



PLAYING INSTRUCTIONS

Object: When you don't feel well, the proper food and medicine may make you feel better. In HA CHOO the players use food and medicine cards to reduce their temperatures from fever to normal. HA CHOO is designed to make you feel better about getting well. Please read all of the instructions before playing the game.

Game Pieces: 28 Draw cards,
28 Food/Medicine cards,
8 Game Pawns (2 for each player), 1 Game Board.
Players: 2 to 4

Setting up the Game: Each player gets two pawns. One pawn, the "*game pawn*," moves around the game board. The other pawn, the "*temperature pawn*," keeps track of the player's temperature. Each player places one pawn on the square marked START on the outside corner of the game board, and another pawn on the space marked START at the HOT end of the thermometer in the center of the board. There is one thermometer for each player.

Each player receives a set of seven Food/Medicine cards. Each set includes 1 Cough Syrup, 1 Orange Juice, 1 Sleep, 1 Pills, 1 Washing Hands, 1 Doctor's Office and 1 Tissue card.

The Draw Cards are placed in two stacks in the center of the board on the squares with the picture of the child sneezing.

Game Cards:

Food/Medicine cards are the same on both sides. There are 28 cards, four sets of seven cards each. Each set includes 1 Cough Syrup, 1 Orange Juice, 1 Sleep, 1 Pills, 1 Washing Hands, 1 Doctor's Office and 1 Tissue card. Each player receives one complete set at the beginning of the game. Players may not have more than one of each Food/Medicine card.

There are 28 Draw cards. Each card has a picture of a child sneezing on the back.

There are 7 Draw cards with pictures that match spaces on the game board. These 7 are "send to" cards. The player that picks one of these cards

moves their game pawn forward to the first square that matches that picture.

There are 3 "Germ" Draw cards in the deck. When a player draws one of these cards they lose a turn.

The rest of the Draw cards are numbered 1 through 6. These cards move a player from 1 to 6 spaces forward around the game board.

Safe Zones: The square marked START and the squares that have a picture of a child sneezing are Safe Zones. While you are on one of these squares no other player can give you one of their Food/Medicine cards.

Starting Play: To determine who will play first, each player takes a card from a Draw card stack. The player with the highest number drawn goes first. Play continues clockwise from the first player. Game pawns move clockwise around the board.

Playing the Game: The first player takes a card from the top of one of the Draw card stacks in the middle of the board and moves to the space indicated by the card. Play continues clockwise.

When a player lands on a square that matches a Food/Medicine card in their hand, they discard their matching card and reduce the temperature on their thermometer by one degree, e.g. from 104° to 103°.

When a player lands on the Child Sneezing or Tissue squares they must say "Ha Choo" or lose their next turn. Or if you are sent directly to one of these squares by a draw card you must also say "Ha Choo" or lose your next turn.

Winning the Game: The first player to discard all of their Food/Medicine cards wins the game IF that player says, "Ha Choo" while discarding their last card. If the player forgets to say "Ha Choo", the first player that catches him can give the "almost-winner" one of their Food/Medicine cards and play continues. The winners temperature goes down to 98° when they win.

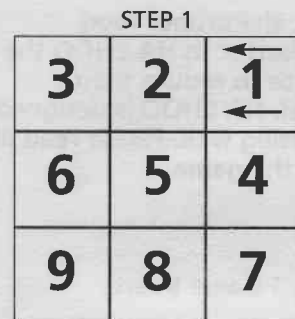
Landing on the Occupied Square: If you land on a square occupied by another player you may give the other player a Food/Medicine card out of your hand. The card given can only be one the other player does not already have. No player can have more than one of each Food/Medicine card. For example, if the other player has a Sleep card you cannot give them another Sleep card. When you give a player one of your cards, your temperature goes DOWN one degree and their temperature goes UP one degree. Even if you cannot give the other player a card you may still discard a Food/Medicine card that matches the square you have landed on and reduce your temperature by one degree.



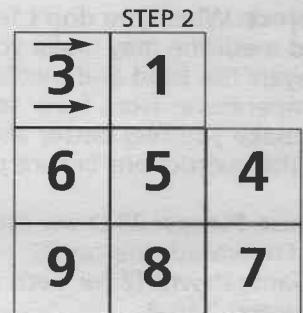
FOLDING THE GAME BOARD

The game board is unique and is designed to fold down to fit inside the box top for storage purposes. The board, cards, rules and game pieces will all fit inside the box top to minimize storage.

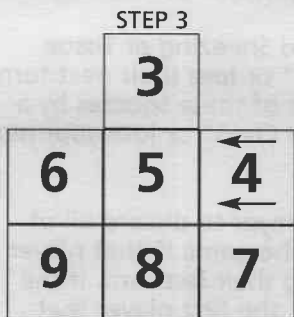
With the box image facing up follow these steps to fold the board down to fit into the box top for storage.



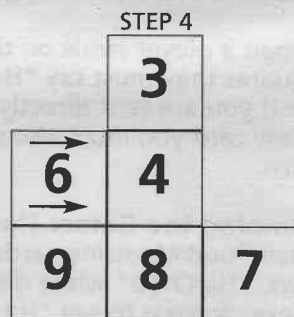
Fold 1 over 2



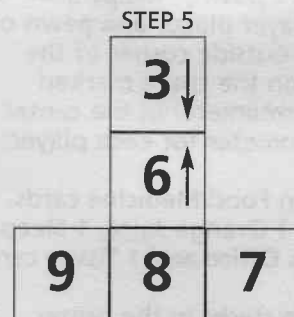
Fold 3 over 1



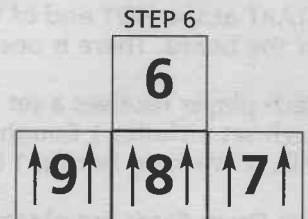
Fold 4 over 5



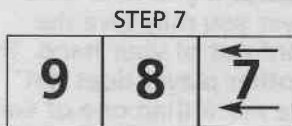
Fold 6 over 4



Lift up 3 and 6 in middle. Fold back so only 6 shows face up



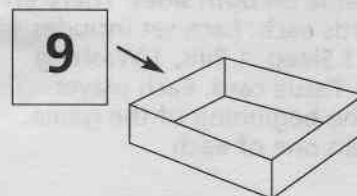
Leaving square 6 flat on table, fold 9 - 8 - 7 squares over 6 square.



Fold 7 over 8



Fold 9 over 7



Folded squares will now fit in lid along with game pieces, rules, and cards for easy storage.

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