Plague Inc.

THE BOARD GAME

WORK IN PROGRESS



Can you infect the World?

MAY 2016

COMPONENTS



World Board



Evolution Slides



Country Cards



Trait Cards



Event Cards



Plague Tokens (16 of each colour)



DNA Point Markers



Card Mat



Death Dice

GAME OVERVIEW

You are a deadly disease! Infect cities to spread across the world, collect DNA points and evolve new symptoms to become unstoppable. Then eradicate humanity as you battle against other players to become the ultimate plague!

OBJECT OF THE GAME

Each player is a different disease (represented by a set of coloured Tokens) and they must compete to earn as many DNA Points as possible. DNA Points are earned by:

- Having the most **Tokens** in a Country each turn;
- **Killing** a country, or having Tokens in a Country that is killed;
- Winning **Bonuses** at the end of the game based on your achievements.

The player with the most DNA points wins!

SETTING UP THE GAME

Place the **World Board** 1 in the centre of the table with the **Card Mat,** 2 **Bonus Summary Card** 3 and the **Death Dice** 4 next to it.

Give each player an **Evolution Slide** 5 and a set of 16 **coloured Tokens** with a matching **DNA Points Marker.** 6

Shuffle the **Trait Cards** and deal each player a hand of 5 cards. Place the remaining deck on the Card Mat face down. 7

Shuffle the **Event Cards** and place them on the Card Mat face down. 8

Shuffle the **Country Cards** and deal one **Starting Country** (a Country Card with a red circle on the back) to each player. 9



Starting Country Back

Set up the **Country Deck** by counting out the correct number of **Country Cards** for the number of players in your game (see table below). Discard any remaining cards face down.



Table Set Up

Place the Country Deck on the Card Mat and turn the top 3 cards from the deck face-up and lay them one next to the other. 10

No. of Players	2	3	4
No. of Country Cards	24	30	36

Country Deck Set Up

All players place their Starting Country face up on the board in the correct continent zone and place one of their Tokens on a black city space in that country. Their plague is now ready to begin!

TIP: You may want to all give your plagues a witty/clever/scary name at this point!

TURN ORDER AND STARTING DNA POINTS

The person who washed his/her hands most recently goes first and play then proceeds clockwise. Players start the game with different amounts of DNA Points depending on the turn order: Player 1 starts on 0 DNA, Player 2 on 1 DNA, Player 3 on 2 DNA, and Player 4 on 3 DNA . Players place their DNA Points Marker on the DNA Points Track (outer edge of World Board).

Throughout the game, each time a player receives DNA Points, that player will advance his/her marker accordingly. When a player spends DNA Points - that player's marker is moved back along the track by the number of points spent.



DNA Points Track

THE GAME TURN

Each player's turn consists of 5 phases which must be followed in order before the next player's turn begins.

The phases are: **DNA**, **Country**, **Evolution**, **Infection** and finally **Death**!

These phases will be explained on the following pages. There is also a **Turn Phases Summary** on the right hand side of your **Evolution Slide.**

It is recommended that the first player take their turn as you go through the rules.



Turn Phase Summary

PHASE 1: DNA

Collect 1 DNA point for each country that you **CONTROL** (you have the most Tokens in it).

HOW TO CONTROL A COUNTRY

CONTROL: You have control in a country when you have the most Tokens in it (at least 1 Token).

TIED CONTROL: If there is a tie, then all players who have the most Tokens in that country have control.



Control Examples

DNA ACTIONS

- Count the Countries you **Control** (Ignore Countries you don't Control);
- Collect one DNA Point for each of these countries (move your DNA Points Marker forwards).

+1

TIP: The Bonus DNA Ability that you start with on your Evolution Slide gives you a bonus +1 DNA Point during this phase – remember to use it! (It can only be used if you haven't covered the space with a card). You will learn more about Abilities on the next page.

PHASE 2: COUNTRY

You must pick up a new Country Card and decide whether to **place it** on the World Board, or **discard it** to draw a new hand of Trait Cards instead.

Placing a Country Card means that there are more countries that can potentially be infected by disease.

Discarding a Country Card removes it from the game and means you take new Trait Cards (which is useful if you don't like your current hand).



Country Deck

COUNTRY ACTIONS

Either take one of the face-up Country Cards **OR** draw an unknown one from the top of the **Country Deck**. Decide if you want to **place it** on the board or **discard it** and draw new **Trait Cards.**

- If you choose to **place** it, then immediately place the Country Card on the World Board in the correct continent zone.
- If you choose to **discard** it, then discard that Country Card. You must now also discard all Trait Cards in your hand and draw 5 new Trait Cards from the Trait Deck.

If you take a face-up card, immediately replace it with a new card from the top of the Country Deck. (There must always be 3 visible).

*You can't **place** a Country Card if its Continent Zone is full. If it won't fit on the World Board you must **discard** it and refresh your trait cards.*

Tip: It is helpful at the start to draw countries in the same continent zone as your disease (if possible) so you can easily infect them.

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PHASE 3: EVOLUTION

Your **Evolution Slide** displays the **Traits** that your disease currently has. **Traits** are represented by coloured bars and change the way your disease behaves. You start the game with some **Core Traits** 1 on your **Evolution Slide** and five **Trait Cards** in your hand. You will add additional **Traits** to your disease as the game progresses by evolving and adding **Trait Cards** onto your **Evolution Slide.**

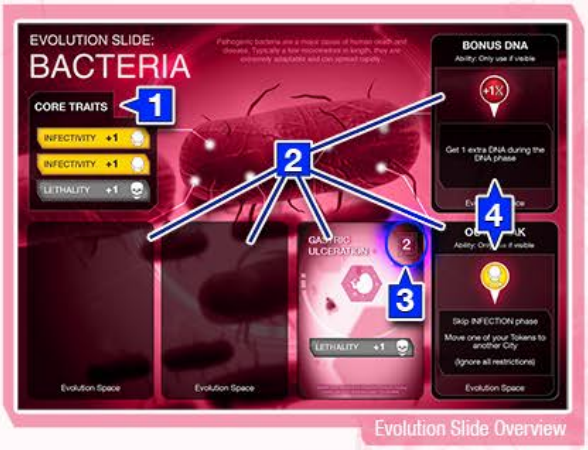
HOW TO EVOLVE A TRAIT CARD

To evolve a **Trait card**, you must place it on one of the 5 spaces on the **Evolution Slide** 2 (the space must not already have a **Trait Card** on it).

There is a DNA Cost in the top right of the Trait Card. 3 You must pay this cost using your DNA points on the Points Track. Move your **DNA Point Marker** backwards by the cost number. You may only evolve if you have enough points to do so.

IMPORTANT: The cost of Evolved Trait Cards on your Evolution Slide is added back onto your score at the end of the game.

You can remove Trait Cards that you have previously evolved (see page 7 to learn how).



Evolution Slide Overview

TRAITS

There are 6 types of traits on Trait Cards. Some cards have multiple traits but cost more DNA Points to evolve.



Different Trait Types

ABILITIES

Some spaces on the **Evolution Slide** have **Abilities** printed on them 4 (e.g. **Bonus DNA**). These let you do special actions or get bonuses. Read them to see when and how you can use them. You can use each of these **Abilities** once per turn throughout the game as long as they are still visible. If you place a **Trait Card** on top of them, you can no longer use them.

TIP: Start off placing Trait Cards on the spaces without Abilities to avoid blocking something useful.

EVOLUTION ACTIONS

- Decide if you want to Evolve a **Trait Card**. If you don't, move to the next phase.
- If you do, move your **DNA Points Marker** backwards by the number shown on the top right of the **Trait Card** you want to evolve and then place the card on an empty space on your **Evolution Slide.**

You can only evolve one **Trait Card** per turn.

TIP: How to get new Trait Cards
*If you don't like your hand of **Trait Cards** or you have run out, you can discard a **Country Card** during the Country Phase to replace your hand with 5 new Trait Cards.*

*If at any time there are not enough **Trait Cards** left in the **Trait Deck**, shuffle and reuse the **Trait Discard Pile.***

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PHASE 4: INFECTION

Your **Infectivity Traits** on your **Evolution Slide** control how many **Tokens** you must put down each turn. For example if you have 3 **Infectivity Traits**, then you must put down 3 **Tokens** (if possible). A country contains **Cities** (black hexagons). You infect **Cities** by placing a **Token** on an empty city space.



Example Infectivity Calculation

IMPORTANT: You can only infect a **City** if your disease is both:
- **CLIMATE RESISTANT** to it
- **And CONNECTED to it.**

REQUIREMENT 1: CLIMATE RESISTANT

You may only place **Tokens** on a **City** if you can resist its climate. You are always **CLIMATE RESISTANT** to neutral climate cities but to be **CLIMATE RESISTANT** in a hot/cold city, you must have evolved the **Heat** or **Cold Resistance Trait** on your **Evolution Slide.**



Climate Types

If you devolve Heat/Cold Resistance, then Tokens that are already in hot/cold Countries stay, but you cannot infect new hot/cold Cities.

REQUIREMENT 2: CONNECTED

You may only place **Tokens** on **Cities** if your disease is **CONNECTED** to them. You can be **CONNECTED** in three ways:



Connection/Travel Types

You can infect a country with a **Seaport/Airport** and then use it to connect to other countries in the same turn.

*TIP: At the start of the game, your disease is weak and can't infect hot or cold Cities. It also can't use boats or planes so you may be stuck in your starting country. You must evolve Traits on your Evolution Slide to become stronger (or use the **Outbreak Ability**).*

INFECTION ACTIONS

- Count how much Infectivity you have on your Evolution Slide.
- Place this number of **Tokens** on **Cities** where you are both **CLIMATE RESISTANT** and **CONNECTED.**
  - You must place all **Tokens** - if possible.
  - Some cities may be inaccessible because you are not connected and climate resistant to them.

If you run out of **Tokens** or can't place all of your **Tokens** then move onto the next phase.

TIP: Outbreak can help you infect new Countries
*The **Outbreak Ability** on your **Evolution Slide** lets you move one of **your** Tokens already on the **World Board** to any other city - even if you are not **CLIMATE RESISTANT** and **CONNECTED.** You do this instead of taking your **Infection Phase.** (It can only be used if you haven't covered the space with a card).*

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PHASE 5: DEATH

During the final phase, you must try to kill any country that you **CONTROL** in which is also **FULLY INFECTED**. You roll the **Death Dice** for each country and compare the results against your **Lethality Traits.**

Control is determined in the same way as during the **DNA Phase**. You **Control** in a country by having the most **Tokens** in it (including a tie).

FULLY INFECTED COUNTRIES

A Country is said to be fully infected if there are no more empty city spaces left in that country. (This happens as the game progresses and more cities are infected).

If you Control in a fully infected country, then you **MUST TRY TO KILL IT**. (See below).



Fully Infected Country Examples

DEATH ACTIONS

If a Country you **CONTROL** in is **FULLY INFECTED**, then you must try to kill it using the **Death Dice.**



- Say the name of the country you are trying to kill;
- Count how much Lethality you have on your Evolution Slide (in the same manner as Infectivity);
- Roll the Death Dice:
  - If you roll a number that is less than or equal to your Lethality - then you kill the country! (see below for what happens next).
  - If you roll a number greater than your Lethality - then you fail to kill the country and must try again next turn.
- Repeat to try and kill each country that meets the criteria, then end your turn.

TIP : The countries you kill may decide if you get powerful End Game Bonuses. Show the Bonus Summary Card to everyone so they can plan their strategy accordingly.

TIP : Try not to be wiped off the board. (See page 7 if this happens)

WHAT HAPPENS WHEN A COUNTRY IS KILLED?

When a player kills a country:

- All players score 1 DNA Point for each city they had infected in that **Country;**
- All players in that Country receive an Event Card - unless they already have 3 event cards in their hand. Players holding 3+ Event Cards do not get one.
- **Tokens** are returned to their respective players
- The **Country** is removed from the board and kept by the player who killed it for **End Game Bonuses** later.

TIP: Event Cards are very useful. Try to get them if possible!

HOW ARE EVENT CARDS USED?

Event Cards let a player do a specific action. The instructions shown on the card explain when and how to use it.

- When you receive an Event Card, keep it in your hand until you want to use it.
- You can have multiple Event Cards in your hand and you can use as many as you want each turn.
- When you use an Event Card you must discard it afterwards.

If at any time there are not enough Event Cards, shuffle and reuse the Event Discard Pile.



Event Card Examples

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GAME END

Once the final **Country Card** has been placed/discarded, the world collapses and the game enters "Sudden Death Mode" Players must now try to kill any full country they infect during their Death phase, even if they don't Control it.

Play continues until any one player's plague dies out (no tokens left on the board). The game then ends when the current player finishes their turn and final scores are calculated.

CALCULATE FINAL SCORES

In addition to DNA points scored during the game, players also count the DNA points from their **EVOLVED TRAIT CARDS** and from **END GAME BONUSES.** (Move DNA Point markers when points are awarded)

First, each player adds up the cost of all their currently evolved **Trait Cards** on their **Evolution Slides**. This cost is 'refunded' and added back onto their DNA Points score.

Then award bonus DNA points to players based on their achievements. If multiple players meet the criteria then they all are awarded the points:

- **Lucky Escape:** Bonus for the Player(s) with the most **Tokens** left on the board at the end of the game: **+ 4 DNA points**
- **Continent Killer**: For each Continent - bonus for the player(s) who killed the most Countries in that Continent **+ 6 DNA points (per continent)**
- **Ultimate Wipeout:** Bonus for the player(s) who killed the country with the most cities **+ 7 DNA points**



The player with the **highest** number of **DNA Points** wins the game!

COMMON QUESTIONS

CAN A PLAYER REMOVE A TRAIT CARD THEY EVOLVED?

Yes. A player may choose to '**devolve**' and take **Trait Card**(s) off their Evolution Slide at any time during their turn. This doesn't cost anything or prevent any other action. You must discard the **Trait Card** you devolve.

Note: You do not get DNA points back for devolving and you may not swap Traits.

WHAT HAPPENS IF A PLAYER HAS NO TOKENS LEFT ON THE BOARD?

If at the start of their turn, a player has no **Tokens** in countries on the **World Board**, then that player must start their plague again before doing anything else.

- The player chooses a **Country Card** from the **Country Deck** and places it on the **World Board** (if it can't fit, then discard it and move onto the next step);
  - If there are no Country Cards left to take - then the game has **ended** - see above.
- The player then places a **Token** on **any Country Card** on the **World Board** (ignoring **Climate Resistance** and **Connected requirements**)
- The player must pay a **7 DNA penalty** (if they have less than 7 DNA then move to 0);
- Player then takes their turn as normal, starting with the DNA Phase.

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