

KROBS



IMUL
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**GAME
WORKS**

WHAT IS KROBS ?

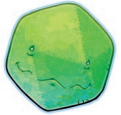


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KROBS is a card game focused on « microbes »: From new microbes that we just discovered and are still assessing their pathogenic potential to the well-known ones that we encounter with increased frequency nowadays. This happens mainly

for two reasons, : first the changes in lifestyle in the last decades and second global warming.

This game was designed to be educational while remaining entertaining. We want you to have fun while playing it and still be more aware of some of the germs that surround us.



With this in mind you will learn which behaviors in our everyday life are risky, which germs are particularly dangerous and most importantly how to avoid them.



The game has five card colors. Each color represents a situation that could put us in touch with germs : food, animals, water aerosols, the environment through ticks, and finally travel to exotic destinations.

For each color there are five neutral cards that represent harmless activities and nine cards representing risky behaviors. By playing those cards you will be exposed to an attack by a microbe and if it occurs you will have to draw a disease card. By doing so you will find out what risky behavior you committed and what germ infected you.



The degree of sickness will vary with the germ and you will have to patiently await getting better. The time tokens on the card correspond

to the severity of the disease. For example, one time token corresponds to about one week of illness.

Sometimes the germ can be completely harmless and sometimes deadly. Other times while being sick you will have to skip certain activities.



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.krobs.ch » website where you will find a lot of useful and important information about the microbes presented in the game.



A BIG THANK YOU TO OUR SPONSORS

We would like to offer our gratitude to all of our sponsors who are listed below – their donations have made this project possible:



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MATERIAL

96 Krobs cards (in 5 colors)

Activity (70x)

Back



Neutral (25x)



...

At Risk (45x)



...

Attack (21x)



...

Supercautious (5x)



...

50 Disease cards

(in 5 colors)

Back



...

Front



...

9 Trophy cards

Back/front



...

20 Time tokens



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 Krobs cards and create a facedown deck in the center of the table.
- Deal a starting hand of 5 Krobs 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!



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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.



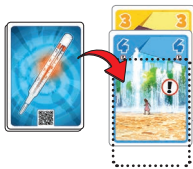
B) Launching an attack

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 does not show any tokens, nothing happens. Simply keep the card on your column...
(You were exposed to the microbe, but you did not contract the disease)



- 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, 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 redraw your hand (explained on the next page).

And Supercautious?

A Supercautious card is played to a column like all other Activity cards. It has 2 effects:

- It covers an At Risk card which was previously on top.
- It protects this column from all future At Risk cards of the matching color.



The purple 4 is thus covered, and this column is now immune from attack in the color Brown.

REBUILD YOUR HAND

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



Your hand seems too weak. You decide to discard both green Attack cards as well as the Supercautious card to draw 3 new cards into your hand.



As your hand contains only 3 cards, you decide to use this action to draw 2 new cards.

You could also have discarded the attack card and/or the Supercautious card before drawing up to 5 cards.

END OF THE DECK

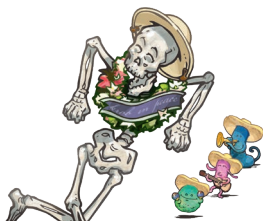
If the deck is exhausted, shuffle the discard pile to form a new deck. Later, if a Disease card comes up on the top of the deck, simply ignore it and put it in the discard pile.

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, and there are only 2 players left in the game, 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 it is a Supercautious card, it is played on any of Gilbert's columns (your choice).



- 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.



KROBS

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