

2 to 4 Players
Ages 6+

Let's Play!

GURMS

Acutely contagious. Infectiously fun!

Your game table is about to become infected with Gurms! Don't worry though, coming down with a case of these cuties is a good thing! You see, regular germs attack your body's fun cells causing your brain's amusement levels to become dangerously low, leaving you with a yucky, unenjoyable feeling. But, spreading our Gurms actually increases your fun levels more and more every time you play! Studies from the Rhodes Establishment of Neurological Advancement indicate that regular gameplay of Gurms can significantly reduce feelings of boredom and nothing-to-do-ness. It's no wonder that everyone from doctors to dads is trying to catch Gurms! Get ready, set, and start spreading the fun!



Starter Tile

You'll need:

1 unique Starter Tile, 60 Game Tiles, 4 contagiously cute Infection Figures, 1-3 Friends (nemeses, strangers, or the family pet could work as well), 1 Playing Surface & these Instructions.

Set-Up

1. Pick your favorite Infection Figure. They're all so contagiously cute, how will you choose? (Want to play two figures each for a two player game? Go right ahead!)
2. Place the starter tile face up in the center of the play area.
3. Mix the remaining tiles and place them face down in a pool in reach of all players.
4. Everyone draws 1 tile to start. The last player to have had the sniffles goes first.



Infection Figures

Your turn to Spread Some Gurms!

Play your tile by placing it on the table so that at least one edge matches an existing tile. All edges of the tile you play must match the gurm or gurms you are playing it next to. Draw another tile to end your turn.

A white blank edge with no gurm is called a blocker and cannot be matched to anything. No tile can ever be placed there (and no, you can't match white to white!).

If your tile doesn't have your gurm on it, place it strategically where it will be of least help to your opponent/s.

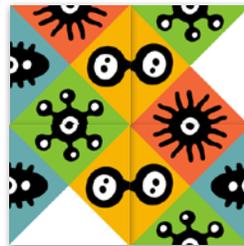
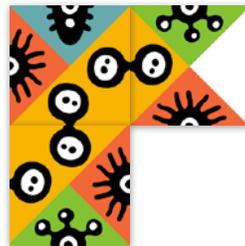
If you match two or more sides of your tile, take another turn. If your next play matches on 2 or more sides, take another turn. You get the idea.



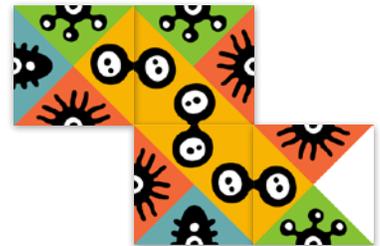
Single



Strain of 2 (Side-to-Side & Corner-to-Corner)



Strain of 3



Who's the most contagious?

When the last tile is added to the board, the game ends and it's time to score your gurms!

A single gurm, not in a strain, counts as 1 point (Gurms are in a "strain" if there is more than 1 next to each other in a side-to-side or corner-to-corner configuration).

Each gurm in a strain of 2 counts as 2 points (4 points total). Each gurm in a strain of 3 counts as 3 points (9 points total), and so on...

The player who is the most infectious wins!

Alternate Scoring

(for younger players or the not so math savvy)

All completed gurms count as 1 point each despite creating a strain, so no strain bonuses apply.

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