

Epidemium

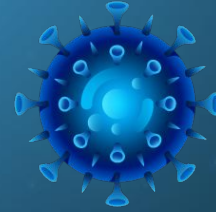
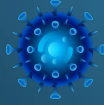


A scientific
board game



2-6 players

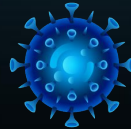
15-30 min



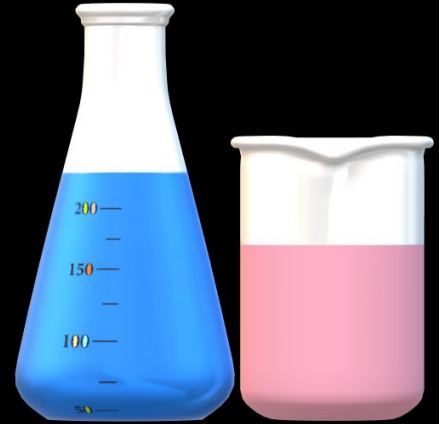
4,967,200

Dott. Lit

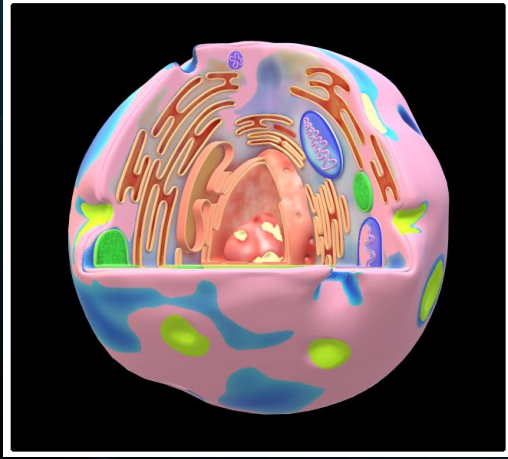
"This is the latest number of contaminated people in Europe, I have to hurry to find the treatment"



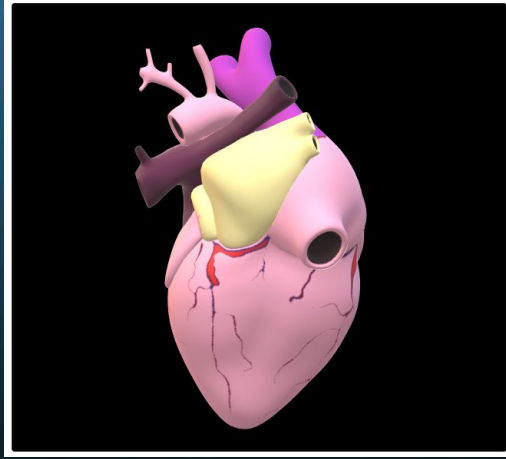
Cards quick start rules and essential rules



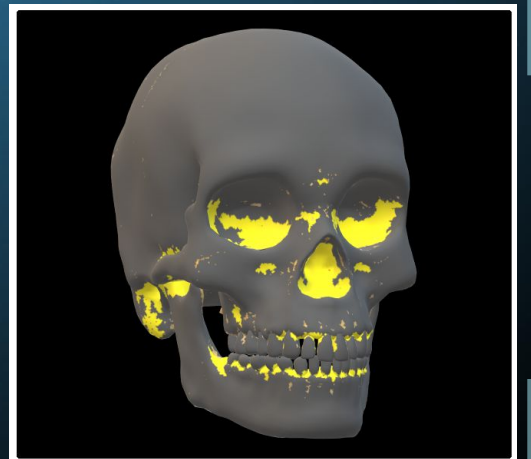
Gameplay cards



Magic
Number
Card



Bonus Life
Card



Penalty Card

Cards



Bonus Life Card

The player can save himself by using this card if a player uses a penalty card or the player rolls the dice and gets 1 in the past world or 2 in the future world that causes him to miss a turn



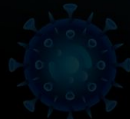
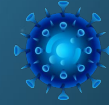
Penalty Card

The player can decide to skip the turn of another player who has not already been blocked by the dice or by another penalty card

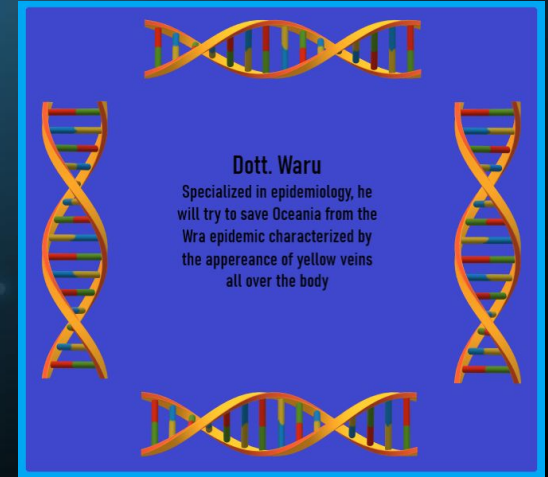
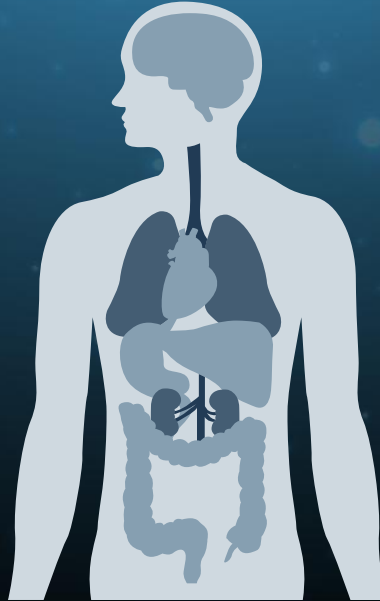


Magic Number Card

The player can decide to add or subtract the number he wants to the number rolled on the dice. The player can also use this card for teleportation



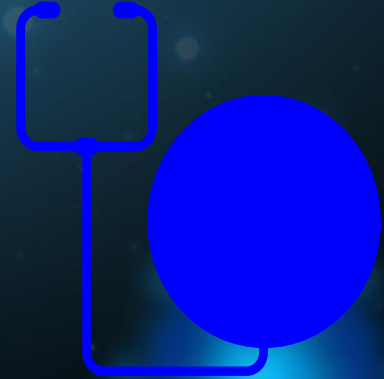
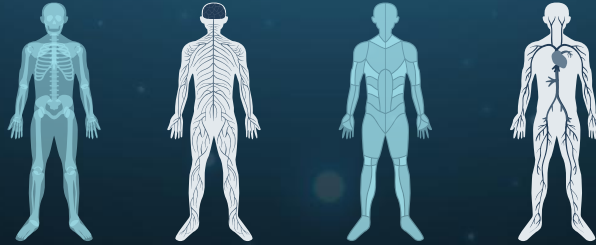
Character's cards



Character's objects

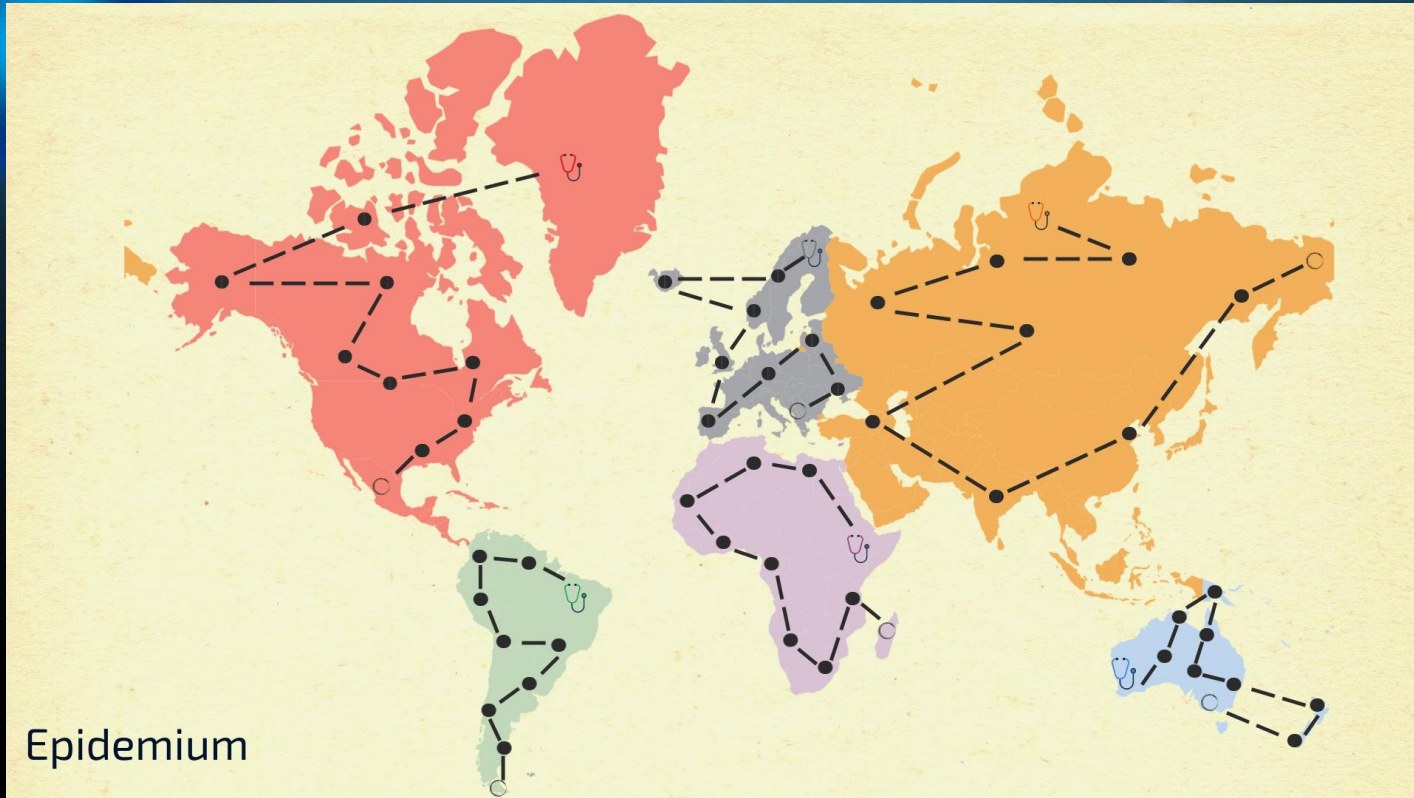


Syringe (treatment)

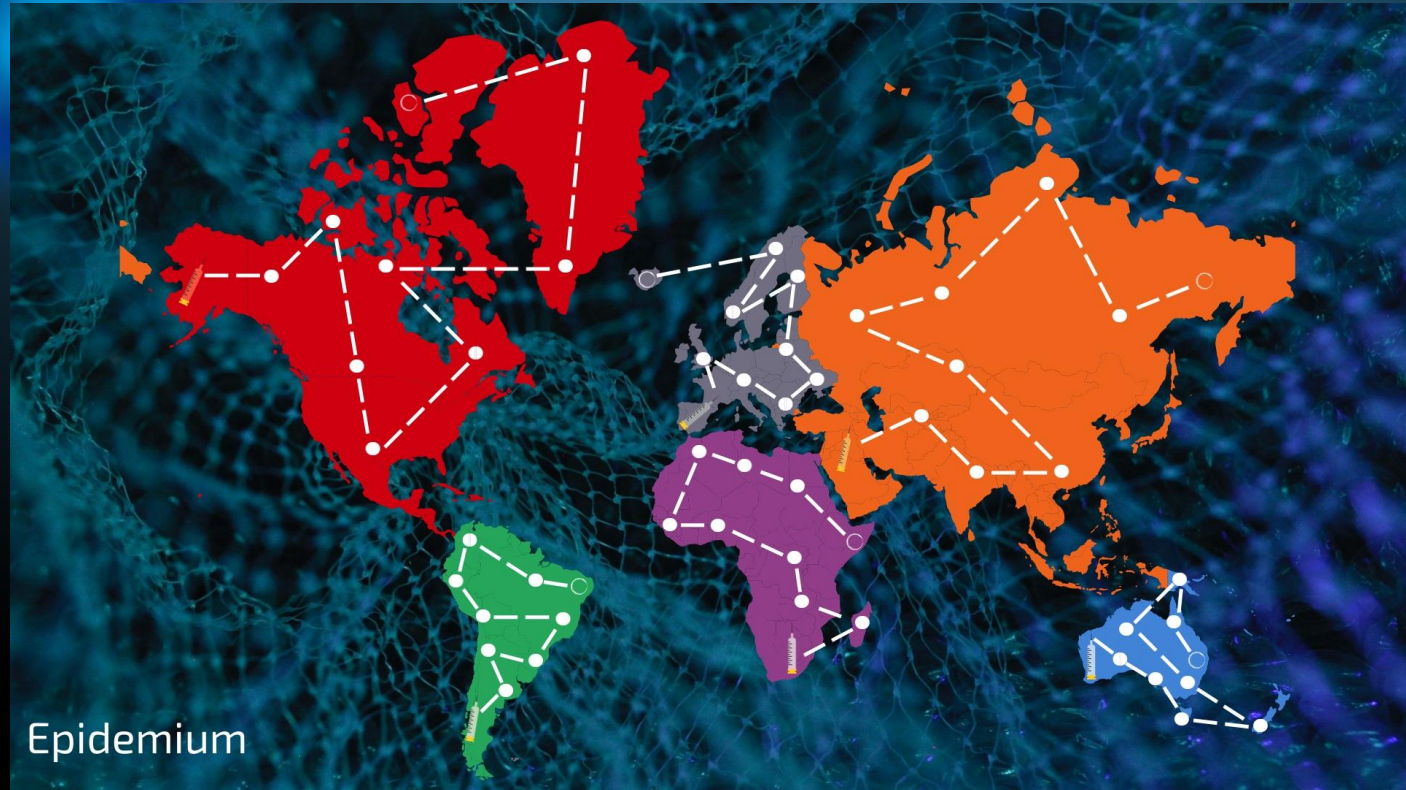


Stethoscope

Past world map



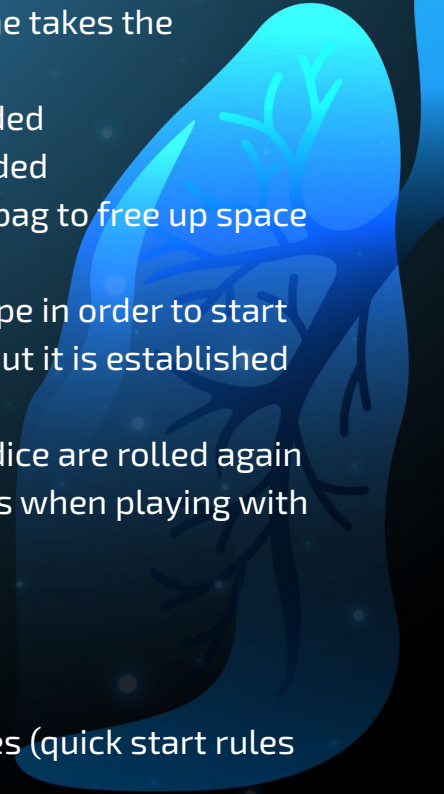
Future world map



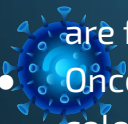
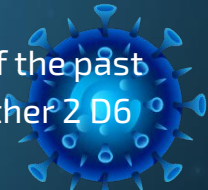
Rules



- Each player draws a colored stethoscope from the bag, based on the color he takes the corresponding card that indicates the continent and the character
- Each player takes 3 gameplay cards 1 of each type from 2 to 4 players included
- Each player takes 6 gameplay cards 2 of each type from 5 to 6 players included
- After all players have drawn their stethoscope, they can be returned to the bag to free up space on the board
- The player places his character on the corresponding continent's stethoscope in order to start
- The players one at a time throw the dice, based on the number that comes out it is established who goes first and who last (whoever rolls the lowest number goes first)
- If you play in 2 and throwing the dice two equal numbers come up then the dice are rolled again until a higher and a lower number comes out (same rule applies if it happens when playing with more players)
- Each player can only roll one D6 to move
- The player moves to the dots and not the lines on the board
- The players roll the die one at a time
- On the board there are two cards in Italian that briefly explain the game rules (quick start rules and essential rules)



- There are more dice on the board to avoid moving them all the time from the world of the past to the world of the future and vice versa. 2 D6 are for the world of the past and the other 2 D6 are for the world of the future. 1 D4 per world
- Once the player is on the syringe-shaped square he can take the syringe corresponding to his color on the board
- In the world map of the past it takes even numbers to move:
 - 2-> the player moves 2
 - 4-> the player moves 4
 - 6-> the player moves 6
- If an odd number comes up in the past world:
 - 1-> the player stands still for one turn
 - 3-> the player for his next turn will use a D4 instead of a D6, the player will have to get an even number with the D4 (2/4)
 - 5-> the player in the next turn will only move one instead of the even number that comes up on the dice
- In the world map of the future it takes odd numbers to move:
 - 1-> the player moves 1
 - 3-> the player moves 3
 - 5-> the player moves 5





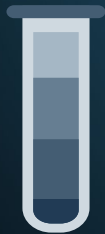
- If an even number comes up in the future world:
 - 2-> the player stands still for one turn
 - 4-> the player for his next turn will use a D4 instead of a D6, the player will have to get an odd number with the D4 (1/3)
 - 6-> the player in the next turn will only move one instead of the odd number that comes up on the dice
- If the player is in the world of the past and the die rolls 5 on two or more consecutive turns, the rule will be applied the first time the player receives an even number
- If the player is in the future world and the dice roll 6 two or more consecutive turns, the rule will be applied the first time the player receives an odd number
- If the player is in the world of the past and the die comes up with 5 then 1 it means that after skipping the turn the player will only move one square if an even number comes up on the die. If a 5 is rolled again, the rule applies only once, even if he has received the 5 two or more consecutive times before
- If the player is in the world of the future and the die comes up with 6 and then 2 it means that after skipping the turn the player will only move one square if an odd number comes up on the die. If the 6 is rolled again, the rule is applied only once, even if he has received the 6 two or more consecutive times before



- If the player is in the world of the past and a 3 is rolled again on the D4 die again for the next turn the player will use the D4, this process can be repeated as much as the 3 rolls on the D4
- If the player is in the future world and a 4 is rolled again on the D4 die again for the next turn the player will use the D4, this process can be repeated as much as the 4 rolls on the D4
- If the player is in the world of the past and a 1 is rolled on the D4 die, he stands still one turn and from the next turn he will use the D6
- If the player is in the future world and a 2 is rolled on the D4 die, he stands still one turn and from the next turn he will use the D6
- If the player is in the world of the past, he receives a 5 and then a 3, it means that if with the D4 he receives an even number he will only move one square. If he receives another 5 the rule is only applied once even if he received the 5 2 or more times before
- If the player is in the world of the future, he receives a 6 and then a 4, it means that if with the D4 he receives an even number he will only move one square. If he receives another 6, the rule is only applied 1 time even if he received the 5 2 or more times before
- If you play one-on-one in the world of the past and the two players roll the dice first and then the other and both make 1, the rule is not applied
- If you play one-on-one in the future world and the two players roll the dice first and then the other and both score 2, the rule is not applied



Teleportation



- To teleport to the past or future world, players must use two D6 and have 7 chances to have the same number come up on both dice
- If the player fails to get the same number 7 times after rolling the dice, he goes back one white circle
- The player teleports to the past or future world on the teleport space
- Once the player is on the teleport space he have to wait for the next turn to be able to try to teleport. This rule is valid for both worlds
- If the player makes a higher number than the missing spaces in the teleportation space, he is positioned in any case on the teleportation space because he still made an even number in the world of the past or an odd number in the world of the future necessary to move (Example if the player in the old world is 5 squares away from the teleportation point and rolls a 6 with the dice, however, he places himself on the teleportation square because he made an even number higher than what he needed)



- If the player is one square away from the teleportation point, it will be enough for the world of the past to make an even number to be able to get there vice versa for the world of the future
- If you play 1 on 1 in one of the two worlds, one player has been stopped and the other has two consecutive turns but is only one square away from the teleport square, the player will be able if he receives the odd or even number he needs to advance to the teleport box in the first turn and try to teleport in the second
- If you play 1 on 1 in one of the two worlds, one player has been stopped and the other is on the teleport box. The player in the first turn tries to teleport and if he succeeds, in the second turn he can roll the dice in the world he teleported into. If he fails to teleport in the first turn, he can retry in the second turn

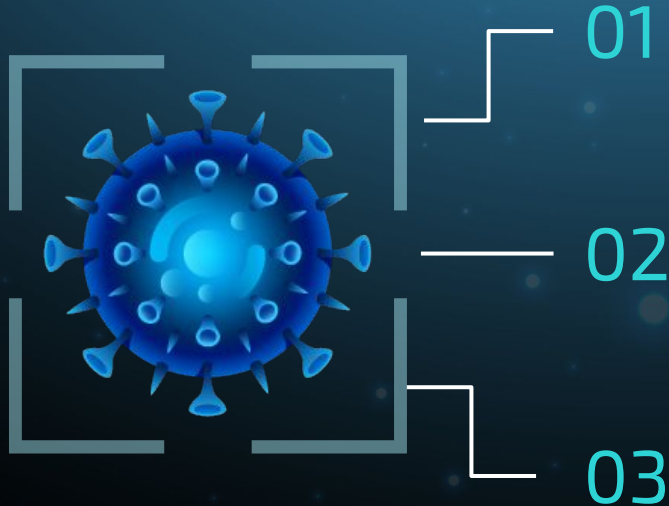


Slow-motion game mode

- In the world map of the past, even numbers are needed to move, the player only moves one square regardless of the even number that comes up on the dice
- In the future world map it takes odd numbers to move, the player only moves one square regardless of the odd number that comes up on the dice
- If a 5 is rolled in the world of the past or a 6 in the world of the future, the player moves back one white circle



How to win



- Each player will have to start from the stethoscope corresponding to their color, character and continent, go up to the teleportation box of the world of the past
- Teleport to the teleportation box of the future world, get to the syringe corresponding to their color, character and continent
- Take the syringe placed on the board and go all the way back to win