) launch an attack
- C) heal yourself

Then draw **1 card** to your hand
(regardless of whether you played 1 or 2 cards!).

Important : you can **never** do the same type of action (A, B, or C) twice during the same turn.

OR

REBUILD YOUR HAND

Because things are definitely not going the way you want!

PLAYING CARDS

A) Improve your columns

- Place the card face up on the table.
You may use it to start a new column.
Although the aim of the game is to complete 3 columns, you are allowed to have more than 3 columns on the table to allow you to strategize!
- You can also choose to add to an existing column.
Place it on top of the chosen column, but in such a way that all players can see the values of all the cards in that column.
- If the last card played to a column is an At Risk card (⚠️), you are exposed to the attacks from the microbes.
- You may NOT play a card which would bring the sum of cards in a column above 15!



Reaching 15

When you play a card that brings a column's sum to 15, there are two possibilities:

- a) the final card is a **Neutral card** – you discard the entire column and take a Trophy card. You are one step closer to victory!
- b) the final card is an **At Risk card** – you gather all the cards in your column into a single stack (leaving the At Risk card on top). You must wait for **your next turn** to claim the Trophy card – your opponents will all have a chance to attack you first.



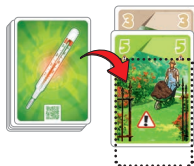
B) Launching an attack

An opponent has played an At Risk card, and now you have an opportunity to slow them down (even though that's not very nice...)

- To attack, you must play an Attack card (onto the discard pile) which matches the color of a visible At Risk card.



- Take the top card from the Disease deck of the matching color and place it on top of that column.



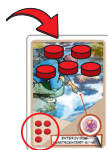
Clarifications:

- If several columns (including your own) are At Risk for the particular color when you play the Attack card, **each** vulnerable column will get a Disease card.
(Assign them randomly to the columns without looking beforehand.)
- There is a multicolored attack card which is a super-microbe and attacks all visible At Risk cards (⚠️) regardless of color.



Consequences:

- If the Disease card shows tokens (1 to 9), place that number of Time tokens on top of the card. The number of tokens corresponds to the severity of the disease: the more tokens on the card, the longer it will take to heal!
- If the Disease card shows a skeleton accompanied by a band of microbes or simply a cross, the player succumbs to a deadly disease and is immediately **eliminated** from the game!



C) Heal Yourself

If you have a disease card with tokens on it, you are *sick*.

- To heal yourself, discard an Activity card (either neutral or At Risk) of **any color**, and remove tokens from your Disease card equal to the number shown on your card.
- If you remove the last token, you are fully recovered and back to full strength.



Discard this card...



...to remove 2 tokens.

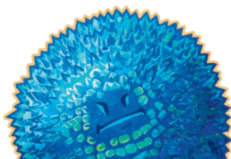
NB:

You are allowed to heal with a card whose value is higher than the number of tokens you have remaining.

- When you are fully treated, leave the Disease card on top of the column (so that you are not again At Risk!)

Attention:

As long as you are *sick*, you may not play to your columns. You can only heal yourself, attack or rebuild your hand (explained on the next page).



REBUILD YOUR HAND

- You can discard 0 to 5 **Attack** cards, and then draw cards from the deck until you have 5 cards in hand.

Ex. 1



Your hand seems too weak. You decide to discard both green Attack cards to draw 3 new cards into your hand.

Ex. 2



As your hand contains only 2 cards, you decide to use this action to draw 3 new cards. You could also have discarded the attack card before drawing up to 5 cards.

END OF THE DECK

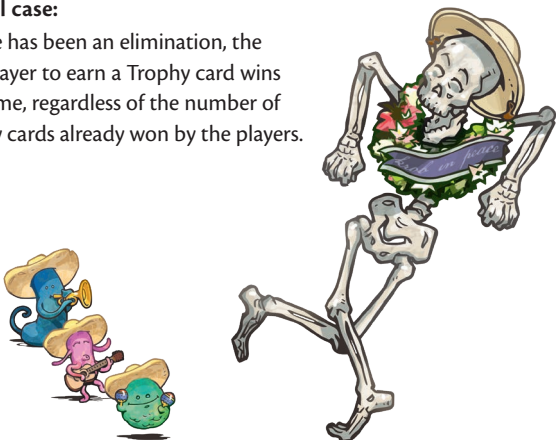
If the deck is exhausted, shuffle the discard pile to form a new deck. Later, if a Disease card comes up on the top of the deck, simply ignore it and put it in the discard pile.

END OF THE GAME

The game is won **immediately** by any player who collects his 3rd Trophy card.

Special case:

If there has been an elimination, the **first** player to earn a Trophy card wins the game, regardless of the number of Trophy cards already won by the players.



THE GAME FOR TWO

With two players, you both play against Gilbert, a dummy opponent.



The game is the same with the following changes:

- Gilbert does not receive a starting hand.
- You begin **each** of your turns playing for Gilbert. Draw the top card from the deck and play it immediately.



- If it is a neutral or At Risk card, play it to one of Gilbert's columns.

If the card value is too high to be played on an existing column, then start a new column for Gilbert.



- If it is an Attack card, it is automatically played against any At Risk cards of the same color (even those controlled by Gilbert).

If there are no such cards, the Attack card is discarded without effect.



- If Gilbert is *sick*, he must heal himself before he is allowed to play onto any of his columns. He may, of course, still attack if he draws that type of card.

Once you have played Gilbert's card, play your turn normally.

Then, your opponent will next play a card for Gilbert before he takes his turn, and so on.

END OF GAME FOR TWO PLAYERS:

The game is still won by the player to first reach 3 Trophy cards.

- If Gilbert is the player to get 3 Trophy cards, both players lose.
- If any of the players is eliminated, the next player to get a Trophy card will win, as usual.
- When one of the players is eliminated, and there is a head-to-head duel between the other player and Gilbert, the eliminated player can take on all of Gilbert's turns.

SPECIAL CARD VARIANT

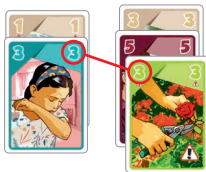
based on an idea by G. Greub

- For a slightly more strategic version and to annoy your opponents, you can add the 24 special cards to the game (black back).



- During setup, shuffle them to form a separate Black card deck, and place it next to the Disease decks.

- The game proceeds normally, but at each time you play a card to one of your columns that is identical in value to the last card played on **another** of your columns, you then draw a special card and apply its effect immediately.



- Here are the card effects explained in detail:



Place this card next to one of your columns, it is now immune to any special card attack.



Place this card on one of your columns. This adds a value of 1, 2 or 3. You may change the value depending on the cards played later.



This card is a *SuperPrudent*. Place it next to one of your columns, which is now immune to any attack in the color shown.



Discard this card and force a player to discard the last card in the column of your choice.



Discard this card and name a color. An opponent of your choice must discard all cards of that color in their hand (without replenishing).



Place this card next to the last card of any opponent's column. No more cards matching this last card's color can be played to this column.



Place this card next to any opponent's column. The owner can no longer play two cards of the same suit in a row in this column.



Place this card on an opponent's Trophy. This Trophy no longer counts until the opponent discards a 3.



Place this card next to an opponent's column. This column cannot have cards with a value of 4 or 5 played to it.

2x



Assign this card to a column of your choice. This column must total exactly 20 points, instead of 15, to earn a Trophy.

2x



Discard this card. Choose any player (you or an opponent) to discard **all** cards in hand and then draw 5 new cards.

1x



Choose any column (yours or an opponent's). All special cards attached to it are discarded.

- There can never be more than 2 special cards that target the same column, and these cards cannot be strictly identical.
- If a special card's effect is not immediately applicable, it is simply discarded.





MY KROBS

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