

GERM-O

AGES 7+
2-10 PLAYERS

Object of the game:

Be the first player to get rid of all your cards.

How to Play:

The dealer shuffles the deck and deals each player seven (7) cards.

The remainder of the cards are placed face down in the center of the players to form a DRAW pile.

The first card in the DRAW pile is turned face up to begin a DISCARD pile.

The player to the left of the dealer starts.

On your turn, you must match a card from your hand to the card on top of the DISCARD pile by color or type of bacteria.

EXAMPLE: If the card is a RED ASCARIS, the player must play a RED card or an ASCARIS card.

If you don't have a card that matches, you must take one from the DRAW pile. You may play that card on the same turn, otherwise the play continues to the next person.

Action Cards:

 **Draw 2:** The next player must draw 2 cards and miss a turn.

 **Draw 4:** You choose the color that continues play plus, the next player must draw 4 cards and miss their turn.

 **Reverse:** The direction of the game changes from left to right or visa versa.

 **Skip:** The next player is skipped.

 **Wild:** You choose the color that continues play. You may play this card anytime.

Going out:

When you play your second to last card, you must yell "Germ-O" signaling that you only have one card left in your hand. If you don't yell "Germ-O" before the next player begins their turn, you must draw 2 cards as a penalty.

If no player is out of cards by the time the DRAW pile is depleted, the DISCARD pile is shuffled and play continues until there is a winner.

Contents: 109 cards

21 - Blue cards
20 - Green cards
18 - Yellow cards
18 - Red cards

8 - Draw 2 cards in 4 colors
8 - Reverse cards in 4 colors
8 - Skip cards in 4 colors
4 - Draw 4 wild cards
4 - Wild cards

Brought to you by the Maine Center for Disease Control and Prevention and the Maine Department of Agriculture Conservation & Forestry.



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