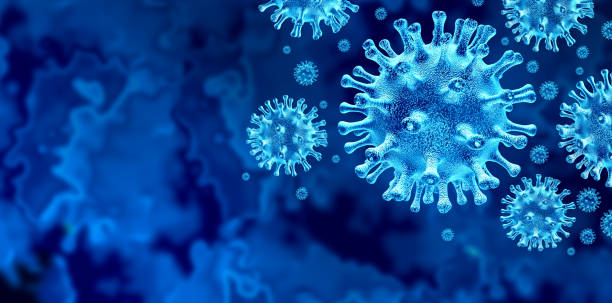
**V.I.R.U.S**

**Created by Kieran Boyce, Ryan Manning, Harry Statham and Liam David**



**V.I.R.U.S**

Playtime: 30mins - 2 hours

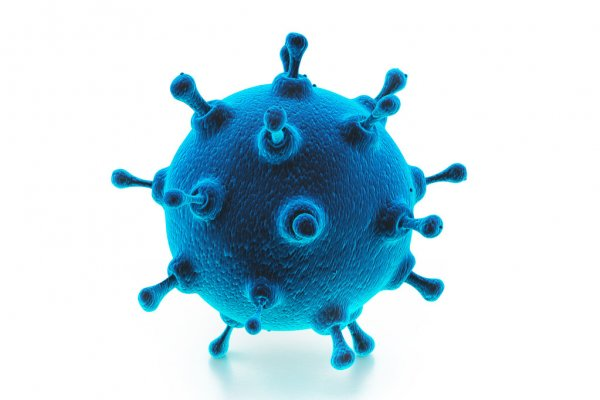
**Setting Up the Game**

The first thing to do is to sort out all the player cards into 4 piles and have all the virus cards in a pile as well. Next is to split the board pieces so that everyone has four.

Once that is done the players need to take turns in building the board together first of all the youngest player will place a piece down and then the next youngest player will place a piece down and this will keep rotating the turns until the board is complete.

Each of the players will place their base pieces in each corner of the board and the virus begins in the middle of the board and will have 3 cards flipped over at the beginning of the game. For the remainder of the game the virus will have 2 cards flipped over after every turn.

**What the pieces do**

* Player pieces - indicates where the player is, player pieces cannot travel over any other piece, if a dice roll is not possible, the turn is used.
* Virus pieces - indicates where the virus is, can travel over virus pieces but not player pieces, if a dice roll is not possible, reroll until a possible direction is shown.
* Player cards - These cards will determine what the player is able to do on their turn.
* Virus cards - These cards will determine what the virus can do on its turn.
* Wall - a wall will block off an area for the virus, so it won't be able to progress. This lasts for one round
* Research pieces - grant the player vaccine cards
* Energy token - these are the cost of turns i.e. some cards will require 1 energy etc.
* Coloured Die - used for deciding things such as movement direction etc.
* Base piece - player movement starts from here

**Rules**

* At the start of the game the players decide on how many research tokens they want to set as the goal to win
* The virus will begin the game, place 2 virus pieces in a stack in the centre of the board (or as close as possible), this will serve as the host and all moves will be played from this piece
* The host virus will play three cards from its deck, any subsequent moves will only be 2 moves (unless any virus cards say otherwise)
* Next is the turn of the players and they will draw 6 cards
* The player can choose from which of these 6 cards to play, providing the total combined move cost (indicated in the top left corner) is 3 or less
* Should the player destroy a virus piece they can gain a research token, a player can gain multiple research tokens in one move
* If a host is destroyed, the nearest available virus piece becomes the new host
* The player can end their turn at any time, being allowed to discard from their hand at the cost of one move point per card
* Once their turn is over, they draw as many cards as is needed to have 6 cards in their hand once more
* When each player has had their turn, the virus plays, and the cycle continues

**The Goal**

There are two methods to win:

* + Destruction through isolation – should the players manage to destroy all virus pieces on the board then they are to roll the dice 3 times, if the dice rolls yellow twice the virus does not reoccur elsewhere on the board (in the case this does not happen, the virus will move as far as possible from the base of the last person who destroyed it, in a dice roll direction)
  + Vaccine Created – Should everyone destroy enough virus pieces on the board to reach the research token goal then the vaccine is created, and the game is won.

**Loss Conditions**

There are two methods of losing:

* Card Depletion – Should the virus deck deplete, or a player deck run out having not collected all their research tokens, the game is over
* Overwhelming Crisis – Should there be 12 virus pieces on the board at any one time then the pandemic has grown too large and the damage is irreversible, the game ends

