

Introduction

A frightening new virus, Virus Q, is spreading through the major cities of Earth. Infected people and animals change rapidly, becoming horrible bloodthirsty creatures. Containment has failed. The pandemic seems to be unstoppable. Our only hope is to find Patient Zero and the place where everything originated. There, perhaps, we can find a vaccine and return hope to humanity.

But not everyone agrees. There are those who want to take advantage of the chaos and terror in order to gain power and establish a new form of government. They are trying to manoeuvre and control the monsters generated by the virus. A cure would ruin their plans.

The virus was created in a top secret military laboratory that is practically inaccessible. Inside, Virus Q spread for the first time, accidentally, maybe; the creatures that now inhabit the Laboratory are difficult even to imagine...

In the innovative lab crawler game Virus, players are the team that infiltrates in the Lab looking for the vaccine to Virus Q. They will collect the few and fragmentary bits of information scattered in the Lab, avoiding or fighting the monsters that populate it.

Aim of the Game

Players must find the Virus Q vaccine and escape before the laboratory self-destructs (at the end of turn 9).

Before they can do that, they have to find a way to open the laboratory doors, find clues, locate the vaccine, take it and then run!

Contents



Setup

Important: After reading the whole manual, we suggest to try a little play test before to make the first play (see the rulebook last page).

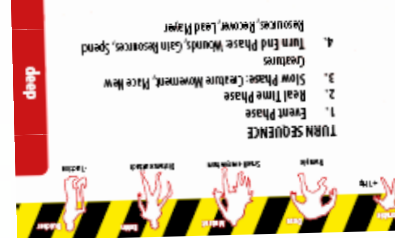
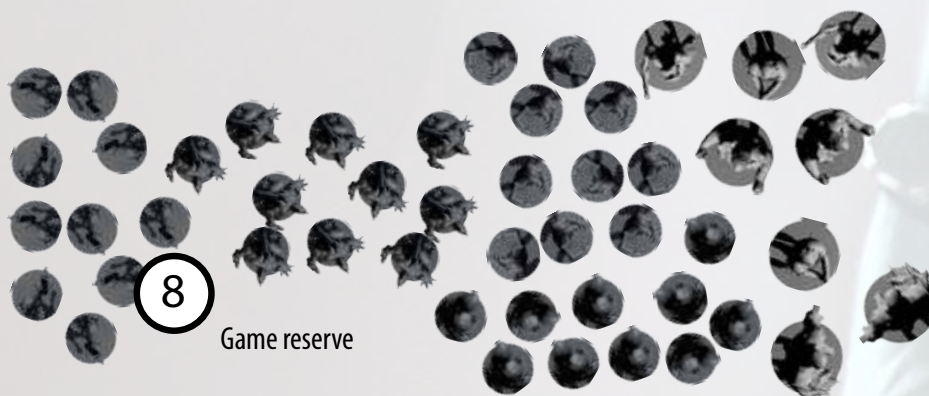
Choose your game **difficulty** level. There are 6 levels:

Level 1 + 1 Difficult Addon	Easy
Level 2	Medium
Level 2 + 1 Difficult Addon	Difficult
Level 3	Hard
Level 3 + 1 Difficult Addon	Crazy
Level 3 + 2 Difficult Addons	Almost impossible

Difficult Addons are "Play as Boss" and "Legend" Variants, and the "Spy" game mode. So be careful to not add too many of them!

- Put the **Starting room** on the table, near an edge (you will need space!). Note: the game map cannot extend behind the starting room. Take **3 random room cards** from the Room deck and place them so they're connected to the Starting Room by their openings: in this procedure do not place any room with 1 single opening nor any special lab card: discard them. Special Lab cards can be identified by the "L" marker in the corner.
- Shuffle the **Exit deck** and draw a card. Place two Exit rooms as shown on the card - the red square on this card is the Starting Room. Then put the used Exit card back in the deck, shuffle it, put it with the map face-up and use it as the Events deck during the game.
- Shuffle the **Boss, Wound** and **Clue** decks: put them on the table in the space behind the Starting Room.
- Remove the Special Room (see image on the right) from the **Room deck**. Then re-put on the deck any room card previous discarded (point 1.), shuffle it and randomly remove 20 cards in 3 player games, 50 cards in 2 player games and 80 cards in single player games. Then put it on the table near the other decks deck with the "normal rooms" face-up, add the "trap rooms" (with 4 arrows) face-down.
- Each player draws 8 room cards and puts them face-up on the table to create his own **Rooms display**. The display cannot contain Special Lab cards at setup: each player has to discard them, replace them and shuffle them back into the deck.
- ONLY FOR THE SPY MODE:** create a **spy deck** with X hero cards (card with the girl) plus 1 spy card (with the evil guy), where X is the number of heroes. Shuffle the deck and give a single random card to each player. Each player keeps this card secret until the end of the game. The remaining card must be kept secret too and goes in the game box face-down. If a player gets the "spy" card, he will be the spy and his victory conditions will be different.
- Each player places his miniature in the starting room and takes a **player board**, 10 **action cubes** of his color and 10 **bullet cubes** (grey). Depending on the difficulty level (1-2-3): each player starts with 8-7-6 **hit points** (HP). The number of miniatures available in the game depends on the number of players:

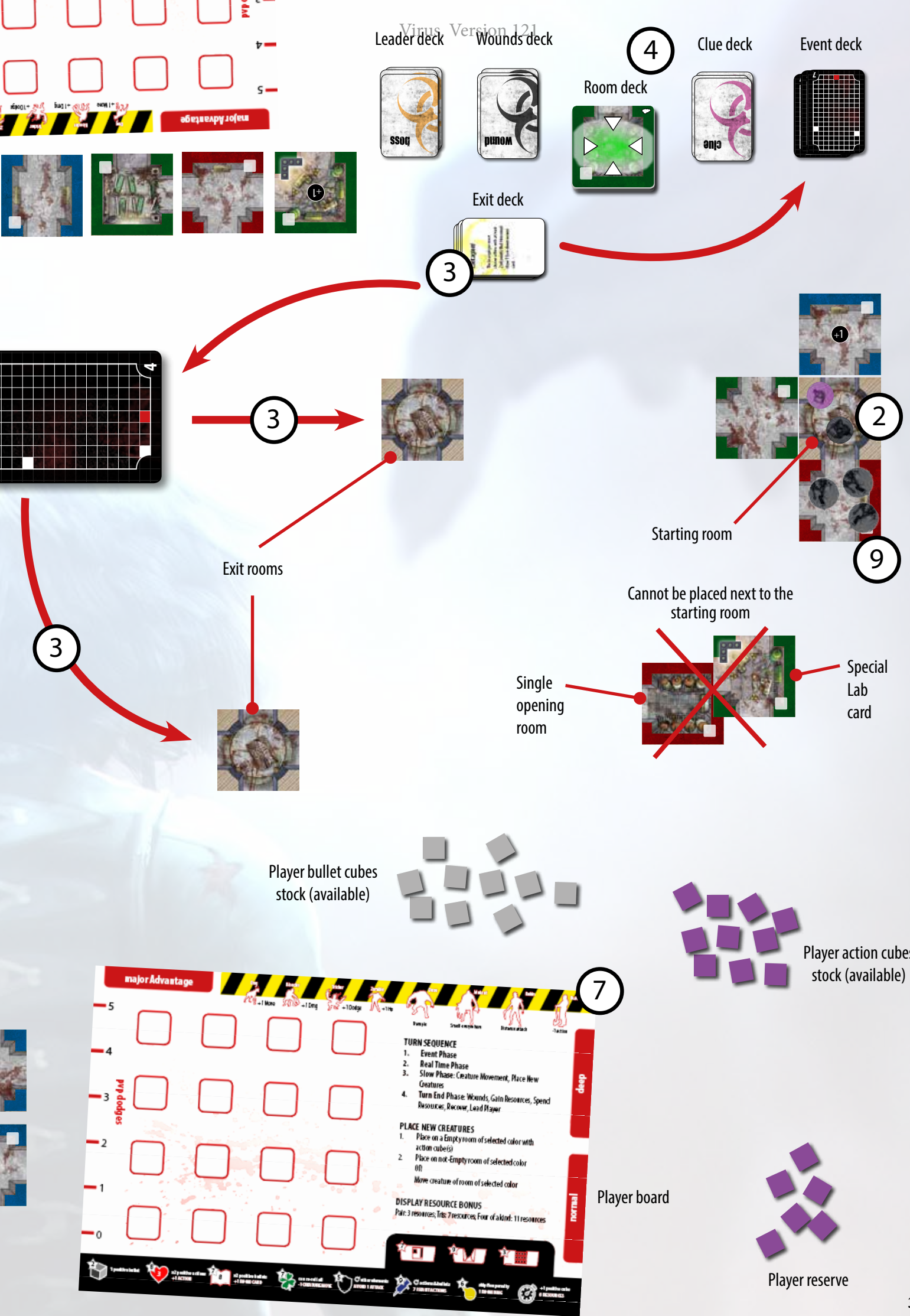
Single hero: 3 creatures for each type, 2 random Leader creatures.
Two heroes: 5 creatures for each type, 4 Leader creatures (1 of each type).
Three heroes: 7 creatures for each type, 8 Leader creatures (all).
Four players: all creatures and Leader creatures.



- Put all remaining gray cubes in the game reserve. Put all remaining colored cubes in the respective player reserves. Also add to the game reserve: 3 **four-leaf** and 3 **adrenaline tokens** per hero; 4 **heart**, 4 **shield**, 4 **explosives**, 4 **book** tokens per hero; 1 **barrier**, 1 **door**, 2 **breach** tiles per hero.
- The youngest player places **X+1 creatures** of his choice, with X being the number of heroes, on any rooms of his choice except the Starting room.
For a difficulty 2 game he then draws a **Boss card** from the Boss deck, takes a Leader creature of his choice from the game reserve and places both on an Exit room (keep the Boss card face-down). This Leader will be the **Boss creature**.
In a difficulty 3 game, he takes 2 Leader creatures and 2 cards and puts them in both Exit rooms.
He/She is the **Lead player**.
- Using a smart phone or a digital timer, set a **countdown**:
4 players: 60-50-40 seconds depending on your chosen difficulty level (1-2-3).
3 players: 50-45-40.
2 players: 45-40-40;
1 player: 40-35-35.
- The game begins!

Player room cards Display





Game Phases

There are 4 different phases:

1. **Event phase** (from the second turn): an event takes place.
2. **Real time phase**: players play simultaneously until the countdown ends.
3. **Slow phase**: the Lead player moves creatures, then each player, in turn order, places new creatures.
4. **Turn end phase**: all players simultaneously gain resources and use them.

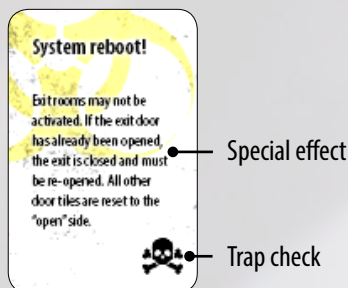
1. Event phase (from second turn only)

The Lead player draws an **Event** card and **secretly** reads it. If he likes it, he puts it face-up on the table to create the Event Pile, visible to all players, and applies its effect.

If the Lead player does not like an Event card, he may spend 1 **Advantage** (see box below "Advantages") to put it on the bottom of the Event deck and draw another Event card. He can spend as many Advantages as he likes to repeat this procedure.

Important: When the Events Pile contains 8 cards, the **last game turn** starts.

Event card example



Special effect: what happens during this turn.

Trap check: starting from the Lead player, each player must place a Room card with the trap side up on the table (the trap side is the one with the 4 arrows; see Traps section). Take the first card from the top of Room deck. Each card must be placed around a room card occupied by any Hero, following normal positioning rules. If no suitable space is available, do not place the trap card.

2. Real time phase

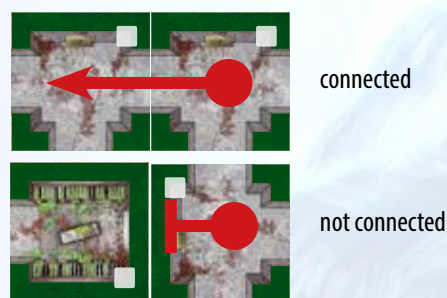
In this phase, each player may perform **actions** until the countdown ends, or until he runs out of action cubes, or simply until he wants to stop. **This is done simultaneously by all players.**

Every action has a cost which must be paid in action cubes from player stock. Action cubes paid **must be placed on the room where the action has been completed.**

- Players must perform **1 action at a time**. They cannot start a second action without having fully completed the first one.
- No going back: when a card, token, creature or cube is placed, **it must remain there and cannot be changed.**
- When the countdown ends, all players must put their **hands up**: actions not completed must be canceled (see "Real Time Stop Examples" section).

Actions

MOVE. Move your Hero to an adjacent and connected room card or to an unexplored space. Pay 1 action cube placing it in the destination room.



Two cards are **connected** when there are 2 adjacent openings on both cards.



If player moves to an unexplored space he must explore it by **placing a new room** card of his choice there from his Room card Display. To remember who is the Hero which **explored** that card, the action cube the player has to pay must be placed on the **corner of the card.**

Advantages

HOW TAKE THEM. Any player can take **Advantages** and/or **Major Advantages** at any time during the turn, declaring it loudly. When a player takes an **Advantage** he must flip a room card of his display. This card continues to count towards the Display limit, but it is no longer available during the game. It is only allowed to have up to 8 face down Display cards. When a player takes a Major Advantage he must draw an Event card and put it under his player board under "Major Advantage" space as a reminder ignoring Event text.

EFFECTS IN REAL TIME PHASE: In combat, change 1 non positive cube result to a positive result (up to 3 cubes for a Major Advantage).

EFFECTS IN SLOW TIME PHASE: Take 6 bonus resources (18 resources for a Major Advantage).

GENERAL EFFECTS: Discard 1 card you just drew and take a new one (Event, Wound, Leader, Clue, or Room card). For a Major Advantage, restore 3 used Room cards on your Room Display re-flipping them.

RECOVERING. A player can **recover 1 spent Advantage** starting his Real time phase 15 seconds later (or **2 Advantages** starting 30 seconds later). The player must announce this intention loudly at the beginning of the turn, before the countdown starts, and done it he can re-flip 1 (or 2) Room card(s) of his display: these card(s) become available again. Use a smartphone, a digital timer or simply count loudly to know when your 15 seconds are gone.

The player **cannot recover a spent Major Advantage** and he will end the game 1 turn earlier for each Major Advantage he spent.

Damage points and Wound cards

There are different wound types, which are represented by the face that a wound card is showing and the position of the card on the player board.

A wound card can be **face-up** or **face-down**. Face-up cards represent wounds that can't carry the infection, and are caused by explosives, some traps or by non infected player attacks. Face-down cards can be infectious. They can't be flipped until the end of the game to reveal if they are.

Both types of wounds can be **normal** or **deep**. Every time a player draws a wound card, he must check the back of the following card in the Wound deck: if there is red heart on the next card, the player's **wound is "deep"** and must be placed under the "deep" wound space on the player board. If there isn't any red symbol, he places the card under the "normal" wounds space.

If a player doesn't like the card, for instance because the wound is deep, he can put it at the bottom of the Wound deck and take a new one paying **1 Advantage**.



Example: The purple player moves from A to B. The first room card was already there (connected), while the other 3 cards have been placed by the player (explored).

Important! New room cards must be placed in a compatible way with the adjacent ones: walls against walls, doors against doors. It is possible to avoid this rule **ONLY** by simultaneously placing a breach on a wall which is adjacent to a door.

SEARCH. Pay 3 action cubes and put them on a corner of the room card (not the one with white square). This action will allow you to find more resources. A room can only be searched once per turn.

COMBAT. See Combat section at Page 9. At the end of the turn place 1 action cube used in combat on the room to mark it.

PLACE A BARRIER. Place a barrier token from your stock on the room where your Hero is standing paying 1 action cube. Barrier tokens can have 0-3 bars and must be placed over a room opening. With this action it is also possible to change the bar number of an already placed barrier, if the Hero is in the same room.

Barrier value is 0 (empty) with +2 for each bar. As long as the barrier value is equal or higher than the creatures group value, the group cannot move through the Barrier. The creature group value is +1 for each creature and +2 for each Leader creature.

If the creature group value is higher, they ignore the barrier and move through it: in that case remove the Barrier and put it in the game reserve. A Hero cannot move through a barrier, but can remove it simply spending 1 action. In that case place it in the game reserve.

- A barrier can have **max 3 bars**.
- A barrier doesn't stop connection.
- Place a barrier action is available **only out of the combat**.
- Is not possible to place a barrier over a Breach, Door, or Wall.



6 value barrier

For example, 4 creatures and 1 Leader creature are in a group. Their value is 6. A barrier with 3 bars is stopping them (Barrier value = 6). A new creature comes in the room increasing the value to 7: so they now can ignore the Barrier and move through destroying it.

OPEN A BREACH. Place a breach token from your stock on a room where your

Hero is standing paying 1 action cube. Breaches must be placed over the wall at the border of the room card.

A breach creates an opening in the wall. It can be used to connect existing rooms (divided by a double wall), or to create an opening to add a new room.

- This action is available only **out of the combat**.
- A breach cannot be removed.



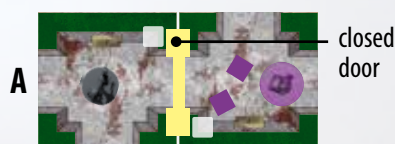
Example: the purple player places a breach on the walls paying 1 action cube and taking the breach from his stock. Then he passes through the breach and moves to the adjacent room paying 1 action cube for the movement.

ACTIVATE A DOOR. Place a door token from your stock over an open side of a room where your Hero is standing paying 1 action cube. You may place the door open or closed. Any Hero on the room can open or close the door spending 1 action cube.

The closed door works **like a barrier of value 1 + X**, with X being the number of players behind the door.

Doors interact with creature movement. A closed door blocks the smell and reduces noise allowing to ignore 1 action cube (see Page 6; "Creatures Movement" for further info).

- Activate a door action is available only **out of the combat**.
- A door doesn't stop connection.
- It is not possible to place a Door over a Breach, Barrier, or Wall.



Example: the purple player places a door (closed) paying 1 action cube. Now the creature in A cannot attack him, as the door is a barrier of value 2. The creature cannot see or smell the purple player, but they can still hear him (2 cubes - 1 cube for the door = 1 cube remaining, so they can hear the player).



Example: the creature in A cannot see, smell nor hear the Purple player as the single action cube in there is hidden by the door.



Example: the purple player can open the door paying 1 action cube to move into room A.

PLACE EXPLOSIVES. Place up to 3 explosive tokens from your stock on the current room paying 1 action cube. Explosive is activated as soon as the player leaves the room and explodes during the first real time phase in which either there is any creature/Hero in the room when the countdown starts, or if any creature/Hero goes inside the room.

The explosion deals X damage points, where X is equal to the number of explosive tokens in the room.

When an explosion takes place, damage points are dealt in this order: first to Heroes, then any residual value to creatures and only at the end, if there is any residual value, to Leader creatures.

If a **Hero** takes damage points, the player must draw 1 wound card for each damage point suffered and place it face-up under his board.

If a **creature** takes damage points equal to his HP, remove it and put it again available in the game reserve. Zombies and Leaders have 2 HP, other creatures 1 HP, Boss creatures have a variable value (see Page 10; Creatures Specifications).

After the explosion, remove explosive tokens and put them in the game reserve: they are available again for purchase.

- This action is available only **out of the combat**.
- There is a limit of 6 explosive tokens per room.
- Activated explosives cannot be deactivated.



Example: the purple player places an explosive and moves to room B. When the dog creature arrives in the room, the bomb explodes, killing the creature.

ACTIVATE A ROOM. Activating an **Exit**, **First Aid**, **Net** or **Ammo** room costs 1 action. Special Rooms (Net, Ammo, First Aid) can be activated up to 3 times per turn in total between all players. If there is a combat in progress, the player must spend 2 actions to activate the room (see Exit card or Special room cards Section).

ADD A CLUE CARD TO THE SHARED CLUE DECK. This action costs 1 action cube. If the player is in combat, he must spend 2 actions (see Page 11; Clue Cards).

Free Actions

USE AN ADRENALINE TOKEN. The Hero immediately gains 7 action cubes. Put the used adrenaline token in the game reserve. At end of the real time phase, the player must **discard all action cubes** from his stock and take 1 wound card placing it face-up under the player board.

USE A FOUR-LEAF TOKEN. Immediately reduce the movement of any creature group by 1. Put the used four-leaf token in the game reserve. It must be used before moving the group or immediately after, but before any other movement.

EXCHANGE. Heroes in the same room can freely exchange bullets, armor, adrenaline, explosive, door, breach, barrier and/or barrier bars tokens.

2. Slow phase

Important: when countdown is stopped players are not allowed to discuss, move Room cards or other elements to test next turn strategy.

A. Additional final attack

Each **not killed creature still involved in a combat makes an additional final attack** (see Combat Section).

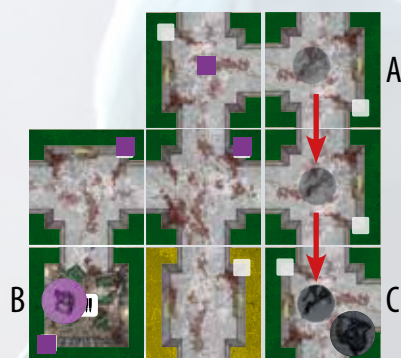
B. Creature movement

The Lead player must move creatures on the table by 1-2-3 rooms depending on the **difficulty** level. *For example if the difficulty level is 2, each creature must move by 2 room spaces.*

- **Creatures in the same room always move together.**
- When a **new creature joins a group** and still has some movement to do, **all of the group will move**, even if the other creatures in the group have already completed their movement in this turn.
- **Dog creatures have a +1 bonus on Movement.** This means that if a group contains at least 1 dog, the group will move +1.
- If creatures move across a room with a **+1 symbol** (or **+2**), they immediately gain **respectively +1 movement** (or +2 movements).
- A **room has only 7 spaces**. Creatures and Heroes take up 1, Leader creatures take up 2. When all 7 spaces are hold, the **room is full**.
- The Lead player **freely chooses** the order in which the creatures move.

To determine how creatures move, consider this order of importance:

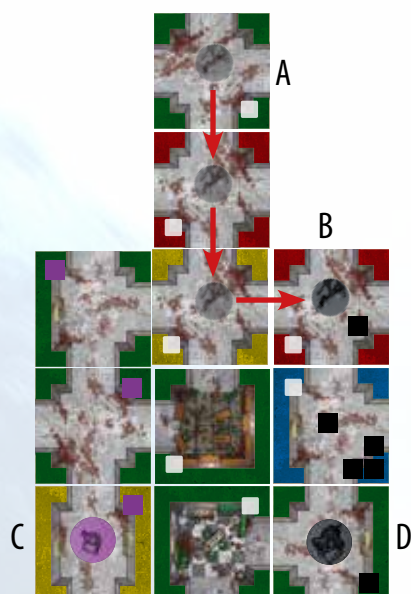
1. **They see you!** They move towards a Hero that is directly visible (to see a Hero, their line of sight must be uninterrupted by walls, closed doors or full rooms). If more than a Hero is visible, they move in towards the nearest. In case of a tie, the Lead player chooses.
2. **They smell you!** They move towards the nearest Hero within a 4 room distance (connected rooms). In case of tie, the Lead player chooses. The area of 4 rooms distance from a target is called **alerted area**. Note : closed doors block the smell.
3. **They hear you!** The creatures move towards nearby cube(s). Look for action cubes within the creatures **alerted area** and count them. Note: Any closed door in the way allows you to ignore one cube beyond that door. The creatures move towards the biggest number; in case of a tie, the Lead player chooses where to move the creatures.
4. If 1, 2, 3 aren't possible, the creature group remains stationary. In this case, **lay the miniatures flat** (they are active, but it's useful to remember they did not move). If they are already lying down, remove them and put them in the game reserve: they are available again.



Example: the creature in A has two movements available. It must move to room C, as it can directly see the Black player; no matter how many purple cubes are in the rooms.



Example: the creature in A has 2 movements available. It cannot directly see any Hero, but it can smell both Purple and Black Heroes. The black is the nearest, so the Lead player must choose if the creature moves left or right. He chooses to move it down. For the second movement, the creature cannot directly see any Hero but can, again, smell both. As the Black Hero is the nearest, the creature must move to C.



Example: The creature in A has three movement available. It cannot directly see or smell any Hero, so players must count the cubes: there are 5 cubes leading to the Black player and 2 to the Purple one. So the creature will move down as its first and second movements, then towards the Black Hero.

Special situations:

- A creature group must move in a direction and a **barrier/door** with equal or higher value of their number stops it. In this case this creature group cannot move and stands still.
- A creature group must move in a direction and a **full room** stops them. In this case this creature group cannot move and stands still. Note: the Desu Leader creature ignores this rule (check Creature Specifications section).
- A creature group must move in a direction and there is a **partially full room**. In this case move creatures in until the room is full, the player chooses which. E.g. a group of 4 creatures must move straight and the adjacent room contains 6 creatures: only 1 creature can move in, filling the room (7 spaces); the other 3 will remain in the first room.

Important: check movement rules for any single movement. If for example, after 1 movement done by smelling, a creature directly sees a Hero, it must change direction towards that Hero.

C. Place new creatures

Starting from the Lead player in clockwise order, each player must place new creatures.

Players must check the amount of creatures to place and the room color where to place them: the **amount of creatures to place is equal to the number of**

rooms with 1 or more player action cubes except Exit and Starting rooms, which do not produce creatures. The color of the room where to place them is the same of the one of the room where the action cube is. For example, a player used 5 action cubes: 1 cube each on 3 red rooms and 2 cubes on a green room. So he has to place 4 creatures, 3 on red rooms and 1 on a green room.

- Every 4 creatures to place, **1 must be a Leader** and must be placed first. If no leaders are available in the game reserve, ignore this rule.
- Players can freely **choose** which creatures to take from the game reserve to be placed in the rooms.



Example: The black player must place 2 creatures on blue rooms and 2 creatures on green rooms: the first creature he places must be a Leader. The purple player must place 2 creatures on green rooms.

Creatures must be placed in rooms of the right color following these rules:

- A creature must be placed in an **empty room of the right color** containing 1 or more player action cubes. Empty means without any creature and Hero.
- If point 1 above is not possible, and only if point 1 is not possible:

A. **Add the creature** to a non lying down creature group. This group must be inside a room of the selected color and that room must be within the **alerted area** from a Hero.

OR

B. **Move 1 creature group** by 1 room. Use the normal "See, Smell, Hear" rules. This group must be inside a room of the selected color and that room must be any **alerted area** from any Heroes.

Note: at least a movement must be done to cover this player obligation. If a barrier or a door stops a group from moving, the player will have to find another group to move or he will have to add a creature instead. On the other hand, a partial movement is enough to satisfy this rule.

For example, a player must move creatures on a green room. He chooses a group of 3 creatures which can move only in a room where there are already 6 creatures: as 1 creature can still move and fill the room (7 spaces), he moves only 1 creature. Even though the other 2 creatures remain in their room, the player's obligation to move was fulfilled.

Important! If 1 is not possible, you have to do 2 (A or B). If A is not possible you have to do B or if B is not possible you have to do A. If 1 and 2 (A and B) aren't possible, do nothing. Note: if no more creatures are available in the game reserve it means that neither 1 or A are possible, so players have to do B: they have to move a creature group!

Example 1: Continuing the previous example, the black player has to place 2 creatures on a blue room and 2 creatures on a green room; the purple player just needs to place 2 creatures in a green room:

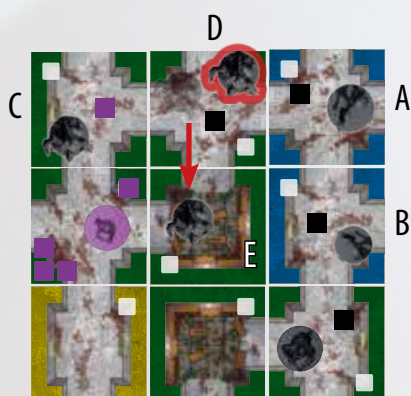


Black: The first creature must be a Leader creature. He place the first creature in A and the second creature in the blue room B.

Then he must place 2 creatures on green rooms: in this case he has no choice, as there are empty rooms with action cubes (C-D): so he places the first creature in D and the second in C. This is the result:



The purple player must place two creatures in green rooms: there are no empty rooms with cubes, so for the first placement the player can choose between: 1) moving the creature in C or in D (1 movement) or 2) adding a creature to a group in a green room (C or D). He chooses to move the creature in D (see red arrow). He must then place his second creature in D as D is now an empty green room with a cube. This is the result:



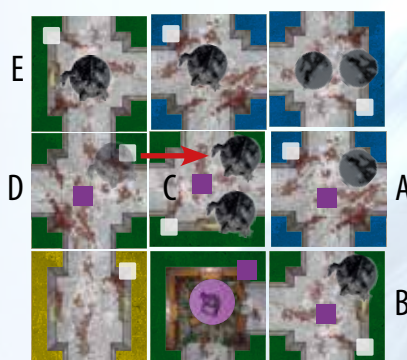
Example 2. Check the image below: the purple player has to place 1 creature on a blue room and 4 creatures on green rooms.



He must place the creature generated by the blue room in A, as there is a blue empty room with an action cube. For the green rooms: he must place his first 2 creatures, 1 in B and 1 in C. So this is the situation:



For the last two creatures, he can add a third creature in B-C-D-E or move a creature in B-C-D-E by 1 room space. He chooses to move the green creature from D to C (see red arrow).



Now for the last placement he must place a creature in room D, as there is a green empty room with a cube.

3. Turn End Phase

A. WOUNDS

All players with 1 or more **deep wounds** suffers 1 additional wound (multiple deep wounds still cause only 1 additional wound per turn). Draw a wound card and place it face up or face down like the deep wound that caused it.

Face down wounds can never be seen by anyone, not even by the wounded player.

B. GAIN RESOURCES

FROM DISPLAY

Players can **discard any group of identical cards** (in shape) from their display. If the discarded cards are identical in shape and in color, the player gains 3 resources (couple) or 7 resources (Tris) or 11 resources (four of a kind). For this, do not consider additional symbols on the card (like the Special Lab or Special Room symbols).

FROM ADVANTAGES

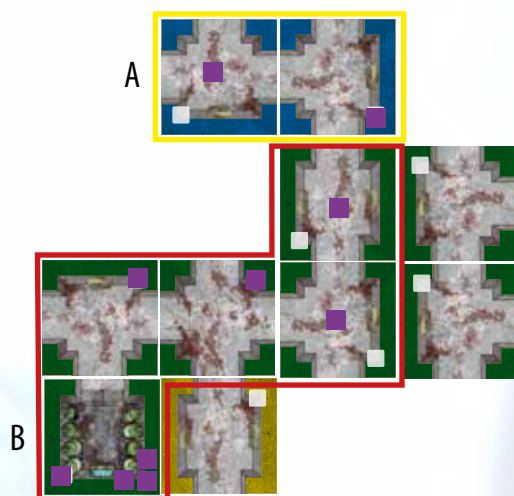
Players can spend **Advantages** and **gain 6 resources** from each normal Advantage spent (18 for a Major Advantage).

FROM EXPLORATION AND SEARCHING

Consider all your explored and searched cards (with your cubes in the corners). Then, for each card check the size of the group where the card explored/searched is. **A room group is defined by contiguous rooms of the same color. Con-**

tiguous means that all cards are connected by doors/breaches. Barriers do not break room groups. Count the number of cards of that group (A). Then inside that group check the cubes in the corners: take 1 point for each new room placed + 2 points for room searched (B).

Multiply A (group size) x B (points): the result is the number of resource you found this turn.



The purple player moved from A to B. Check where he explored or searched (cubes in the corners): 1 blue room and 3 green rooms (1 green room is explored AND searched).

Blue rooms: This card is part of a group of 2 blue cards (yellow line), so group size is 2. Player takes 1 point (1 single exploration). So $2 \times 1 =$ he gains 2 resources.

Green rooms: All 3 cards are in the same group (red line). Group size is 5. The player takes 5 points (3 explorations + 1 searching). So $5 \times 5 =$ he gains 25 resources.

Total resources gained: $2 + 25 = 27$.

C. SPEND RESOURCES

Important: 30 resources per turn per player is the max number of resources you are allowed to gain following the steps above. Discard any excess.

All players must spend all resources gained to **buy tokens/cubes available in the game reserve** and put them in their stock.

Bullet (1 gray cube): 2 resources

Hearth token: 8 resources

Shield token: 5 resources

Explosive token: 6 resources

Breach: 9 resources

Barrier Bar: 3 resources

Book token: 8 resources

Four-leaf token: 7 resources

Adrenaline token: 9 resources

Door: 7 resources

Barrier (empty): 3 resources

- Any resources not spent are lost.
- When you buy a Barrier, first you have to buy a Barrier without bars (it costs 3 resources), then add up to 3 bars to the Barrier (these cost 3 resources each). So it is possible to buy bars **only if you already own a barrier** in your stock. Obviously it is also possible to buy barrier+bars in the same turn.

D. RECOVER

1. All players **add X action cubes** from their reserve to their stock where X is their stamina value (starting score 3 + 1 for each heart purchased; available cubes are limited by your reserve).
Note: it's not possible to take cubes from rooms.
2. Recover any cubes **from rooms** and put them in the respective player

reserve.

3. All players **draw cards from the Room deck** and add them to their display up to their Knowledge score (starting score 8 + 1 for each book purchased). If the Room deck runs out, the game ends immediately. If a player doesn't like a card he can put it at the bottom of the deck and take a new one by paying **1 Advantage** for each card changed.

E. LEAD PLAYER

Move the lead player token to the player to the right. A new round begins.

Combat

Combat happens during the Real time phase when Heroes and creatures are in the same room or when a Hero attacks another Hero. A player can do only 1 combat per time.

Combat round

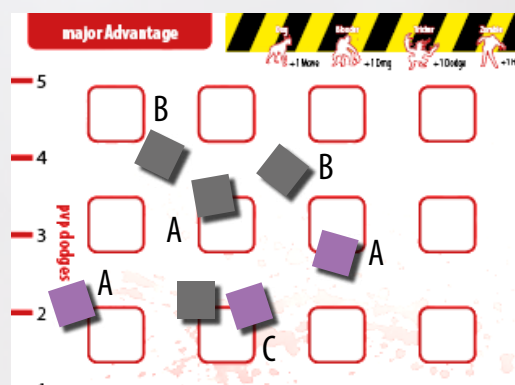
There can be as many rounds of combat as players wish - as long as the countdown lasts.

- In each round **the player rolls cubes, then the creatures counter-attack.**
- If Real time phase ends and the combat is still in progress, **creatures have an additional final attack.**
- Player(s) involved in a combat may **spend time as he(they) wish.** They can also do nothing and simply wait for the countdown to end: in this case the creatures will only have the additional final attack at the end of Real Time Phase.

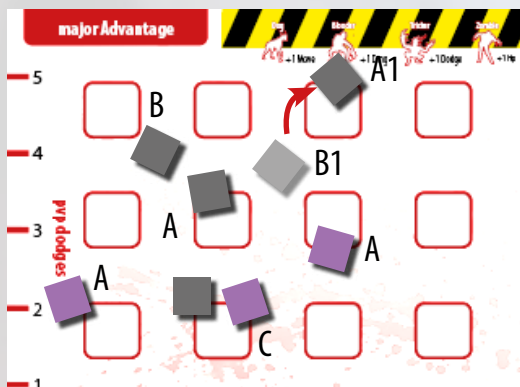
Rolling

Each player chooses how many cubes to roll from his stock and roll them on his **player board**. He can also add other elements like syringe, book, shield, four-leaf, explosive and heart tokens.

- The player must use **at least 1 action cube**.
- All elements must be **rolled together**.
- Each single element which lands on a single red bordered square is **positive**. It only needs to touch it, even slightly. Remove the others.
- If there are **2 or more elements** touching the same square, they are all **negatives**. Remove them.
- The player can spend 1 or more **Advantages** (see Pag. 4; Advantages) and **move 1 negative cube to make it positive** for each Advantage spent.
- All rolls done before countdown end are valid. Dodges and damage points can be applied also after, but any creature survived and not dodged will counter-attack. In addition to that, creature survived will make the additional final attack.



Example: cubes in A are positive, while cubes in B and C are negatives.



Example: the player can spend an Advantage and move the cube in B1 to A2, making it positive!

Successes

After the roll, the player has to calculate the Successes scored. They are equal to:

Positive Bullet cubes x positive Action cubes.

Check the previous example: after spending the Advantage, the player scores 2 positive bullet cubes x 2 positive action cubes = 4 Successes.

Other roll-able elements work this way:

- A positive **four-leaf token** allows the player to re-roll all elements except the four-leaf positive token.
- A positive **book token** doubles the positive bullet cubes (two books x3, four books x4, etc.).
- A positive **heart token** doubles the positive action cubes (two hearts x3, four hearts x4, etc.).
- A positive **shield token** allows to recover all non cube elements rolled, except the positive shield token, after that round of combat.
- A positive **adrenaline token** lets you recover all cubes rolled, after that round of combat.
- A positive **explosive token** allows you to flee without taking 1 wound penalty (see Flee Section).

Successes can be spent to:

Dodge (1 Success). For each Success spent, the Hero can dodge 1 attack on the following creature attack. The creature dodged must be involved in the same combat. Some creatures, like Tricker, Leader or Boss creatures, require a different value, 2 Successes or more.

Deal damage (3 Successes). For each 3 Successes spent, the Hero deals 1 damage point to a target (involved in the same combat) of his choice.

- The player chooses **in which order to spend his Successes**. For example, the player can first kill a creature, then dodge others and finally move.
- All Successes must be **spent immediately** or they are lost.
- **Creatures don't use wounds:** the player must inflict damage points equal to creature HP in a single roll or nothing happens.
- All used cubes/tokens **must go in the player reserve** (except if there are positive shields or adrenaline tokens).



Example. The purple player is in combat with 3 creatures. He rolls 4 Successes. He could: 1) kill 1 creature and dodge 1 creature; this way on the following creature attack, he would suffer 1 attack from a creature. 2) Dodge all creatures (3 Successes spent, 1 Success lost) avoiding all following attacks from the creatures: this can be useful to attempt another combat round, re-rolling again or prepare to flee.

Creature counter-attack

Each combat round, after the player's roll, each **not killed** and **not dodged** creature makes 1 attack. Each attack causes automatically some damage points.

Each creature's attack causes 1 damage point, except Blooder and Leader creatures which cause 2 damage points. Boss creatures cause variable damage/attack (see Pag. 10; Creatures specifications).

Creature additional final attack

At Real time phase end, each **not killed creature** makes an **additional final attack** and cause some damage points as for normal counter-attacks.

Damage points and wound cards

The player **must draw 1 wound card from the Wounds deck** for each damage point suffered and place it face-down under his player board.

Important! For each **shield token** spent from the player's stock, it's possible to avoid 1 damage point. In this case put the used shield token in the game reserve.

Flee

The player can flee from combat in any moment, moving to an adjacent room. If he does so, all non dodged creatures (or hostile Heroes) in the combat will make an **immediate attack**. In addition, the **Hero will take 1 wound card as a penalty**. This penalty cannot be avoided using shield tokens, but only by rolling a positive explosive token.



Example. The purple player moves from A to B thus fleeing combat. He suffers 2 immediate attacks from the creature there. He spent 2 shield tokens to avoid damage points from creature attacks, but he cannot avoid drawing 1 wound card as a penalty.

Shooting from a distance

It's possible to attack from a distance if the Hero is not directly involved in a combat. In that case, player must roll an attack as done normally and check the results.

- After the roll, the player must **remove 1 positive cube** from his roll, plus another 1 positive cube for each room of distance. So if the distance is 0 the penalty is 1, shooting from an adjacent room (distance 1) penalty is 2 cubes, etc.. Note: distance 0 happens with "Multi-player combat: divided", when a player is not involved directly in combat because he is protected by another player.
- The player does not suffer any creature attack.
- Target cannot dodge distance attacks (Boss can make exception on that).
- Target can flee a distance attack without suffer any wound penalty.
- Require a direct sight line to shoot: the line must be uninterrupted by walls, closed doors, barriers or full rooms (7 spaces hold by Hero and/or creatures). Note: Barriers stops straight line, but it's possible to shoot through a Barrier from the Barrier room.

Death

When a player takes a number of wound cards (face-down or face-up) equal to his hit points, his **Hero dies**.

If there are still players in game, during the following slow phase, **check the**

dead player's wound cards: If he was infected (1 or more wound card has the infection symbol on the flip side), the Hero **becomes a Boss creature**. Check "Play as Boss" Variant for rules.

If he wasn't infected, the Hero dies: the player must remove his Hero's miniature and stop playing (check also Countinous Life Variant for no-stop playing).

Multi-player combat: divided

If more than 1 Hero is fighting in the same room, each player takes a number of opponents and performs a **normal combat only against his own creatures**. If creatures are equally divided, no penalties are applied. "Equally" means a number included between the round down or round up division: *for example 3 creatures per 2 Heroes = 1.5, so 1 or 2 per each Hero; 7 creatures per 3 Heroes = 2.33, so 2 or 3 creatures per each Hero; 5 creatures per 4 Heroes = 1.25, so 1 or 2 creatures per each Hero, etc..*

A player can take more opponents if all players there agree on that. In that case there is a penalty to apply: for each additional creature the player loses 1 positive cube on each combat roll. *For example, if there are 3 creatures and 2 Heroes and a player takes all 3 creatures, he suffers a penalty of 1 positive cube on combat rolls. The other player, with zero opponents, will be considered out of combat and will be able to take any action, including a distance attack.*

The player which was first in the room chooses how to distribute creatures between players, if all players agree on change normal "equal" distribution. If at any moment something changes (another fighting player flees or dies, another player comes, a player kills all his own assigned creatures) he immediately must the adjust creature number for each player.

Multi-player combat: together

Players can attack together: in that case **they roll together** (each on his own player board) and sum Successes rolled with a -1 overall penalty. Dodges are made considering player group as single fighter. Damage points taken are equally divided between players (rounded up).

For example, 1 Boss (4 HP, 3 dmg) and 1 Zombie (2 HP, 1 dmg) are fighting 2 players. The players declare to combat together. First player roll 4 Successes and second player 6 Successes: total is 9 Successes (4+6-1=9). Players chooses to make 2 damage points to Zombie, killing it, and to dodge the Boss. The zombie miniature is removed. Unfortunately the countdown ends, so the Boss attacks again causing 3 damage points, so 2 damage points to each player.

Player vs Player

A player can attack another player only if he is free from any other combat. If he is fighting with creatures, he has first to complete current combat.

Attacking player **must declare loudly the Attack, the target and the distance** (if any). Then he can roll. Target player can react rolling too, if not involved in other combat.

Players must **loudly declare their roll results (dodges/damage points dealt)**. Damage points are applied at the beginning of the Slow phase.

Example: Blue and Yellow players are in combat in the same room. Blue rolls first getting 7 successes; he declares 2 damage points and 1 dodge to the opponent. As a reminder, he puts some used cubes on his player board under the damage and dodge red boxes.

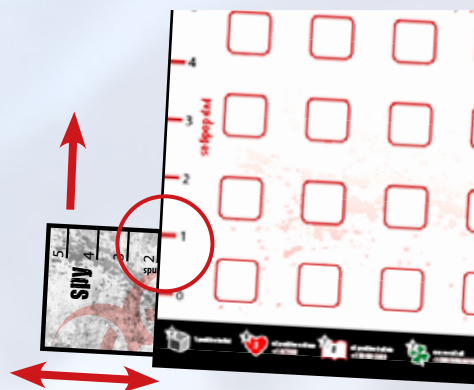
The yellow player rolls and gets 4 successes: He declares 1 attack and 1 dodge. He registers the result on his player board with cubes.

The blue player rolls again, gets 12 successes and declares 4 damage points, then moves away. The yellow player rolls again and get 3 successes; he cannot declare damage points as the opponent fled, so he declares 3 dodges.

During the slow phase we have to check the combat result. Blue player: damage points/dodges: $2/1+4/0=6/1$, 6 damage points caused and 1 dodge. Yellow player: $1/1+0/4=1/5$, 1 damage point caused and 5 dodges.

Calculating the difference: The yellow player takes 1 damage point and therefore draws 1 wound card. Blue player draws 1 wound card too as he is fled the combat.

Tip: Use ruler on player board to register dodges and damage points made. Put the spy card under the left side of the board and move it up to register dodges; then move spy card to right under the board to register damage points.



The number on the card near the player shows the damage points (2 damage points), the number on board near the card side shows the dodges (1 dodge).

Important: Any wound card taken in player vs player combat is **face-up** if the player which caused has no wounds or only face-up wounds; conversely they are face-down if he has 1 or more **face-down** wounds.

Creatures Specifications

Creatures have different specifications: HP, Size, Dodge value, damage point caused and, in some case, special abilities.

For creatures, the base value is **1 to all stats**, plus a bonus for each type:

Zombies: +1 HP

Dogs: +1 Movement

Tricker: +1 Dodge point required

Blooder: +1 Damage point caused

The standard value for Leaders is **2 to all stats** plus these special abilities:

Desu: Trample. Desu can move in or through a full room. When he moves to a full room, move other normal creature back to satisfy the space limits. *For example, Desu moves to a room where there are already 1 Leader, 4 creatures and 1 player. Place Desu inside and move two creatures to the room from which Desu just came.*

Mutant. He can smell without any distance limit, also behind doors.

Verduko. When he ends his movement, he deals 1 damage point to the nearest visible Hero in Desu's alerted area.

Executioner. When he ends his movement, each Hero in his alerted area loses 1 action cube (even if he is not visible).

Boss

Boss creatures have different specifications. These specifications are shown on the Boss cards. Special Power: all Boss can smell regardless of the distance (like the Mutant).

Important: Keep the Boss card hidden until a Hero interacts with the Boss (moves into his room or shoots him from a distance).

Exit cards

Exit cards are placed during game Setup and must be activated by players to open the exit in the starting room. Both rooms must be activated **simultaneously** by 1 or more players. The number of players required to activate each room depends on the number of living players.

4 players: one of the two rooms must be activated by 1 player, the other room by other 2 players. 2-3 players, both rooms must be activated by a player. In solo game, it is sufficient to activate just 1 room; the player chooses which one.

- An Exit room is activated when a Hero inside the room spends 1 action for that. If a combat is in progress, the player must spend 2 actions instead of 1 (see Pag. 6; Activation action).

Special Lab cards

These special cards can be used as normal cards or to create Special Labs connecting the highlighted corners together.

In a 4-3-2-1 player game, players have to combine at least 4-4-3-2 Special lab cards. If that happens, they can **draw 1 clue card**. If a player doesn't like the card, he can put it at the bottom of the deck and **take a new one** paying 1 **Advantage** for each card changed.

In a 4-3-2 player game, if a Special lab is formed by cards all of the same color, players can draw 2 clue cards. In single player game, the player can make a Special lab with 2 different cards and get 1 clue card or a Special lab made with 3 identical color Special lab cards and get 2 clue cards.

- The player who places the last Special lab room card **draws the clue card(s)**. He can do it at any time during that turn.

Important: the number of players to consider is the **current** one. So, in a 3 players game, if a Hero dies, from that moment Special labs can be created combining 3 cards instead of 4.

Clue cards

Players gets Clue cards by completing **Special Labs**.

In a **cooperative game**, players put the cards visible to all on the table.

In a **spy mode game**, each player must keep their card(s) hidden. He can only tell to other players about his clue(s), but not show the card(s).

If at any time during the real time phase the clue cards (or what players say about their clue cards) suggest an **unique room on the table**, **place there the antidote token**. When a player reaches the antidote token he can pick it up by spending 1 action!

In a spy mode game, when the token is taken by someone all players who declared one or more clues must show the correspondent card(s) to check if they were true. If the current position is wrong or clues are not sufficient to determine an unique position, remove the antidote token and continue playing, looking for it. Revealed cards must remain face-up on the table (discard incompatible cards).

Important: in both game modes, all incompatible clue cards must be discarded and put on the bottom of the deck. *For example, a clue "A room with 4 openings" is not compatible with another clue "A room with 3 openings" and both must be discarded.* In cooperative games that happens immediately as soon a new clue is shown. In spy mode only when all clue cards are revealed.

Clue cards show symbols. Below is the explanation of each card:

1. A room with 4 openings.
2. A room with 3 openings.
3. A room with 2 openings.
4. A room with 1 opening.
5. A room in a group of 3 adjacent red rooms.
6. A room in a group of 3 adjacent yellow rooms.

7. A room in a group of 3 adjacent blue rooms.
8. A room in a group of 3 adjacent green rooms.
9. If there are at least $X+1$ door tokens placed on rooms, a room with a single door token. X is the current Hero number.
10. If there are at least $X+1$ breach tokens placed on rooms, a room with a single door token. X is the current Hero number.
11. A room adjacent to a trap room
12. A room filled up to all 7 spaces available by creatures.
- 13-20. Any room on the orange zone. The little red square represents the starting room.
21. A room adjacent to a blue room.
22. A room adjacent to a yellow room.
23. A room adjacent to a red room.
24. A room adjacent to a green room.
25. A room without creatures.

Special room cards

Trap room

Upon Event request, players place Room cards on the Trap card side. Trap side shown 4 arrows and a symbol on bottom-left corner (see picture). The back of some cards can show a specific trap symbol or some other disadvantages.



Traps are:

Lasers. Every creature or Hero in the room at the beginning of the real time phase or any creature/Hero which goes inside the room during the real time phase immediately takes 1 damage point. Affected players must draw a face-up wound card.

Note: creatures cannot take partial damage, so a Laser trap cannot kill Zombies, for instance.

Gas. Every Hero in the room at the beginning of the real time phase or any Hero which goes inside the room during the real time phase immediately takes 1 face down wound card.

Creature Movement bonus. There are **+3** **+4** symbols, which represent a Movement bonus for creatures.

Creature proliferation. There are **x2** **x3** symbols, which mean that the player must add there immediately (when trap is placed) 2 or 3 creatures.

Special rooms



First Aid Room. Spending 1 action in this room, a player can move 1 wound from his **deep wound** space to his normal wounds space.



Ammo Room. For each action spent in this room, a player gains **3 bullet** cubes (max 3 actions/turn).



Net Room. For each action spent in this room, a player draws **2 Room cards** (max 3 actions/turn; max 6 cards available). These cards can be used like those in the player's Display, but must be kept separated and do not count towards the Display limit.

Endgame

- Immediately when no more Heroes are inside any rooms.
- Immediately at the end of the 9th turn.
- Immediately if the Room deck runs out.

Important: When game ends, players must consider wounds up to the end of the current turn, for example the Wounds coming from the Adrenaline use or from a Deep Wound.

Victory conditions

At least a player must exit from the lab with the antidote before the lab explodes. If it doesn't happen, all **players lose**. If it happens, all players win (no matter if dead, alive or infected).

Victory variants

Best player

If you want to determine the best player of the game (if you won), follow these guidelines:

- If a single player, infected or not, leaves the lab with the antidote, he is the winner.
- If more than 1 player go out, infected players without the antidote lose. Among the others, the last player to exit the lab is the winner.

Spy mode

A player takes the role of a spy and wins if:

- He flees the lab uninfected and the antidote remains in the lab.
- He leaves the lab with the antidote (infected or not) and the other players remain inside.
- He goes out of the lab with the antidote in his hand and all other players who get out are infected.

The spy variant is compatible with the Best player variant.

Variants

NO REAL TIME

It's possible to play Virus game without the use of a countdown in the Real Time Phase. With this variant players do the Real Time Phase all together. When a player finished his actions, or simply chooses to stop, he passes. When all players pass, the Phase ends.

Advantages: players can recover 1 advantage for each 3 action cubes spent during the Real Time Phase. Place cubes directly in the Player reserve.

Talking. In this variant is allowed to speak about game strategies.

Additional placing creatures. At the beginning of Slow phase Lead player must place X additional creatures. Take the first Event on the deck and check the number on bottom-right corner of the card below. Use "Place new creatures" normal rules.

If number in the card is 1-5 nothing happens; if it's 6-7 X is equal to hero number (H), with 8-9 is Hx2, with 10 is Hx3. *For example, if card number is 9 with 3 playing Heroes, the addition is equal to 6. Lead player will have to 6 add creatures to the game (1 Leader and 5 minions).*

CONTINUOUS LIFE

With this variant a non-infected dead player continues to play. Obviously this can happen only if at least another player is still in the game. In this case, place the player's miniature in the same room of another player of his choice. Reset the

re-spawned player's tokens, rooms, cubes as they were at setup, but with these penalties:

Action and Bullet cubes available are 5 each. Flip 4 room cards on the player's display.

LEGEND: Additional Difficult Level

If you want to increase the game difficulty, place the 4 Legend tiles each in front of one of the four creature groups (blooders, dogs, zombies, trickers), so that each creature type is now linked to a color. Split Leader miniatures between each group, as you prefer.

When in Slow phase you have to check the activated rooms to add/move creatures: for each room of a color, you have to refer to the right color group. *For example, if you activated 2 green rooms and 1 red room, you have to add 2 creatures from the green group and 1 from the red group. If there are no more creatures available in their respective group, you have to move creatures instead.*

PLAY AS BOSS: UP TO 5-6 PLAYERS

With this variant 1 or 2 players can play as Boss creature from the beginning of the game. This allows competitive play and up to 6 players game.

Aim of the game. Boss player which will kill the last hero in the game, win.

Setup. Consider these variations on normal Setup:

One hero: Use 4 Leader creatures (1 per type) with 1 Boss player or 6 Leader (1 per type+2 random) with 2 Boss players.

Two heroes: use 6 Leader creatures with 1 Boss player or 8 Leader with 2 Boss players (check "Play as Boss" Variant).

Boss player draws 4 Boss cards keeping them secret to other players. On difficult 2 or 3 games, he must take also the normal game Boss cards without assign them on starting game Leader. So on difficult 2 game, Boss player draws 5 cards and, on difficult 3 game, 6 cards). On these two cases, Leader placed at game beginning are only Leader, as they don't have any Boss card assigned.

Phases. During the game player boss acts during Slow phase.

PLACE NEW CREATURE SUB-PHASE (AND GAME SETUP). Boss player choose the creature type and how place them. If there are two Boss players, Heavy Boss player does it.

MOVE CREATURES SUB-PHASE. Boss player move creatures. If there are two Boss players, Light Boss player does it:

- He moves Minions creatures, which must move, following normal game rules.
- He moves Leader creatures, which must move, as he wishes.

MOVE BOSS (ADDITIONAL) SUB-PHASE. After creature movements, each Boss player moves his Boss creatures, if any. This movement is always allowed, also if the creature has no reason to move for normal game rules.

Important! Creatures moved by Boss player can explore moving in unknown area. In this case take the first card in the deck and place it on the chosen explored space. If the card is not compatible, take another card until you will find a right one. Not compatible cards must be reshuffled with the room deck.

Additional actions. In any moment of Slow phase Boss player can:

Activate a Boss. Boss player can transform a Leader already in the game and

not involved in a combat in a Boss.

Player must take one of his Boss card and put it face-up on the table in front of him visible to all. Keep the other Boss card hidden.

This card resume the Boss specifications. Place under Boss miniature and over correspondent Boss card the Boss markers of same color.

Each Boss player can have **only 1 Boss in the game per time.**

Deactivate a Boss. Boss player can deactivate 1 Boss, but only if the Boss creature is not wounded. Boss player takes back the correspondent Boss card back in his hand. The creature unactivate returns to be a creature Leader.

Additional movement. If there is an active Boss in the game, player can move by 1 additional movement the Boss or any creature group within the Boss alerted area taking 1 damage point to him. Take a bullet cube and put it on Boss card to mark it.

It's possible to recover 1 damage point keeping the Boss creature hold and without combat for 1 turn.

Minion transformation. Discarding one of own Boss card, Boss player can transform a Minion creature not involved in combat in a Leader of his choice, if available on game reserve. Last card cannot be discarded by this way.

When **boss is killed** the correspondent card is discarded. When Boss player loses his last Boss card he can draw 1 additional card and can continue to do so until the game end. If Boss deck finishes, shuffle all discarded Bosses and make a new deck.

Rule variations: in this variant, Boss creature must consider wounds made by players, registering them with bullet cubes over the card. In addition of that Boss creatures never going flat.

Scenarios

Room Positioning Method. Draw 3 random cards from the Exit deck. Check the little number there (bottom-right corner): find the highest value and count an equal number of room spaces from the farther away Exit room (from Starting room); move straight ahead (away from the Starting room), left or right, as you prefer. If you reach the table limit stop there. Repeat the procedure with new 3 random Exit cards. You cannot invert the previous movement. Place there the Special Room.

REBOOT

When players open the entrance door, use the "Room Positioning Method" to place the Special room. This room is the Computer Room.

The aim in this Scenario is to deactivate the Computer Room and achieve the normal game victory conditions. The spy ignores this Scenario's requirement. To deactivate the Computer Room a player must reach the Room, and spend 1 Action, 1 Book and 1 Explosive token there.



SAVE THE CHILD

Aim of this Scenario is to keep the Child safe and achieve the normal game victory conditions. The spy ignores this Scenario's requirements.

Setup: when the second Trap symbol appears on an applied Event card Lead player must place the extra room card with the child tile over. Child room must be placed in the middle between Starting room and nearest Exit room. It must be

placed in a separated area without any adjacent room.

Special: Every game turn, before he draws the Event card, the Lead player must:

1. Check if the child, from his position, can see any creature.
2. If 1. is negative, check if the child hears any creature.

If 1 or 2 are positive, he moves the Child away from the creature making up to 3 movements. You have to move the Child until he cannot see and/or hear creatures or until he has done 3 movements.

If 1 and 2 are negative, the child only makes 1 movement.

When the child explores, take the first room from the room deck and place it. If the Room is not compatible with the previous Room(s), discard it and take a new card until you find a compatible one. Then shuffle the discarded cards back in the deck.

Creatures can only smell and/or see the Child. To determine the creature's movements consider the child as a Hero.

If one or more creatures meet the Child, the Child dies.

If a Hero meets the Child, the Child will follow him automatically. Do not consider it anymore. If that Hero dies, the child will follow automatically another Hero in the same room. In there are no more Heroes, the Child dies.



CAPTIVE SCENARIO

At the beginning of the game, use the "Room Positioning Method" to place the additional room. Place the Hero of the youngest player on this room.

This Hero begins the game with penalties: consider him as if he had just came back from the dead in the "Life Variant" description; he also starts with a deep wound.

Aim of this Scenario is to save the Captive and achieve the normal game victory conditions. The spy ignores this Scenario's requirements.



Errors during the play

If a player places a room card in a **wrong position**, simply say that loudly. If the error is spotted before the current turn's Creature movement phase, cancel the player's actions done after that error.

If the error is spotted after Creature movement, do not correct game procedures already completed (creature position, creature movement and/or resource generation). Any Clue card taken from an error must be reshuffled on the deck.

Replace the incorrect room card with a compatible card taken from the Display

of the player who made the mistake. If a correct card is not available, draw from the Rooms deck until you find a compatible one, then reshuffle the Room deck. As a penalty, the distracted player takes 1 face-up wound card and places it under his player board. If nobody remembers who made the mistake, do not assign any wound penalty.

Important: Purposeful errors are not allowed. In this section we are considering only errors caused by distraction.

Real time Stop examples

When the countdown ends, players must stop ALL they were doing. Partial procedures are invalid. Some examples:

- "I'm placing a new room, but the card is still in my hand": you cannot complete the placement, put the card back in your display!
- "I'm rolling tokens to attack, but they are still in my hand": you cannot complete the attack round!
- "I'm placing action cubes to search, but they are still in my hand": you cannot complete the search!
- "I already placed a room card, but it is missing the action cube and it is not in my hand": you cannot complete the placement, move the room card back to your display!

There are some exceptions:

- "I already placed a room card, but not action cube, but I have it in my hand". Ok, you can place it!
- "I rolled an attack, but I have to count positives and apply results": Ok, you can assign damage points and/or dodge!
- "As above, but there is a positive four-leaf token". Ok, you can re-roll them (excluding the four-leaf token) and apply damage points and/or dodge!

Wall System

The Wall System is an add-on of the game, which contains 3D pieces which can be used instead of normal game tiles.

It contains Breaches, Barriers, Doors and Walls. The first three components are used as normal tiles, while Walls are placed in the Slow phase where two adjacent room cards show 2 walls on the same side. Walls help players to understand the room disposition at a glance.

Special cards, tiles and tokens

These mini-expansions and add-ons have been made for the launch of the game. Here is shown how they work:

Teleport room card. If 2 or more Teleport Room cards are on the table, players can use them to move from a teleport room card to another teleport room card of their choice. Teleport room card activation costs 1 action.

Smoke bombs. These special tokens can be purchased like the other tokens, for 10 resources each. A player can use them when his Hero is on the same room of any creatures. If he does, combat is not available in that room and the player can flee without taking any penalties.

Resolution Tokens. These special tokens can be purchased like other tokens, for 10 resources each. A player can use them in combat. If a Resolution token is positive it allows the player to fix the result of any other token, making it positive too!

Morbo wounds: if the back of this card appears when a player draws a card from the Wound deck, the player must place the drawn card over his player board.

This means the player got infected by the "Morbo". In Wound sub-phase of the Slow phase, all players in the same room of a Morbo infected player must draw a face-down Wound card.

Multicolor room: when player must consider this Room card he can use it as the color he prefers.

Rotating room: if during Lead player sub-phase any creature or player is on this room, new Lead player must move this room on a free side of his choice up 4 room movements until the room is separated from any other.

Skills

Skill cards give players additional powers. You can play Virus with or without them.

Skill assignation

Method 1: place $X+1$ skill cards on the table, where X is the number of players $\times 2$. The lead player takes 1 skill, then the following players, in clockwise order, take one each. Then each player takes an additional skill card, starting from the last player and ending with the first, in counter-clockwise order.

Method 2: place all skill cards face-up on the table. From the Lead player in clockwise order each player can place 1 action cube from his stock on a skill card of his choice, or pass. If there are already 1 or more cubes, the player must place the same quantity +1 on cubes and give back the cube(s) to the owner. Continue for several rounds until all players passed. Each player takes the skill cards where he has some of his cubes. These cubes go in the player reserve.

Credits

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A little test

Before to do a normal play, it can be useful to make a simplified test where players do only some phases of a normal game turn. Difficulty is increased after each step up the final one where players do normal game turn. Each step shows an objective the players must reach before to be able to do to the following step.

Setup

Follow normal setup procedure for difficulty 2 without place creatures adjacent to Starting room. Place rooms as shown below. Place in the rooms B two dogs, in C two blooders, in D two trickers, and in E two zombies.

Step 1

This step allows players to learn how place room cards respecting countdown limit and how resources are collected and spent.

Objective. All player must reach Exit room A and activate it simultaneously.

Tip: buy some hearth and shield token.

Events. Do not use Events.

Move creatures. Do not move creatures.

Place new creatures. Do not place new creatures.

Step 2

This step learns to player to fight.

Objective. Each single player must reach a different room (B, C, D, or E). Each player has to fight for at least 1 round the creatures there.

Tip: use Advantages in combat.

Events. Do not use Events.

Move creatures. YES!

Place new creatures. Do not place new creatures.

Step 3

This step learns to player how take clue cards and place the antidote.

Objective: complete the Special Lab G, draw a clue and place the antidote.

Tip: try to make a single color Special Lab to draw 2 clues.

Events. Do not use Events.

Place new creatures. YES!

Note: normally players must collect some clues to be able to find where the antidote is locate and place it, but in this simplified game players can place it after finding a clue in the Exit room A.

Step 4

This step learns to player how to finish a game going out the lab.

Objective: Players must take the antidote and go out the lab.

Events. YES!

Tip: Fly, you fools!

