VIRUS!

THE MOST CONTAGIOUS CARD GAME

Alarms go off at **Tranjis Memorial Hospital** as the lab interns realise – a bit too late – that the virus storage containers were not empty as they had thought.

In fact, they were full of experimental virus strains that are now rampant throughout the building and only you can stop them.

Your mission is to face the pandemic head on and fight to be the first one to eradicate the viruses by isolating a healthy body and **prevent the spreading of terrible diseases**.

Ethical or not, any means necessary are valid to achieve your goal. The winner will be lauded with prestigious awards and the losers will have to face the angry health authorities.

Use your cunning to achieve victory while boycotting your rivals' efforts.

Bertrand Russell once said: "The only thing that will redeem mankind is cooperation". He obviously never played this game.

VIRUS! is a card game for **2 to 6 players** in which you will assemble a human body while trying to stop your opponents from infecting, destroying or stealing your organs.

CONTENT

The box contains a deck of **68 cards** divided into the following types:



*There are also blank cards included so you can invent your own rules!

SET-UP

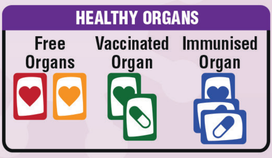
Shuffle the deck and deal **3 cards to each player**.

Place the deck on the table face down within the reach of all players. The discard pile will be placed next to it, face up. When the deck runs out, simply flip over the discard pile. It's not necessary to shuffle again.

OBJECTIVE

Be the first to complete your body.

If you place **4 different healthy organs** on the table in front of you, you win!



Organs are considered healthy if they are free of viruses, vaccinated or immunised.

Further on, we will explain how each card is used.

GAME MECHANICS

Each player must have 3 cards in their hand at the beginning of each turn and is allowed to take only one action per turn. After their turn, the player draws cards from the deck on the table to complete their hand of 3 cards.

Play the different types of cards by placing them on the table in front of you to build your body, or on your opponents' cards to stop them from completing their body before you.

Some cards can make you discard or change your organs, vaccinations or even your hand. Develop your strategy to be the first one to form a complete body.

Pay attention to other players' moves because you must also boycott their attempts at completing their bodies before you.



GAME PHASES

VIRUS! is a dynamic game: **choose between playing a card or discarding some**, then draw as many as you need to complete your hand (3 cards) and your turn is over. You cannot spend your turn without making a move.

PHASE 1: Choose one of these two actions: **PLAY or DISCARD**

Play only one card from your hand each turn.

OR

Discard as many cards as you want.

PHASE 2: DRAW

Draw as many cards as needed to complete your hand of 3.

PHASE 3: PASS

Pass the turn to the player on your right.

TYPES OF CARDS

ORGANS

Gather **4 different healty organs** to win the game. You cannot have 2 organs of the same type your body at any time.



Note: Your body can have 5 different organs if one of them is the multicoloured organ. You will win if 4 of them are healthy.

VIRUSES

Use the virus cards to destroy your opponents' organs and medicines. The viruses only have an effect on organs and medicines of the same colour.

INFECT

Place a virus card on a free organ of the same colour to infect it. The infected organs are **not considered healthy** and, therefore, cannot be used to complete a body.

REMOVE

Destroy an infected organ. Place a second virus on an infected organ: That organ is now destroyed and all three cards must be placed on the discard pile.

NEUTRALISE

Destroy a vaccine. Use a virus to eliminate a medicine of the same colour that is placed on an organ. Place both the virus and the vaccine cards on the discard pile.

MEDICINES

Medicine cards are used to protect your organs from viruses. They can ben used to destroy viruses or to protect organs from being infected. Use medicine cards only on organs or viruses of the same colour.

CURE

Destroy a virus. Use a medicine card to discard a virus of the same colour that is placed on an organ. Both cards are then placed on the discard pile.

VACCINATE

Protect an organ. Place a medicine on a free organ of the same colour. To infect it, the medicine card will need to be eliminated first.

IMMUNISE

Place a second medicine card on an organ. It will be **protected forever** against the attacks of any virus and it can no longer be destroyed or affected by treatment cards. Turn over the two medicine cards on top of the organ to show that it is now immune.

TREATMENTS

Treatment cards can be game-changers that help you win. Use them to your advantage or to stop your opponents from completing their bodies before you complete yours. These cards are played into the discard pile and have an immediate effect.

TRANSPLANT

Swap an organ card between two players. It does not matter if these organs are different colours, or whether they are healthy, infected or vaccinated. Simply swap the chosen organ for another, unless either of the players ends up with two organs of the same colour or the organ is immunized.

ORGAN THIEF

Steal an organ from another player's body and place it on your own. You can steal healthy, vaccinated or infected organs, but not immunized ones. Remember that you cannot have two organs of the same colour.

CONTAGION

Transfer as many viruses as you can from your infected organs to other players' organs. You cannot use the infection card on vaccinated nor infected organs. You can only infect **free organs**.

LATEX GLOVE

All players, except the one playing the latex glove card, **discard their hand**. As they have no cards at the beginning of their next turn, these players must spend their turn as if they had chosen the DISCARD action on their turn, drawing a new hand, thus skipping a turn.

MEDICAL ERROR

Swap your entire body with another player, including organs, viruses and vaccines. The number of cards each player has on the table does not matter. When using this card, **the immunised organs are exchanged too.**

MULTICOLOURED CARDS

There are three types of multicoloured cards: organs, viruses and medicines. A multicoloured card does not affect the colour of a card it's played on, and can be applied to all of them. This makes them very powerful, as they can affect cards of any colour, yet also very fragile because they can be affected by any card.

The **multicoloured organ** can be immunised with two different types medicines, but it can also be destroyed by two viruses of different colour.





The **multicoloured virus** can affect any organ or medicine, but it can also be cured by a medicine card of any colour.

The **multicoloured medicine** can affect any virus or organ. However, it can also be destroyed by a virus of any colour.



TIPS AND TRICKS

VIRUS! is a fast-paced game. You can take your time coming up with a strategy but the faster you spread your diseases, the more entertaining your games will be.

Try and immunise your organs as soon as possible so others can't destroy them: the more organs you secure will increase your odds of winning the game.

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