

# INFECTIOUS AGENT

## BOARD GAME RULES

For 2-6 players, ages 10+

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**EQUIPMENT:** Infection game board, 1 die, 6 Specimen cards, 18 Section cards, 90 Infectious Agent cards, 6 pawns/tokens (alternatively you can provide your own tokens).

### OBJECT/WINNING THE GAME:

To be the first player to collect at least one set of all three card types, Specimen, Section, and Infectious Agent, matched according to the chart below, and reach Agent Identified.

*For example, Blood - molecular - plague cards constitute a winning set.*


See chart below for winning combinations

### GAME SETUP:

- ◆ Choose a pawn/token and place it on the SPECIMEN RECEIVING square.
- ◆ Make 3 piles of each type of card i.e. all Section cards in one pile, all Specimen cards in a second pile and all Infectious Agent cards in a third pile.
- ◆ Shuffle the three piles of cards separately.
- ◆ Keep the 3 piles separate during play.
- ◆ Distribute one of the Specimen cards to each player. If there are less than 6 players put away the remaining cards as they will not be needed any further during game play.
- ◆ Place the other two sets face down nearby.
- ◆ Play is clockwise with the youngest player starting first. Alternatively, the highest roll of the die starts first.
- ◆ Movement on the board is clockwise for both inner and outer squares. See arrows for direction.

### GAME PLAY:

- ◆ Roll the die to determine the number of squares to move your pawn/token from SPECIMEN RECEIVING onto the game board.
- ◆ On your turn, you may either roll the die or exchange a card with another player

- ◆ Collect **Section** cards by landing on that appropriate section. For example, if you land on microbiology you may collect the corresponding card from the **Section** pile. You may choose not to pick that card if you so wish but you may not pick up any other card and you must put the card back at the bottom of the pile.
- ◆ If you land on a square with something written on it, follow the instructions on the square.
- ◆ If you land on a square with a “” symbol, then draw the top card in the **Infectious Agent** card pile. Again, you may choose to keep the card or put it back at the bottom of its pile, but if you choose not to keep it you cannot pick up another card.
- ◆ The gray stepping stones between the squares may be used as shortcuts to move around the board. Play must remain clockwise. Each gray stone counts as one square (space).
- ◆ A player may not have more than six cards at a time in his hand. Once he reaches this limit any card picked thereafter must either be discarded or exchanged with something already in his hand. Any discarded card should be placed at the bottom of the corresponding pile.
- ◆ You may jump over another player’s pawn or land on a square that contains another players pawn.
- ◆ Player enters **Agent Identified** from the square with the green arrow above it.

## ALTERNATE PLAY:

One can raise the difficulty level by requiring players to acquire a **Section** card before obtaining an **Infectious Agent** card

## CHART/TABLE SHOWING POSSIBLE WINNING COMBINATIONS:

Specimen Type	Section		
	Molecular	Microbiology	Virology
Blood	Yersinia pestis (plague) Coxiella burnetti	Listeria E.coli	HIV
Feces	Norovirus	Salmonella Shigella	Hepatitis A Enterovirus
Respiratory	Bordetella pertussis (Whooping cough)	Legionella  Mycobacterium tuberculosis	Measles  Adenovirus
Wound/Lesion	Francisella tularensis	Bacillus anthracis (anthrax) Staphylococcus aureus	Varicella zoster (chicken pox) Herpes simplex
CSF (Cerebrospinal fluid)	Neisseria meningitidis Haemophilus influenzae	Streptococcus pneumoniae Coccidiodes	Mumps virus - Rubeola
Environmental (including food)	Brucella sp Vibrio cholerae	Bacillus cereus Pseudomonas	Rotavirus

