

GAME INSTRUCTIONS

RESIST ME
...IF YOU CAN !



A game by L'Odyssée de la sélection et de la
création variétale

Game instructions

« **Resist Me If You Can** » is an educational and cooperative game in which players take on the role of winemakers trying to maintain a stable individual and collective economy while controlling a pathogen.

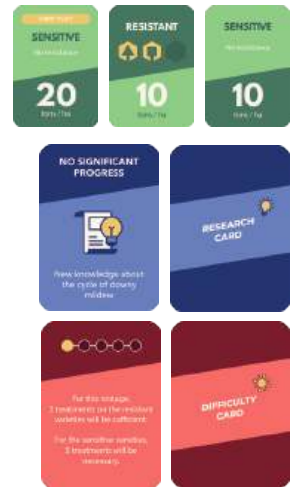
Its objective is to maintain productivity while reducing fungicide uses. Several actions are possible to do so, including the use of resistant grapevine varieties. However, if these new varieties are poorly managed individually, the pathogen will react in a way that will affect all the players. Without these effectors, resistance is no longer effective, while the pathogen retains its pathogenic power.

The players win the game altogether if they reach the end of the 10th round, or lose if the pathogen no longer has any effectors.

—> So you need to combine individual and collective strategies to win !

Equipment

- 165 « **VARIETIES** » cards,
- 25 « **TECHNOLOGICAL ADVANCES** » cards,
- 24 « **PEST PRESSURE** » cards,
- 4 « **MY PLOTS** » boards, one for each player,
- 1 « **COMMON POT** » board with 3 zones : money reserve, developmental cards and research results,
- 1 round « **PATHOGEN** » board with 4 magnetised "effector" tokens,
- 1 six-sided dice with 2 green sides and 4 red sides,
- Game sheets for taking notes at each turn,
- Banknotes.

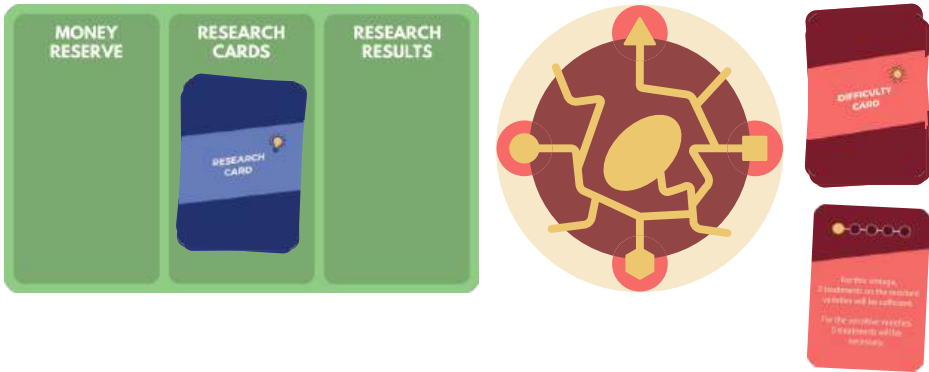


Setting the game up

1. Place the « **PATHOGEN** » board in the centre of the playing area and place the 4 round "effector" tokens in the spaces provided.
2. Then place the « **COMMON POT** » board nearby, and place the deck of technological development cards on the "research cards" square.
3. Finally, to complete the central zone, place a deck of 10 pest pressure cards, making sure to put the « first vintage » card on top. The difficulty of the game can be adjusted by putting more or less difficult vintages in this deck.
For normal difficulty, choose 1 card level 1, 2 cards level 2, 4 cards level 3, 2 cards level 4 and 1 card level 5.
4. Distribute a « **MY PLOTS** » tray to each participant, along with the first ten plots (identical for everyone): put the cards (1 identical resistant and 9 susceptible « first round ») in their slots.
5. For a normal difficulty level, each player receives a credit worth 50 at the beginning of the game. This amount can be adjusted to make the game easier or more difficult.
6. Finally, hand out a game sheet to everyone.

**This game features genuine innovations, currently under evaluation, whose added value still remains to be demonstrated for some of them.*

Setting the scene



One « MY PLOTS » board per player



Gameplay

1. During the first round, when all the players are ready, start the round by drawing a card from the « **PEST PRESSURE** » deck. This defines the pest pressure for this first round for all the players and indicates the number of phytosanitary treatments required for each plot.
2. Using the game sheet as a guide, each player can then calculate the total number of treatments required for their vineyard.
3. Check whether a « **TECHNOLOGICAL ADVANCES** » card allows to avoid a certain number of treatments (valid from turn 2).
4. Each player compares the number of treatments required on his vineyard with the maximum TFI (Treatment Frequency Index) for that year. The TFI is indicated on the game sheets, and its value is 100 for the first round.
5. Calculation of the number of treatments required :
 - a) If the number of treatments required is less than the maximum TFI, the player calculates the yield of his vineyard by adding up his plots, subtracting 160 (profitability level of the activity) and obtaining his profits for that round (e.g. 190 yield - 160 = 30 profits). The profits are distributed by the bank.

Gameplay

b) If the number of treatments required on his vineyard is greater than the maximum TFI, he must roll the dice to determine whether or not the pathogen will breakdown the resistance.

If the dice is green: no breaking resistance! The player makes no profit that year and continues the game.

If the dice is red: the pathogen loses an effector and breaks down the resistance! To find out which one to remove from the « **PATHOGEN** » board, the player chooses the most present resistance on his plots.

If he only has susceptible plots, he chooses the most present resistance, all players combined. Certain « **TECHNOLOGICAL ADVANCEMENTS** » cards make it possible to avoid any breakdown.

All the players check whether any of their plots have lost their resistance. If this is the case, the players turn over the plot cards concerned (the back contains the same plot in a sensitive version).

This phase is repeated as many times as there are players with a number of treatments required greater than the maximum TFI.

6. Players can pool their money to buy « **ADVANCED TECHNOLOGY** » cards. Each card costs 60. The cards obtained are placed on the right of the « **POT** » board waiting to be used.

Gameplay

- At the end of the round, players can decide to grub up some of their plots, or buy new ones from the nurseryman. A plot costs 30. If the player wishes to buy one, he dips his hand into the variety pouch and draws three cards. He must choose just one card and return the other two to the bag. The variety cards for the plots that have been uprooted are removed from the game.



The game extends into a podcast : listen to all the episodes on our Vignevin YouTube channel.

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