

## RULES OF "MICRO-COMBAT"

**Virus, bacteria, fungi and parasites threaten the health of the inhabitants of your city. Only by working together on a team you will be able to stop this threat!**

Nº of players: 1-4

Approximate game duration: 15 min

Recommended age: over 10 years

### WHAT IS THIS GAME ABOUT?

In Micro-Combat you will play the role of doctors, researchers and healthcare personnel who have the mission of thwarting the attack of pathogenic agents which can make the population of your city ill. Your objective is to avoid any of the characters in the game losing all of their defences, and to do this you will have different preventive measures and medications... which are not always enough! Micro-Combat is a cooperative game, so you need to work together in order to win!

### WHAT WILL YOU FIND?

- 8 character cards.
- 33 attack cards (pathogen cards: 6 bacteria, 6 viruses, 6 protozoans, 6 fungi; 4 resistance cards and 5 special cards).
- 28 defence cards (16 prevention cards and 12 medication cards).
- 5 infection cards.
- 20 little cubes.

#### Character cards (blue back cards)

The 8 characters represent the inhabitants of the city. Each character has a special ability and a level of defence of 5 to 8 points. These points represent the state of health of the character. If a character's infection level exceed his level of defence the game is over.

The special abilities represent 8 healthy habits which help to prevent certain infections.



#### Preventive measures

- The use of a condom prevents the transmission of sexually transmitted diseases.*
- Hand washing avoids infections by direct contact.*
- The use of a mask avoids air and saliva contagion.*
- Eat only food products which are quality controlled to avoid contamination.*
- Boil water before drinking to avoid infection by contaminated water.*
- Vaccination is the way to avoid different infectious diseases.*
- The use of insect repellent in tropical areas will avoid infectious diseases transmitted by mosquitos or the triatomine bug ("vinchuca") bites.*
- The use of work gloves will avoid infection caused by contaminated pricking objects.*

#### Attack cards (red back cards)

There are three types of cards: pathogens, resistance and special.

The pathogen cards represent 4 different types of pathogens which can cause infection: viruses (yellow), bacteria (orange), fungi (red) and protozoans (green). Each card indicates the level of virulence (1-3 points) and what preventive actions to take to eliminate them from the game.

The resistance cards prevent the medications from having any effect on certain pathogens.

**Resistance to medications**  
*When medications are abused or used v(for example by self-medication), the pathogens causing infections become resistant to the treatment.*

The special cards indicate the lack of stock of different medications and vaccinations thereby ruling out certain defence cards (medications or vaccinations).

#### Defence cards (green back cards)

There are two types of defence cards: prevention and medication.

The prevention cards represent actions which can avoid certain infections and correspond to the 8 special abilities of the characters.

The medication cards represent substances which can treat infections produced by each of the 4 types of pathogens: antivirals, antibiotics, antifungals and antiprotozoans. These cards have a value of 1 to 3.

#### Antiviral

*Chemical substance which stops the replication of the virus infecting a live organism.*

#### Antibiotic

*Chemical substance able to inhibit or destroy the growth of bacteria.*

#### Antifungal

*Medication which stops or destroys the growth of fungi.*

#### Antiprotozoans

*Medication used for the treatment of infections caused by parasite protozoans.*

#### Infection cards

These represent the infection points suffered by a character due to an infection produced by pathogens. There are different scoring lines for each type of pathogen (yellow, orange, red and green). It is used a little cube to mark the resistance level of each character due to each pathogen.

### WHAT SHOULD BE DONE BEFORE PLAYING MICRO-COMBAT?

Shuffle the attack and defence cards separately to make two decks of cards. Without looking at them, pick up 3 attack and 3 defence cards. These cards are not used during the game.

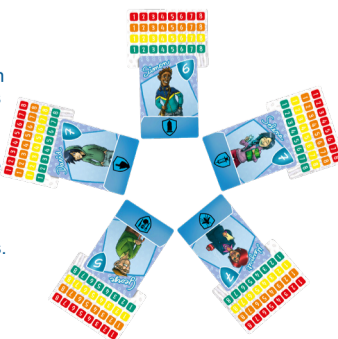
Each player should be dealt a hand of defence cards based on the number of players:

- 1 player: 8 cards
- 2 players: 4 cards
- 3 players: 3 cards
- 4 players: 2 cards

The remaining defence cards are left face down in the middle of the table making a deck which will be used along the game.

Randomly place 5 character cards and their infection cards face up in a circle on the table. The remaining character cards are discarded. One of these 5 cards will be chosen as the starting character of the game and the different phases of the game.

The attack cards are placed face down making a deck next to the defence cards.



## HOW IS MICRO-COMBAT PLAYED?

The game consists in using the defence cards which represent measures of prevention and medications in order to stop the characters from losing their defence points due to the effects of the pathogens. Everyone plays at the same time, with no turns or player order. The pathogens are defeated through player cooperation. The game consists of 6 rounds. Each round includes the following phases: exposure, prevention, treatment, contagion and card drawing.

### Exposure phase

Beginning with the starting character, clockwise place a card from the attack deck beside each character. Depending on the type of card, 3 things can happen:



A pathogen card acts according to the sections on prevention, treatment and contagion phases.

If a resistance card appears this should be assigned to a pathogen of this type (as shown in the image) which is already in play, beginning with the character given the card and continuing clockwise until finding the appropriate pathogen card. If there is no corresponding pathogen card, the resistance card will remain on the table until the appropriate pathogen appears, and it will automatically become a super-pathogen which is not affected by any of the corresponding medication cards.

If a special card appears (indicating out of stock) everyone must discard all the corresponding medications or vaccinations.

### Prevention phase

The attack of a pathogen can be prevented in two ways:

1. When the special ability of the character directly protects him/her.
2. By playing prevention cards which avoid infection by the pathogen.

Play as many prevention cards as possible or believed to be necessary in order to eliminate the pathogens from the characters.

If a character has several pathogen cards sharing the same preventive measure, they can be eliminated at the same time.

The prevention cards played are placed on the discarded card pile next to the defence deck. The pathogens are also discarded to make a pile next to the attack deck.



### Treatment phase

Try to eliminate the cards of pathogens that could not be prevented in the previous phase as well as the infection tokens of the characters (see "Contagion phase" section), playing as many medication cards as possible or believed to be necessary.

The medication cards have a value from 1 to 3 and only affect the pathogens of the same type (i.e. antivirals only affect viruses).

The value of the medication cards must be greater than or equal to that of the virulence of the pathogen. Several medication cards can be combined to achieve the value needed to eliminate the pathogen or an infection token. Likewise, the treatment of one character can eliminate several pathogen cards at the same time provided that the value of the medication cards used is greater than or equal to the total of the virulence points. The same medication card cannot be used to eliminate pathogens or tokens of more than one character.

The medication cards played and the pathogens eliminated are discarded.



### Contagion phase

Pathogens which could not be prevented or treated are discounted due to their virulence level on the scoring card and are given to the next clockwise character thereby exposing him/her to possible infection by this pathogen(s). Unused pathogen cards are added to the next round. In this way, characters may be exposed to more than one pathogen card.



### Card draw phase

At this time some or all of the cards still in the players' hands can be discarded to draw new cards. In order to replace the initial cards you must draw an equal number of cards from the defence card deck.

When all of the cards on the defence deck have been used, shuffle the discarded cards and make a new deck.

### WHEN IS THE GAME OVER?

When the level of defence of a character is zero, the game is over since you have not been able to control the infections in your city... better luck next time!

To the contrary, if you are able to finish the attack deck and the last round of the game without losing any character, then you will have won the game and successfully managed the infections in the city. Well done!

## REGLAMENTO DE "MICRO-COMBAT"

**Virus, bacterias, hongos y parásitos amenazan la salud de los habitantes de vuestra ciudad. ¡Sólo trabajando en equipo lo podréis impedir!**

Núm. de jugadores/as: 1-4

Duración aproximada: 15 min

Edad recomendada: a partir de 10 años

### ¿DE QUÉ VA ESTE JUEGO?

En Micro-Combat os pondréis en la piel de médicos y médicas, investigadores e investigadoras y personal sanitario cuya misión es impedir que la población enferme a causa de los ataques de los agentes patógenos que recorren la ciudad. Vuestro objetivo será evitar que ninguno de los personajes en juego pierda todas sus defensas, para ello dispondréis de diferentes medidas preventivas y medicamentos... ¡pero no siempre serán suficientes! Microcombat es un juego cooperativo, así que tendréis que trabajar en equipo para ganar.

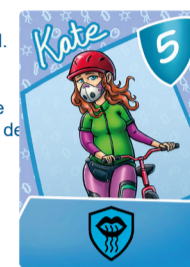
### ¿QUÉ ENCONTRARÉIS EN ESTE JUEGO?

- 8 cartas de personaje.
- 33 cartas de ataque (cartas de patógeno: 6 bacterias, 6 virus, 6 protozoos, 6 hongos; 4 cartas de resistencia y 5 cartas especiales).
- 28 cartas de defensa (16 cartas de prevención y 12 cartas de medicamento).
- 5 cartas de infección.
- 20 cubitos.

#### Cartas de personaje (dorso azul)

Los 8 personajes representan los habitantes de la ciudad. Cada uno dispone de una característica destacada y un nivel de defensas de entre 5 y 8 puntos. Los puntos representan el estado de salud del personaje; en caso de que el nivel de infección de un personaje supere su nivel de defensa la partida habrá finalizado.

Las características destacadas representan 8 hábitos saludables que ayudan a prevenir determinadas infecciones.



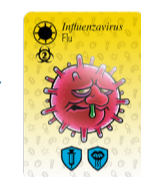
#### Medidas de prevención

- Haciendo un buen uso del preservativo se pueden evitar contagios por transmisión sexual.*
- Lavarse las manos permite evitar infecciones por contacto directo.*
- Utilizando mascarilla se pueden evitar los contagios por vía aérea y por saliva.*
- Para evitar las contaminaciones por vía alimentaria es necesario comer alimentos que hayan pasado los controles mínimos de calidad.*
- Hervir el agua antes de beberla permite evitar infecciones por agua contaminada.*
- Vacunarse es la manera de evitar muchas infecciones.*
- Usar repelente de insectos en zonas tropicales permite evitar contagios de enfermedades infecciosas transmitidas por picaduras de mosquito o vinchuca.*
- Usar guantes de trabajo evita infecciones causadas por objetos punzantes contaminados.*

#### Cartas de ataque (dorso rojo)

Hay 3 tipos de cartas: de patógeno, de resistencia y especiales.

Las cartas de patógeno representan patógenos de 4 tipos diferentes: virus (amarillo), bacterias (naranja), hongos (rojo) y protozoos (verde), que pueden causar infecciones. Cada carta indica su nivel de virulencia (1-3 puntos) y qué acciones de prevención lo eliminan del juego.



Las cartas de resistencia hacen que las cartas de medicamento no tengan ningún efecto sobre determinados patógenos.

**Resistencia a los medicamentos**  
*Cuando se abusa o se hace un mal uso de los medicamentos (por ejemplo, automedicación) los patógenos causantes de la infección se vuelven resistentes al tratamiento.*



Las cartas especiales indican falta de existencias de los diferentes medicamentos y vacunas, de manera que obligan a descartarse de determinadas cartas de defensa (medicamentos o vacunas).

#### Cartas de defensa (dorso verde)

Las cartas de defensa pueden ser de dos tipos: de prevención o de medicamento.

Las cartas de prevención representan acciones que permiten evitar determinadas infecciones y corresponden a las 8 características destacadas de los personajes.



Las cartas de medicamento representan sustancias que permiten tratar las infecciones provocadas por cada uno de los 4 tipos de patógeno: antivirales, antibióticos, antifúngicos y antiprotozoarios. Estas cartas tienen un valor de 1 a 3.

#### Antiviral

Sustancia química que frena la replicación de los virus que están infectando un organismo vivo.

#### Antibiótico

Sustancia química que tiene la capacidad de inhibir el crecimiento de bacterias o de destruirlas.

#### Antifúngico

Medicamento que evita el crecimiento de hongos o los destruye.

#### Antiprotozoario

Medicamento que se utiliza para el tratamiento de las infecciones ocasionadas por protozoos parásitos.



#### Cartas de infección

Cada personaje dispone de una carta de infección que marca el nivel de infección que sufre en cada momento por cada tipo de patógeno (rojos para hongos, naranjas para bacterias, amarillos para virus y verdes para protozoos). Este nivel de infección se marca con un cubito de su mismo color en cada una de las líneas.



### ¿QUÉ HAY QUE HACER ANTES DE EMPEZAR A JUGAR?

Se mezclarán las cartas de ataque y de defensa por separado formando dos mazos. Se retirarán, sin mirarlas, 3 cartas de ataque y 3 cartas de defensa. Estas cartas no se utilizarán durante la partida.

Cada jugador/a recibirá una mano inicial de cartas de defensa, en función del número de jugadores/as:

- 1 jugador/a: 8 cartas
- 2 jugadores/as: 4 cartas
- 3 jugadores/as: 3 cartas
- 4 jugadores/as: 2 cartas

Las cartas restantes de defensa se dejarán sobre la mesa, boca abajo, formando un mazo que servirá para abastecerse a lo largo de la partida.

Se cogerán 5 cartas de personajes al azar y sus respectivas cartas de infección y se colocarán boca arriba en el centro de la mesa, formando un círculo. El resto de personajes se retirarán del juego. Se escogerá uno de estos 5 que será el personaje inicial durante la partida.

Las cartas de ataque se colocarán boca abajo formando un mazo en el lado opuesto del mazo de cartas de defensa.

