

INFECTION.EXE

INSTRUCTIONS

What's in the Box

- Foldable board
- Pack of board tiles
- Deck of modifier cards
- Counter mechanism
- “Virus” markers
- 2 dice

Setup

1. Unfold the magnetic board. If it sticks to itself, use one of the cards to help pry it apart. Lay it flat so the magnetic side is up.
2. Place the “START” tile in the center of the board and lay out the rest of the square tiles on the grid to build out the map.
3. Each player chooses a “virus” marker. Remove the cap and place it on the “START” tile.
4. Shuffle the modifier cards and deal out 3 to each player.
5. Turn on the counter by plugging in the battery. It should display “Counter = 30”

How to Play

- The counter represents how many turns remain until the game ends. By default, it's 30, but you can change it to whatever you'd like by using the buttons.

- Choose who goes first by rolling the die. The player with the highest roll goes first. Player order is sequential and clockwise.

What to do on Your Turn

1. Draw a modifier card from the deck. If there are no cards, shuffle the discarded pile and use that as the deck.
2. Before you roll, you can play one modifier card. Cards that begin with “while” remain in effect until your next turn. All others only remain in effect for the duration of the turn of the player who used it. Place the discarded cards in a pile.
3. Roll the dice and move your “virus” along the board from node to node. Moving from one to another counts as one move even if you reverse direction. You can only move from one tile to another if they're connected by a line. Mark every node you move along with your colored marker, erasing any colors that were on it before using your token. Be sure to obey any modifiers in effect during your turn.
4. At the end of your turn, press the red button to decrease the counter by one.

Who Wins?

When the counter reaches 0, the game ends and the person with the most nodes of their color wins!