

VIRUS WAR

RULEBOOK

ATTACK YOUR
OPPONENTS

HEAL YOURSELF
TO SURVIVE

SABOTAGE
THE GAME
OF PLAYERS



2-8

8+

20min.



HOW TO PLAY

PURPOSE OF THE GAME

Be the last player or team alive to survive this ruthless viral war by eliminating your opponents one by one to become the winner of Virus War.

STARTING THE GAME

Place the game board in the middle of the table.

Each player chooses a playable character and places it at the starting space (= 50 life points).

Shuffle the cards and hand out 6, face down, to every player.


Make a pile with the rest of the cards faced down.

Grab and look at your own cards without showing them to the others.

Players in possession of a Trap card discard it, subtract the corresponding life points by moving their characters and pick a new card. The player revealing the Trap card doing the most damage starts; if nobody has one, the last player who has been sick in real life goes first.

The game starts clockwise.

HOW TO PLAY A TURN

1. Begin your turn by drawing a card from the pile.
 2. **LAUNCH AN ACTION** or **PASS YOUR TURN** if you like. When an action is played, the used cards are placed on the discard pile. Only one action can be played per turn. If you launch a Virus attack, the target player places in front of him the number of Virus tokens corresponding to the Number card(s). A player passing his turn can draw a new card from the pile.
 3. Move your playable character on the game board at the end of your turn only if you are contaminated with a Virus. You lose life points equal to the amount of Virus tokens you have.
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"ATTACK" CARDS



VIRUS (x 10 cards)

Combine with one Number card or several of the same value to contaminate one player of your choice. The victim receives the number of Virus tokens corresponding to the value of the Number card(s) and will lose life points at the end of each of the specific victim's turn. You can attack a player already infected by a Virus. To cure a Virus, only the Vaccine and Miracle actions can do it.

POISON (x 8 cards)

Combine with one Number card or several of the same value to remove life points instantly to one player of your choice. The Poison action is immediate and only for a single turn.

COUNTERATTACK (x 4 cards)

Use it immediately when you are targeted by a Virus card to contaminate back your assailant. You are both contaminated by the same Virus. The player being counterattacked loses his life points immediately, whereas you will lose them at your turn.

CONTAGION (x 4 cards)

Choose a player infected by a Virus and contaminate this player's left or right neighbor with the same Virus. Note: only a healthy neighbor can be the target of Contagion.

EPIDEMIC (x 2 cards)

Contaminate every player by adding 2 Virus tokens for each of them, except yourself.



"HEALING" CARDS



VACCINE (x 8 cards)

Combine with one Number card or several of the same value to cure a Virus partially or completely. To cure completely, the value of the Number card(s) has to be at least equal to your Virus; if a higher value is played, no additional life point is given. If the value is lower than your Virus, you reduce your Virus tokens and your loss of life points per turn.

EXAMPLE: 5 VIRUS TOKENS - VACCINE OF 3 = 2 REMAINING VIRUS TOKENS

Note: place the Vaccine card in front of you until your full recovery. At your next turns, you can use one Number card or several of the same value to cure more. Once you're fully recovered, the Vaccine card is discarded. Tip: you can cure an opponent so that he discards his Vaccine and make him vulnerable to a Contagion.

MEDICINE (x 5 cards)

Combine with one or several Number cards to add life points. It's the only action you can combine any value at the same time. The Medicine action is immediate and only a single turn.

MIRACLE (x 2 cards)

Play the Miracle card to fully cure all your Viruses. You don't have any more Virus tokens in front of you.



"ACTION" CARDS



STOP (x 4 cards)

Stop at any time any action of an opponent. The player being stopped discards the played cards and passes his turn. If the next player has already drawn a card, it will be too late to do anything. Stopping a Stop is allowed!

QUARANTINE (x 4 cards)

Skip the turn of any player you like. If this player is contaminated, life points are still lost.

PICK-POCKET (x 4 cards)

Randomly pick one card from anyone you like. Be quick when you're stealing!

U-TURN (x 4 cards)

Change the direction of the game. If you are contaminated by a Virus, you don't lose your life points.

TRAP (x 4 cards)

Show this card when you find it and lose the number of life points immediately. Then, skip your turn!

CHANCE (x 4 cards)

Play this card to gain the number of life points indicated. Then, play another action or draw a card!





IN COOPERATION MODE

If the number of players is even, then you can experience Virus War in cooperation.

Choose your partner ; he or she cannot be your left or right neighbour.

'Starting the game' and 'how to play a turn' occur like in solo mode.

The war can begin!

But take care: you are dependent of your teammate's life.

If your teammate dies, the entire team is eliminated.



In cooperation, you can:

- Help your teammate by playing Healing cards. If he has in front of him a Vaccine, you can also add on it one or several Number cards of the same value.
- Pick one card from your partner with the Pick-pocket action without showing the cards.
- Launch an Epidemic, but your mate will be contaminated too.
- Add one or several Number cards which have the same value as the action launched by your partner. Optimize recovery for your ally or amplify the damage on your opponents! The Number cards can be added only when your partner is launching his action.

CONTENT

- 1 rulebook
- 110 cards
- 8 playable characters
- 80 Virus tokens
- 1 game board

