

‘WABAK X’ GAME RULES

Age: +7 years

Players: 3-6 players

Duration: 15-30 minutes

“In an isolated Orang Asli village, a novel threat looms: Disease X.

This game challenges you to unite the villagers (players), using strategy and cooperation to fend off the infectious disease. But beware, not everyone will make things easy. Will your efforts safeguard your health and protect the village, or will Disease X lead to ‘Wabak X’ (Outbreak X)?

Stay prepared to face the threat, or regret the fate you get!”

What’s the Game About?

In ‘Wabak X’, players work to protect themselves from the threat of *Disease X* and avoid outbreak in the village by assembling preparedness kits. Players must collect sets of 5 different item cards to create these kits, contributing to their overall score. The game requires strategic actions and use of resources, which can influence player interactions and defend against infections and outbreaks.

Content

107 cards as follows:

Preparedness Cards (yellow cards)	Item Cards (green cards)
<ul style="list-style-type: none"> • Preparedness Kit 1 (outbreak kit only) x10 • Preparedness Kit 2 (outbreak kit + preparedness program attendance) x5 	<ul style="list-style-type: none"> • Fever medications x10 • Antimicrobial agents x10 • PPE x10 • Wound care items x10 • Important information sheet x10
Action Cards (green cards)	Event Cards (red cards)
<ul style="list-style-type: none"> • Tok Batin (Village Leader) x4 • Puyang (Shaman) x2 • Jiran (Neighbour) x4 • Sumpit (Hunter) x4 • Orang Sakit (Sick person) x5 • Perintah Isolasi (Isolation order) x2 • Ingkar Isolasi (Isolation order violation) x3 • Buang Sampah (Good waste management) x4 • Jaga Kebersihan (Good hygiene practices) x4 • Haiwan (Animal) x3 • Pihak Kesihatan (Health Authorities) x4 	<ul style="list-style-type: none"> • Penyakit X (Disease X) x3

Getting Started:

1. Combine the Item Cards and Action Card, these will be the Resource Cards. Shuffle each of the 3 different card types (Resource Cards, Preparedness Cards and Event Cards) and put them in the middle where everyone can reach. There will be 4 card piles: Resource Cards

draw pile, Resource Cards discard pile, Preparedness Cards draw pile and Event Cards draw/discard pile.

2. Every player gets 7 cards from the Resource Cards draw pile.
3. The oldest player goes first, then play goes to the right.

About the Card Piles:

1. A Resource Cards draw pile (where you draw items and action card), cards face down.
2. A Resource Cards discard pile (where you put used items and action cards), cards face up.
3. An Event Cards pile (for drawing and discarding 'Disease X' cards), cards face down.
4. A Preparedness Cards draw pile (for 'Preparedness kit' cards), cards face down.

Suggested card piles layout:



How to Play:

1. On the first round, each player gets 7 cards from the Resource Cards draw pile. Then, for each subsequent turns, players draw 2 cards from the top of the Resource Cards draw pile on their turns.
2. You can do one action per turn (i.e., using an Action Card).
3. You can also trade 5 collected item cards for one 'preparedness kit' card. This doesn't count as your one action; you can make more than one 'preparedness kit' card each turn. Players place their collected preparedness kit cards face down in front of them, side by side, so other players can see them.
4. After using the Resource cards, place them into the Resource Cards discard pile.
5. If you don't have any Action Cards, you skip your turn.
6. At the end of the game, all players flip their collected 'preparedness kit' cards face up and count their accumulated scores. The player with the highest score wins.

Joining In:

Anyone can join the game anytime. Just grab 7 cards from the Resource Cards draw pile and jump in!

How the Game Ends:

The game ends when the Resource Card draw pile or the Preparedness Card draw pile runs out, or if all players decide to stop.

Item cards (green cards):

- To get a 'Preparedness kit' card, you need to collect a set of 5 Item Cards.
- Once you have at least one of each type of item, you can trade them in for one 'preparedness kit' card from the Preparedness Card draw pile and discard the traded Item Cards into the Resource Cards discard pile. This is a key part of building your score.

Item Card				
Fever medications	Antimicrobial agents	PPE	Wound care items	Important information sheet

Preparedness cards (yellow cards):

Preparedness Kit 1 (outbreak kit only) = 1 point	Preparedness Kit 2 (outbreak kit + preparedness program attendance) = 2 points
---	---

Action cards (green cards):

	Action Card	What it does	What it signifies
1.	Tok Batin (Village Leader)	Lets you peek at another player's cards and take two, or peek at two players and take one card from each.	It's like being the wise leader who knows how to gather the best supplies for the village.
2.	Puyang (Shaman)	Combine Resource Cards discard pile into the Resource Cards draw pile, reshuffle then draw 2 cards from the top of the new Resource Cards draw pile.	It's like the shaman bringing new hope in times of uncertainty.
3.	Jiran (Neighbour)	Discuss/negotiate and swap one card with a player next to you, either to your left or right.	It shows how neighbours help each other by sharing what they need.
4.	Sumpit (Hunter)	Pick one random card from the hand of each player.	It's like hunting in the forest; sometimes you get exactly what you're looking for, sometimes you don't.
5.	Orang Sakit (Sick person)	Place this card on one of any other players 'preparedness kit' card making it inactive and unable to score points. The Sick person can be removed using an Isolation Order, or an Isolation order violation card.	Shows how unexpected sickness can affect our plans and isolation of the sick person can prevent disease spread, but violating isolation orders will negative affect others.
6.	Perintah Isolasi (Isolation order)	Removes the 'sick person' effect from a 'preparedness kit', allowing it to score points again by discarding the 'sick person' into the Resource Cards discard pile.	Teaches the importance of isolation in stopping the spread of illness.
7.	Ingkar Isolasi (Isolation order violation)	Lets you transfer a 'sick person' from your card onto one of another player's 'preparedness kit'.	It's a sneaky move, showing how not following health advice can make troubles for others, not just ourselves.
8.	Buang Sampah (Good waste management)	Lets you choose 2 cards in your hand that you don't want, discard them into the Resource Cards discard pile, and draw 2 new cards	Good waste management has two main benefits. It prevents disease and protects human health, and it also cares for the environment.

		from the top of the Resource Cards draw pile.	
9.	Jaga Kebersihan (Good hygiene practices)	Prevents 'Disease X' card effects from affecting you during your turn. If you use this card, pass the 'Disease X' card to the next player, and you may take your turn/action as usual.	Good hygiene keeps you safe, but others who don't may still get sick.
10.	Haiwan (Animal)	Take a 'Disease X' card from the Event Card draw pile and place it in front of the next player so everyone can see. If that player already has a 'Disease X' card, the disease moves to the following player. A player can avoid 'Disease X' by using an item or 'Good Hygiene' card, then pass it to the next player and take their turn as usual. If they do not have or choose not to use these cards, they skip their turn, the 'Disease X' card remains visible in front of them, and the effect of the card also still applies to that player. A player can also nullify the effect of 'Disease X' from all players by using a 'Health Authorities' card. The 'Animal' card can be used at any point during the game and more than one can be used at a time.	Teaches that animals can bring sickness and that novel diseases (i.e., Disease X) is predicted to be of zoonotic origin, and we need to always be prepared to safeguard our health.
11.	Pihak Kesehatan (Health Authorities)	Lets you remove a 'Disease X' card from the game by discarding it into the Event Card pile (placing it at the bottom), preventing it from affecting anyone else. It can be used to nullify the effect of a 'Disease X' card on yourself or on other players, but must be used during your own turn.	It shows the positive impact of health intervention measures in keeping everyone safe from infectious diseases.

Event card (red cards):

	Event Card	What it does	What it signifies
1.	Penyakit X (Disease X)	The 'Disease X' card only comes out when an animal card is played and it's picked from the Event Card pile. The 'Disease X' card can be summoned using the 'Animal' card at any point during	A new zoonotic threat appears! Disease X can infect anyone at anytime. Stay clean to protect yourself, preparedness items prepared at home can be used to fight it off and stop the spread,

		<p>the game, and more than one 'Disease X' card can be in play at the same time.</p> <p>Here's what happens when a player gets this card and places it in front of them:</p> <ul style="list-style-type: none"> • If they have an Item Card: They can use any one of the items to protect themselves from 'Disease X' and then pass the 'Disease X' card to the next player. • If they have a 'Good Hygiene' Card: This card can also protect them from 'Disease X', just like the item card. • If they have a 'Health Authorities' card, they remove a 'Disease X' card from the game, discarded into the Event card pile. It can be used to nullify the effect of a 'Disease X' card on yourself or on other players, but must be used during your own turn. • If they don't have these cards: They must miss their next turn. The 'Disease X' card stays in front of them for everyone to see, with its effect still applicable to the player. 	<p>and call in the health authorities for stronger protection.</p>
--	--	---	--

Winning the Game:

The winner is the player with the highest accumulated points from their 'preparedness kit' cards. Each type of card scores differently, but you won't know the points until the game ends. So, assemble as many 'preparedness kit' cards as you can!