

Epidemiux



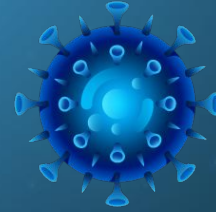
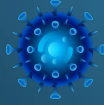
2-6 players

15-30 min



*A scientific
board game*

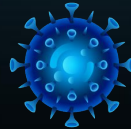




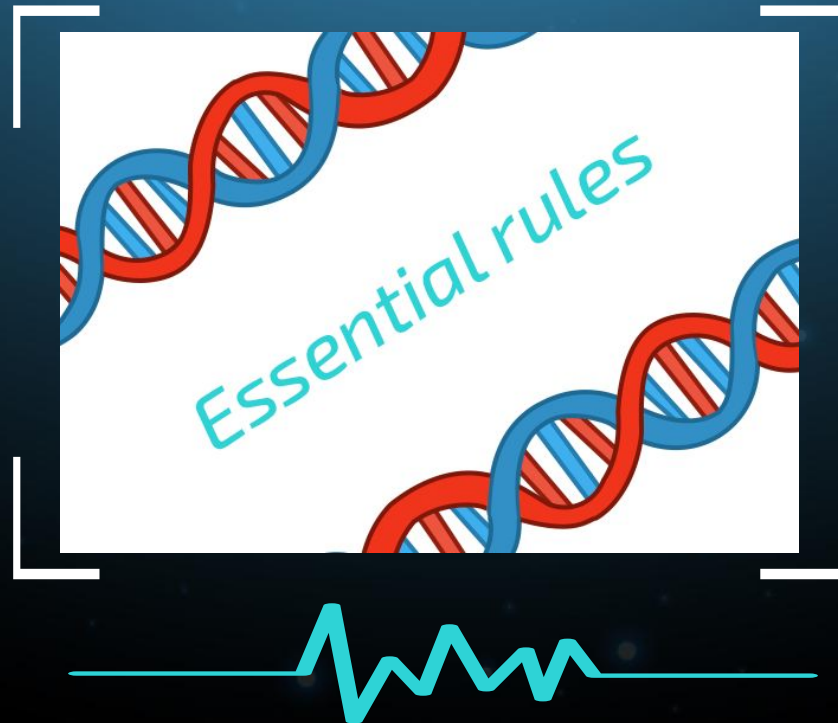
4,967,200

Dott. Lit

"This is the latest data reporting the number of contaminated people in Europe. I have to find the cure as soon as possible"



Essential rules card

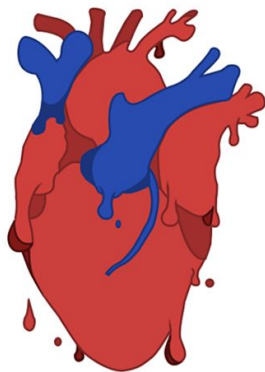


Gameplay cards



Useful Brain

Useful Brain



Life Saving Heart

*Life Saving
Heart*



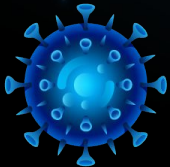
Motionless Skull

*Motionless
Skull*

Gameplay cards explanation

Life Saving Heart

The player can save himself by using this card if a player uses a Motionless Skull card or to get another die roll (if he doesn't move he gets a third roll)



Motionless Skull

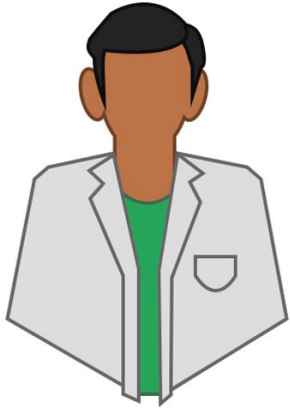
The player can decide to skip the turn of another player who has not already been stopped



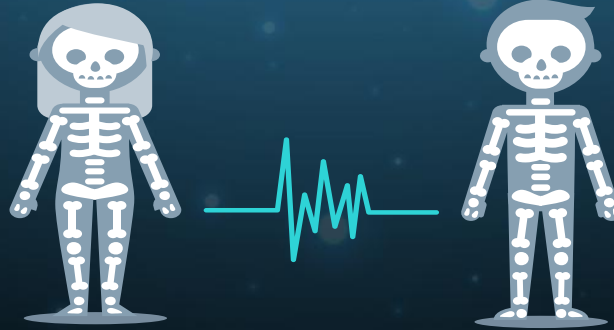
Useful Brain

The player can decide to add or remove the number he wants to the number that comes out on the die, the total of the number that comes out and the number added must be a maximum of six to move. The player can also use this card for teleportation

Character's card



Dott. Fed

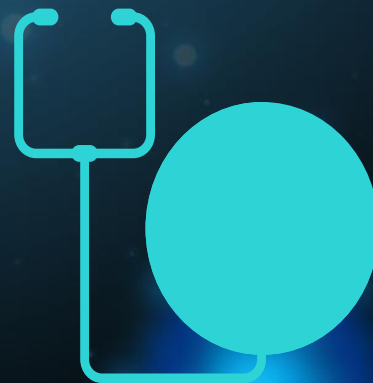


*Specialized in
preventive care
Pandemic:Ire
Characterized by the
appearance of
continuous
hallucinations*

Character's object

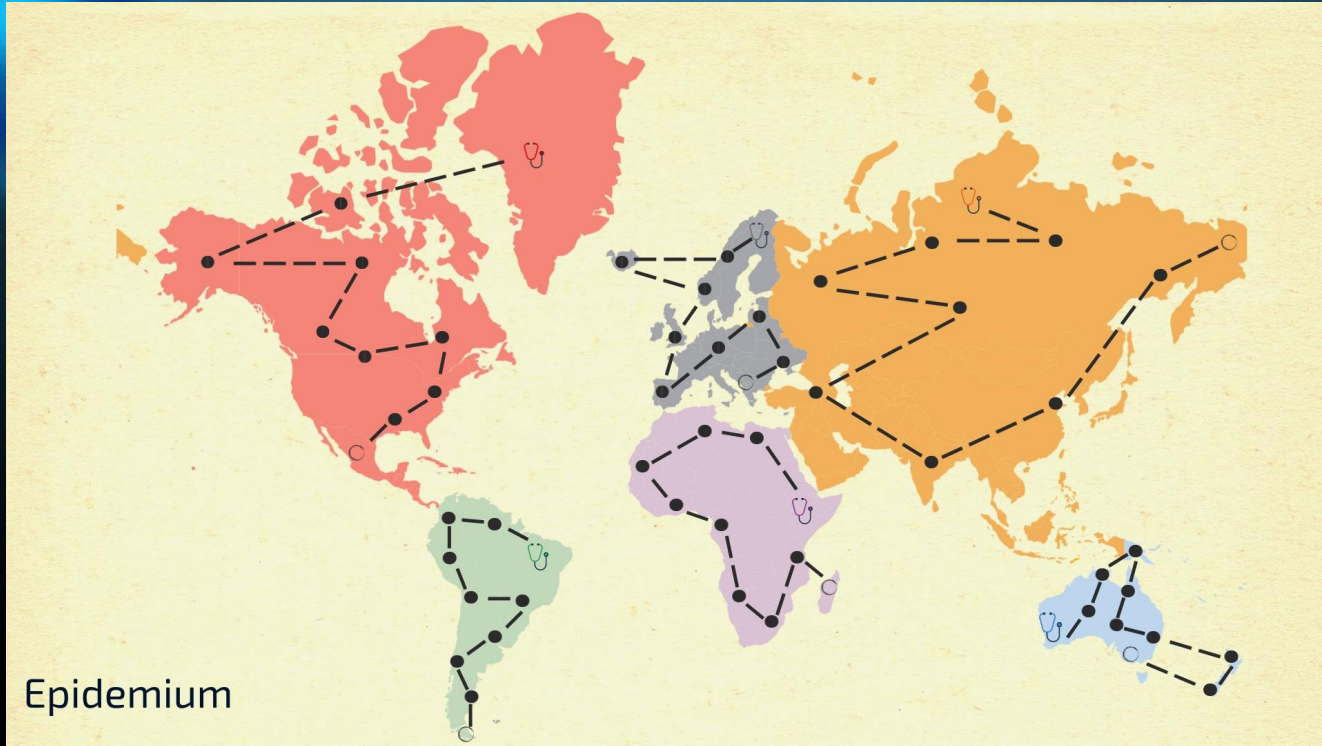


Syringe

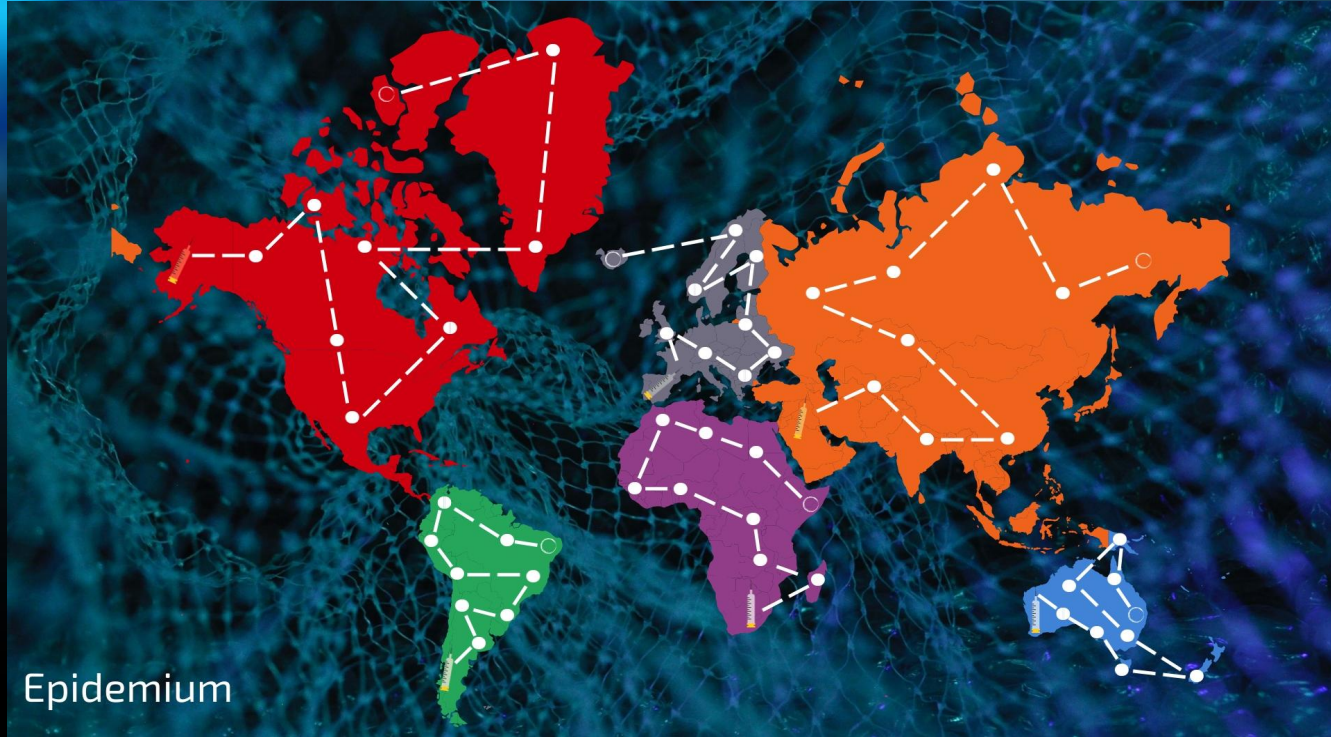


Stethoscope

World map of the past

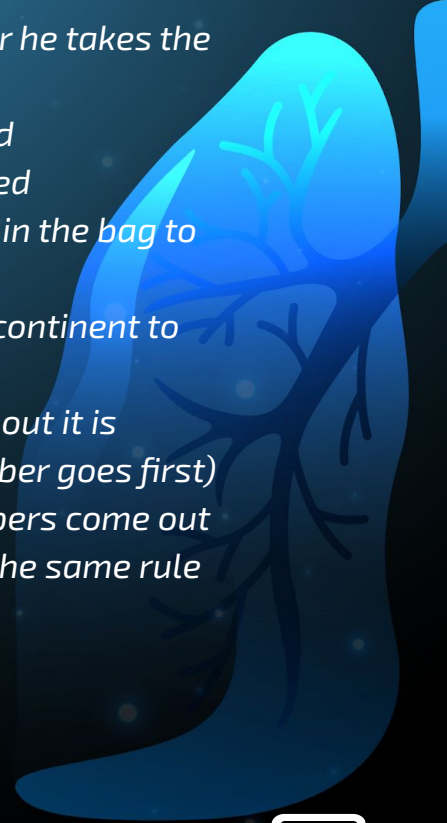


World map of the future



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 6 playing cards 1 of each type for 2 to 4 players included
- Each player takes 12 playing cards 2 of each type for 5 to 6 players included
- After all players have drawn their stethoscope, they can place them back in the bag to free up space on the board
- The player places his character on the stethoscope of the corresponding continent to start
- The players one at a time roll a die (D6), based on the number that comes out it is decided who goes first and who goes last (whoever rolls the highest number goes first)
- If there are two players playing and when rolling the dice two equal numbers come out then the dice are re-rolled until a higher and a lower number comes out (the same rule applies if it happens when playing with more players)
- Each player can only roll one D6 to move
- The players roll the die one at a time
- The player moves on the dots and not on the lines on the board
- There is a card on the board that briefly explains the rules of the game



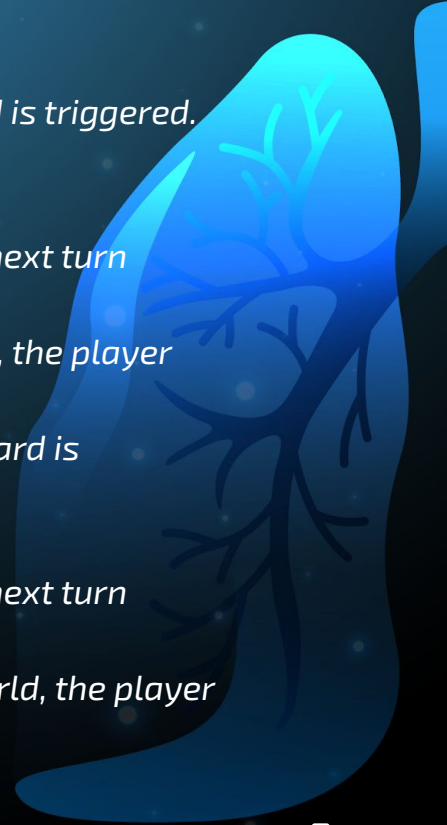


- There are more dice on the board. 2 D6 for the past world and the other 2 D6 for the future world. 1 D4 per world
- Once the player is on the syringe-shaped box, he can take the syringe corresponding to his color
 - In the past world map, even numbers are needed to move:
 - 2-> the player moves 2
 - 4-> the player moves 4
 - 6-> the player moves 6
 - If an odd number comes out in the past world: the player stays still
 - In the future world map, odd numbers are needed to move:
 - 1-> the player moves 1
 - 3-> the player moves 3
 - 5-> the player moves 5
 - If an even number comes out in the future world, the player stays still

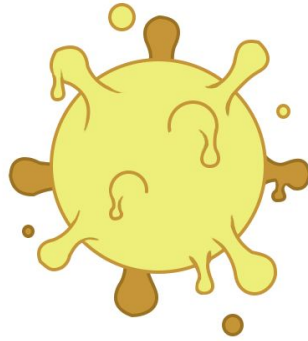




- If an odd number comes out twice in a row in the past world, the virus card is triggered. The opponent of the player's choice receives a virus card.
- Virus Card:
 - 1) The opponent of the player's choice will use a D4 instead of a D6 on the next turn
 - 2) The opponent of the player's choice moves back 2 spaces
- If an odd number comes out three or more times in a row in the past world, the player moves one space
- If an even number comes out twice in a row in the future world, the virus card is triggered. The opponent draws a virus card.
- Virus Card:
 - 1) The opponent of the player's choice will use a D4 instead of a D6 on the next turn
 - 2) The opponent of the player's choice moves back 2 spaces
- If an even number comes out three or more times in a row in the future world, the player moves one space forward
- Number sum must be an odd number if it doesn't work
- Continent-based skills



Virus card



Virus

Teleportation

- *To teleport to the past or future world, players must use two D6s and have 7 chances to make sure that the same number comes out on both dice.*
- *The player teleports to the past or future world on the teleportation space.*
- *Once the player is on the teleportation space, he must wait until his next turn to try to teleport. This rule is valid for both worlds.*
- *If the player rolls a higher number than the spaces missing from the teleportation space, he still places himself on the teleportation space because he has already rolled an even number in the past world or an odd number in the future world needed to move. (For example, if the player in the old world is 5 spaces away from the teleportation point and rolls a 6 on the die, he still places himself on the teleportation space because he has rolled an even number higher than the one he needed)*

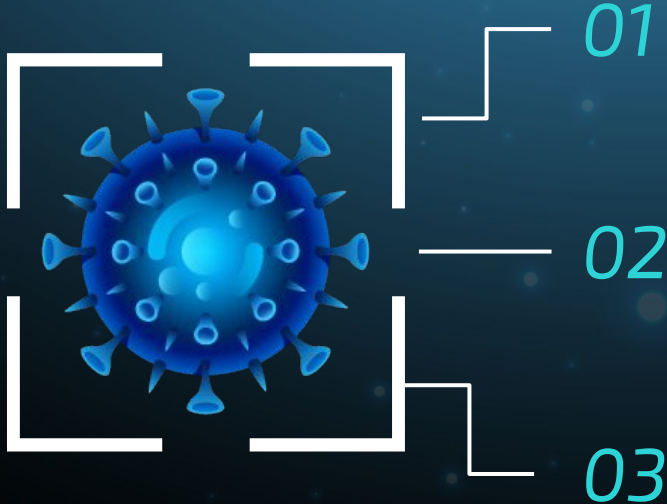




- *If the player is one square away from the teleportation point, for the past world it will be enough to roll an even number to be able to get there, vice versa for the future world*
- *If you play 1 vs 1 in one of the two worlds, one player has been stopped and the other has two consecutive turns available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



How to win



- Each player has to start from the stethoscope corresponding to their color, character and continent, and reach the teleportation box of the world of the past
- Teleport to the teleportation box of the future world, reach the syringe corresponding to your color, character and continent
- Take the syringe placed on the board and do the whole journey in reverse to win