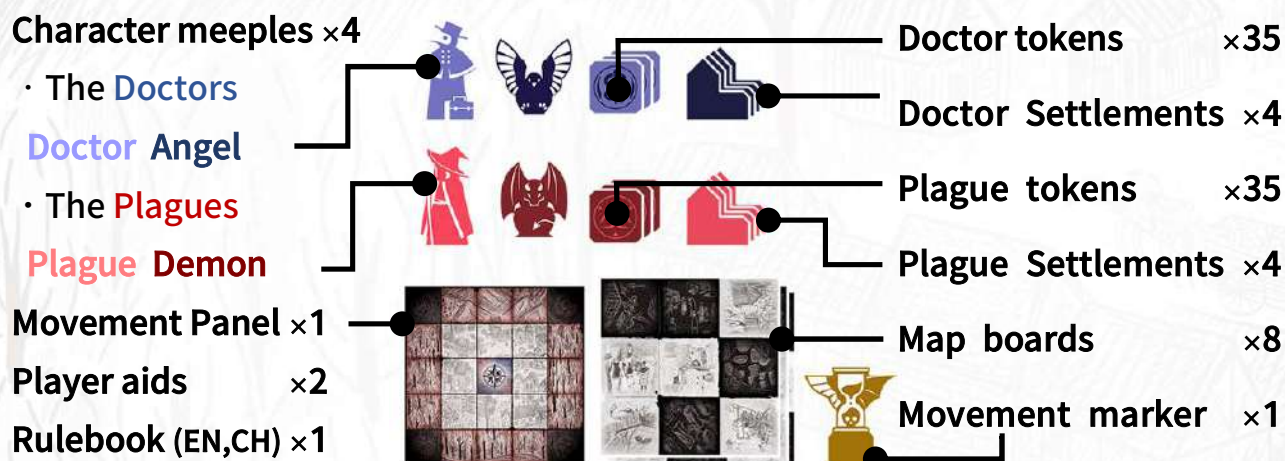


Components



Setup For your first game, you can set up the game as pictured below.

1. Randomly pick 4 map boards and place them into a 2x2 grid. Each board is called a **Quadrant**, which contains 9 squares.
2. The blue side is the **Doctors**, and the red side is the **Plagues**. Each player chooses a color and takes all the meeples, tokens, and Settlements of that color.
3. The **Plagues** choose 2 squares in different **Quadrants**, rows and columns, and place 1 Plague token on each square.
4. The **Plagues** place their 2 Characters onto the map, then the **Doctors** place their 2 Characters onto the map, following the rules below:
 - a. The **Doctor** and the **Plague** meeples can only be placed on white squares, while the **Angel** and the **Demon** meeples can only be placed on black squares.
 - b. Meeples can be placed in the same **Quadrants**, rows or columns, but can only be placed on empty squares.
5. Place the Movement Panel beside the map. The **Doctors** place a Doctor token on one of the 9 inner squares of their choosing, then place the **Movement marker** onto that token. Place a Plague token beside the Panel for later use.
6. The **Plagues** will be the starting player, and the game starts.

Golden Rules

1. Anything that happens on white squares (which represent the World of Humanity) doesn't affect black squares (which represent the Underworld), and vice versa.
2. Diagonals are NOT adjacent, and all movements must be orthogonal.

Goal of the Game

Players move their Characters with the Movement Panel, and place their tokens on the squares they've passed through. There are two ways to win the game:

1. The first player to connect two opposing sides of the map with adjacent tokens wins the game.
2. **Settlements** can be built by stacking tokens. The first player to build Settlements in all four **Quadrants** wins the game.

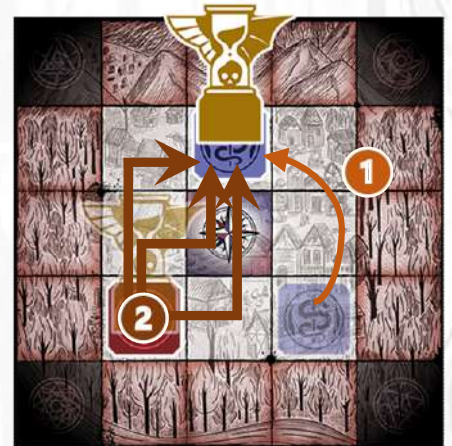
Game Turn

Players alternate to take turns.

Each turn consists of 3 phases: Panel Phase - Character Phase - Token Phase

Panel Phase

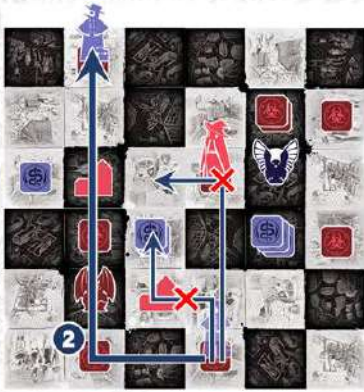
1. Move your token on the Movement Panel to an empty square ①.
 - a. You must move your token. You CAN'T place it back on the original square.
 - b. You CAN'T place your token on a square where none of your Characters can make a legal movement (see Character Phase).
 - c. In the **Plagues'** first turn, their token is off the Panel, so they can place it on any empty square.
2. Move the **Movement marker**, which is on your opponent's token, to your own token via the SHORTEST possible route. If there are more than one shortest routes, you may choose which one to move along.
For example, you may choose any of the 3 routes in the picture above ②.



Character Phase

Move 1 of your Characters following the route of the **Movement marker**.

- Characters only move in their own world, skipping any squares of the other.
- Characters must follow the route exactly. They CAN'T stop midway or move out of the map when moving along the route.
- You CAN'T pass through or move into a square with your opponent's **Settlement** or Character, but you can pass through or move into a square with your opponent's or your own token.
- If there is no route for any of your Characters to follow, then you CAN'T place the token onto that square during the Panel Phase.



Movement example

The **Doctors** can choose to take route , then move the **Doctor** “← ↑ ↑” following the route, skipping all the black squares.

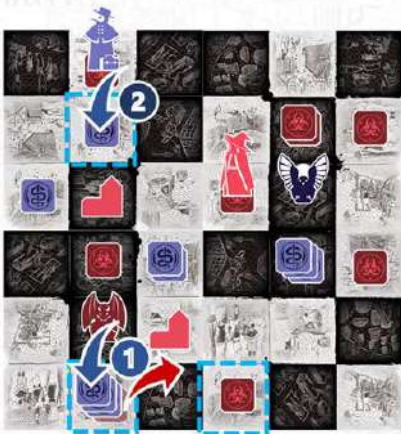
NOTE: The other 2 routes are blocked by the **Plague** and the plagues’ **Settlement**, respectively, while the Character or the **Settlement** on the black squares doesn’t block the movement on the white squares.

Token Phase

The **Doctors** get 5 action points (APs) each turn, while the **Plagues** get 4. The APs can be used to:

- Place your tokens:** Your APs can be used to stack your tokens on squares which are empty or contain your own tokens, with a height limit of 6 layers. Once a stack reaches the limit, it turns into your **Settlement** at the end of your turn (see below).
- Remove your opponent’s token:** Your APs can be used to remove your opponent’s tokens that you’ve passed through, if any. Return them to your opponent, and they can be used again. You have to remove all of your opponent’s tokens on a square before you are allowed to place yours on that square.

You can spend your APs on the squares where your movement started from and passed through, but NOT the square you ended on, and NOT the squares of the other world. Unused APs do not carry over to the next turn.



Example of using action points

As pictured on the left, the **Doctor** has passed through the blue-framed squares.

The player removes 1 token from square ①, (remaining APs: 4), places 3 tokens back in (remaining APs: 1), and then places 1 tokens on square (remaining APs: 0).

NOTE: The player CAN’T spend APs on the square where they ended.

Settlement

At the end of the your turn, if a stack of tokens reaches 6 layers, it becomes a **Settlement**. Retrieve those tokens and place a Settlement on that square.

- Your opponent CAN’T pass through or stop on squares with your Settlements. You can pass through or stop on your own Settlements as usual.
- Settlements only block the movement of the Character of the same world. i.e., the **Demon** won’t be blocked by a Doctors’ Settlement on a white square.

- c. You can only have ONE Settlement in each **Quadrant**. So each Quadrant contains at most 2 Settlements, one from each player.
- d. In the **Quadrants** with your Settlements, the height limit for you will become 5 layers since you CAN'T build another Settlement there.
- e. You cannot place any more tokens on a square with your Settlement.

Differences between the Doctors and the Plagues

The Doctors

1. Panel Phase

- ◆ The **Doctors** may only place the token on the 9 inner squares.
- ◆ When the Doctors place the token on the center square (with the compass icon), they can rotate the Panel (90°, 180°, or 270°) before moving the **Movement marker**. This also triggers **Lockdown**.
- ◆ **Lockdown**: When the Doctor token is on the center square of the Panel, the **Plagues** can only place their token on the 9 inner squares.

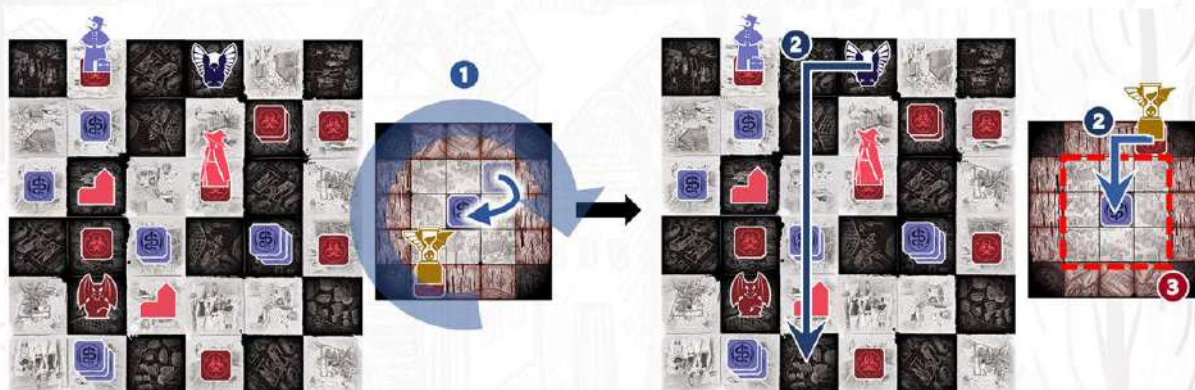
2. Token Phase: The **Doctors** have 5 action points each turn.

The Plagues

1. Panel Phase

- ◆ The **Plagues** can place the token on not only the 9 inner squares but also the 12 outer squares (excluding the corners), but they CAN'T rotate the Panel.
- ◆ **Lockdown**: When the Doctor token is on the center square of the Panel, the **Plagues** can only place their token on the 9 inner squares.

2. Token Phase: The **Plagues** have 4 action points each turn.



Example of Lockdown (as pictured above, it's now the Doctors' turn)

In the original direction, both the **Doctor** and the **Angel** can't move. However, after placing the marker in the center of the Panel, the **Doctors** can rotate the Panel and then move. In the picture above, the player rotates the Panel 180° ① and then moves the **Angel** "← ↓ ↓" ②. Next, the player can use action points according to the rules. Since the Doctors' marker is in the center of the Panel, it triggers **Lockdown**, causing the **Plagues** to only place their marker within the 9 inner squares in the next turn ③.

Winning Conditions

You win the game by achieving either of the following conditions:

- Connect two opposing sides of the map with your adjacent tokens and **Settlements**.
NOTE: Characters do NOT count as part of the connection.
- Build one **Settlement** in each of the four **Quadrants**.



Example of winning conditions

In the picture to the left, the **Plagues** win by connecting opposing sides. If the **Doctors** manage to build the 4th **Settlement** in the upper-right **Quadrant** before that, then they win instead.

NOTE: The tokens beneath Characters still count as part of the connection.

Details

- During setup, if the **Doctors** place their token on the center square on the Movement Panel, then **Lockdown** is triggered on the **Plagues'** first turn.
- If a player can't move any of their Characters at all on their turn, then their turn is skipped. Place the **Movement marker** onto that player's token directly, and their turn ends immediately.
- Tokens are unlimited, please find substitutes if needed.
- During the setup, the **Plagues** can place 3 or 4 tokens instead of 2 for less experienced **Plagues** player, or 1 tokens for less experienced **Doctors** player.

Tips

- The **Doctors** are recommended to play defensively in the early part of the game. A longer game would provide more advantages to the **Doctors**.
- The **Plagues** are recommended to take advantage of their high mobility on the Movement Panel, to spread the plague as fast as possible.

Rules Changes Quick reference for players familiar with the original game.

- Setup Phase:** The **Plagues** place only 2 tokens in different **Quadrants**, rows, and columns. When placing Characters, the **Plagues** place their two Characters first, followed by the **Doctors** placing their two Characters.
- Character Phase:** Characters CAN'T move through opponent's Character.
- Token Phase:** The **Doctors** no longer need to clear the plague tokens first, and the **Plagues** don't need to distribute their action points evenly anymore.