

IMMUNOWARS

THE MOST **INFECTIOUS** RULEBOOK

*I dare you to look what's inside...
...what's the worst that could happen?*

(Maniacal laughter)

Hello doctor

In front of you lies the Guide that opens up pathways to gore and glory. Gaze upon its magnificence. Learn its dark secrets. Use its wisdom as a tool to eradicate your foolish foes and instill fear in all - none will dare stand in your way after you unlock the powers of the microcosmos. Let me show you how:

TABLE OF CONTENT

p. 4	(1) GAME OVERVIEW
p. 5	(2) DISCLAIMER
p. 7	(3) COMPONENTS
p. 10	(4) HOW TO PLAY
p. 12	(5) CARD TYPES
p. 20	(6) BIBLIOGRAPHY
p. 21	(7) CONTACT US

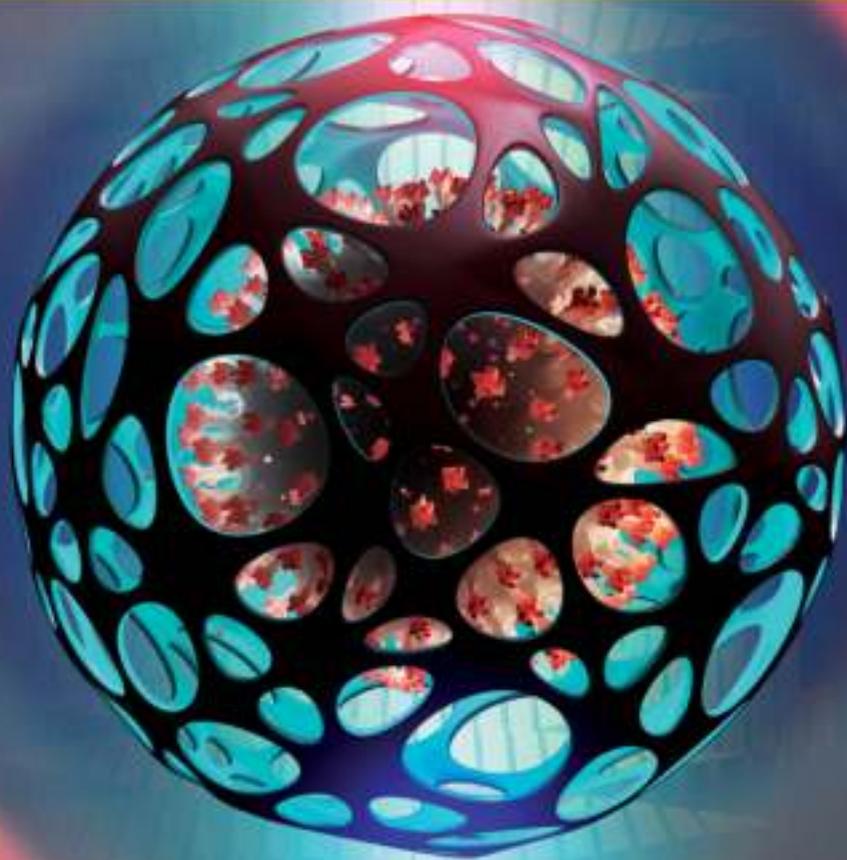
One final thing: beware Mr. White, for he is the antithesis to all that I stand for. His valiant but ultimately futile efforts to revolutionise medicine and develop universal vaccines may still pose a serious threat to our cause. He is not to be underestimated. Now go out there, my devious scientists, and rain terror on the land.

Yours sinisterly,

Mr. Black



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PERSONNEL ONLY



PROCEED AT OWN RISK



1

GAME OVERVIEW

ImmunoWars features a game of biowarfare where players battle by infecting each other with **viruses** & **bacteria**. The goal of this game is to kill your opponents by depleting their **health points (HP)** through attacks. Simultaneously, try to survive by protecting yourself with various **equipment**, **medicine**, and a **strong immune system**. Trick your foes and manipulate the playing field by performing sneaky actions and playing dirty. Geneva Convention? Never heard of it...

Choose wisely how you spend your **energy (ATP)**, as you need it for many defensive and offensive abilities. And beware of attacking those who suffer from **contagious infections**; you don't want that to backfire on you, now do you?

All this power lies in the palm of your hands. All you have to do is take it. Have you got what it takes to eradicate your foes and emerge victorious? Play now to find out...

General info

Number of players:	2-6
Average duration:	60 min
Player age:	16+



For those who dislike reading, are illiterate, fully blind, or fond of deep & dark dramatic cinematic voices, scan this QR code to watch the official:

GAMEPLAY VIDEO



DISCLAIMER

IMMUNOWARS IS A HIGHLY SATIRICAL GAME FOR THE MAD SCIENTISTS AMONG US - DRENCHED IN A HEALTHY DOSE OF DARK HUMOUR. WE HAVE PUT IN GREAT EFFORT & DONE A LOT OF RESEARCH TO MAKE THE GAME AS SCIENTIFICALLY ACCURATE AS POSSIBLE. HOWEVER, THIS DISCLAIMER SERVES IN LIGHT OF IMMUNOWARS' DARK THEME & THE MIND-BOGGLING COMPLEXITY OF SCIENCE (WE HAD TO SIMPLIFY STUFF TO MAKE IT PLAYABLE).

IMMUNOWARS DOES NOT PROVIDE YOU ANY MEDICAL ADVICE WHATSOEVER - OR ANY OTHER TYPE OF ADVICE, REALLY. WE'RE JUST A GAME... ALWAYS CONTACT YOUR PHYSICIAN OR MEDICAL PROFESSIONAL IN CASE OF ANY HEALTH ISSUES. NEITHER IMMUNOWARS NOR ITS CREATORS WILL BE HELD LIABLE AS THE RESULT OF ANY INJURIES SUSTAINED OR BAD STUFF HAPPENING DUE TO YOU IGNORING THIS WARNING.

P.S. ALSO FOR THE LOVE OF SCIENCE, DON'T EVER DRINK BLEACH. IT'S CRAZY THAT WE HAVE TO SAY THIS. IT'S NASTY STUFF, TRULY. JUST DON'T.

DECKS

DISCARD PILE



DICE



EQUIPPED CARDS

INFECTION



ARMOUR



TIMERS



PLAYER CARD

PLAYER BOARD



HAND (MAX 7 CARDS)

3

COMPONENTS

ImmunoWars contains the following gameplay elements:

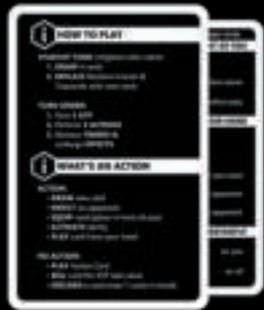
#	Components	#	Tokens
108	Playing cards	60	Timer tokens
6	Player cards	36	HP tokens
6	Player boards	12	ATP tokens
2	Dice		

PLAYING & PLAYER CARDS

These cards form the backbone of your ImmunoWars experience. Whether you prefer an aggressive, defensive, or sneaky playing style, you'll find everything you need in this deck.

There are **10 card types**, which can be recognised by their respective symbols, found in the top left corner of every card. For more information on each type, see **p. 12: Card Types**.

The **player cards** also show you a short overview of the card types, as well as a *How To Play* section, making your life a lot easier.



PLAYER BOARDS & TOKENS

This is your player board: use it to keep track of your **health (HP)** and **energy (ATP)**, by placing one of each token on their corresponding bar. Whenever you lose or gain HP or ATP, slide that token along the board to its new number. If you exceed 15 HP or ATP, place an additional relevant token on the board.



ATP tokens are the currency of ImmunoWars. When your **ENERGY=0**, you cannot use abilities that cost ATP. Wait until next turn to replenish ATP or try to gain extra ATP through boosts, such as a coffee, or by selling specific cards.



HP tokens are used in 2 distinct ways: they function as your primary health, and they function as **armour** on **equipment**. When your **HEALTH=0**, you are **dead**. Being dead is bad. Don't let that happen to you.

When you wear Equipment, place HP tokens on that card, corresponding with its armour value. When you suffer HP damage, either subtract it from your health bar, your Equipment, or a combination of both. However, you are **NOT** allowed to transfer HP from Equipment to your health or vice versa, or between different pieces of Equipment. Check out **p. 17: Card Types - Equipment** for more information.



Timer tokens enable you to keep track of the duration of certain effects, such as infections. While some infections only last a single turn, others may last for several turns. Some infections are even chronic: those won't go away in time, but need to be treated.

All players carry their own colour of timers, allowing you to scan the battlefield to see who suffers from what. Thread carefully when choosing whom to attack; those who suffer contagious infections may spread it to you.



A PAIR OF DICE

The time has come for you to align yourself with Mr. Black or Mr. White, since you only ever roll with a **single die**. Choose carefully, as your roll so often holds the key to life and death.



Whenever you encounter a card that makes you roll the die, it may look something like this:

- : **Mild symptoms if you roll between 3 & 6.**

- : **Heavy symptoms if you roll 1 or 2.**

THE MOST INFECTIOUS RULEBOOK

Are you serious? Do we need to spell out everything for you? You are looking at it right now. The audacity of some people...

4

HOW TO PLAY

ImmunoWars has a simple goal: kill all your foes by attacking them with infections, while staying alive. A player **dies** when their **HEALTH=0**. Pay **ATP** to use abilities, both offensive, defensive, and sneaky.

PREPARATION

Game duration

- Normal Start with **10 HP & 0 ATP**
- Blitzkrieg Start with **6 HP & 2 ATP**

Before you start

- Shuffle playing cards & split them into 2 decks (see **p. 6**).
 - Place a player board & player card in front of you.
 - Place 1 HP & 1 ATP token on your player board.
 - Choose a colour for your timer tokens.
-

STARTUP TURN

All players roll the die - the winner starts:

- 1)** Draw a **total of 4 cards** from either or one of the decks.
- 2)** Replace all **Trapcards & Random Events** you draw, by putting them back into the deck and drawing new cards. You may **NOT** start the game with Trapcards & Random Events in your hand.

Once all players have picked their starting hand, it's time to start the game. I wish you good fortune, my mad scientists. May you prevail in the wars to come...

TURN ORDER

START TURN



AWAKENING

Gain +2 ATP.



TACTICAL PHASE

Perform 3 actions of your choice. While most stuff counts as an action, check below for specific info.



COOLDOWN

Remove a timer token from cards that have them and undergo their effects. Cards that run out of timers are discarded.

END TURN

WHAT'S AN ACTION?

- Draw a card from the deck.
Max 7 cards in your hand!
 - Infect an opponent
(**Virus** or **Bacteria**)
 - Equip a card (**Vaccine**, **Immunocard**, **Equipment**)
- Play a card from your hand
(**Consumable**, **Usable**)
 - Activate ability
(**Immunocard**, **Equipment**)

WHAT'S NOT AN ACTION?

- Play **Action Cards**. Can be played at any time, even outside your turn.
- Sell cards; Some show a sale value on the bottom right. Sell to the discard pile or to a player for a higher price.
- Discard cards. Not all cards have a sale value.
 - **P** Passive abilities require no activation.

5

CARD TYPES

ImmunoWars features the following 10 card types, each with their own functions. On your player card you also find a short overview.



BACTERIA



IMMUNOCARD



ACTION CARD



VIRUS



EQUIPMENT



TRAPCARD



CONSUMABLE



VACCINE



RANDOM EVENT

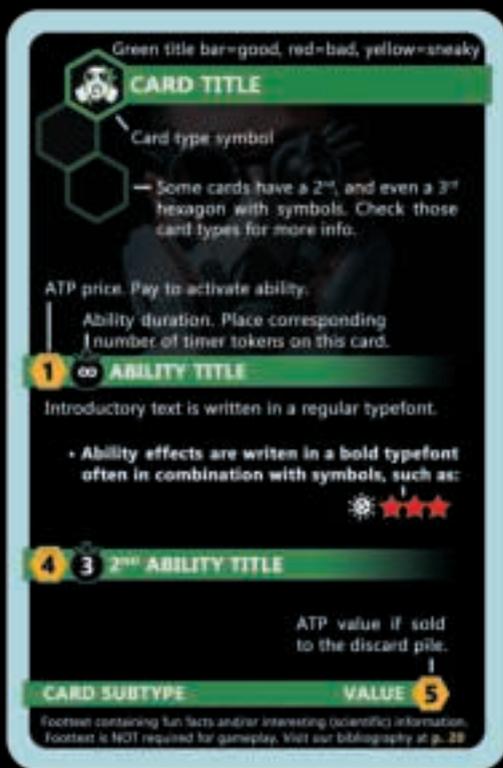


USABLE

GENERAL ANATOMY OF A CARD

This is an overview of the general elements of a card.

There are a few exceptions to this layout, for example with **Viruses** & **Bacteria**, which are further explored in the next section.





BACTERIA / VIRUS

GENERAL INFO



Use these attack cards to **infect** and destroy your opponents.

-When you are infected by a foe, try to cure yourself during your turn's **TACTICAL PHASE**, before the bad stuff kicks in at **COOLDOWN**.

-Infection cards have a 2nd and 3rd hexagon attached to their title bar, indicating **mode of transmission** and **disease localisation**.

IMPORTANT FEATURES

Mode of Transmission

The 2nd hexagon provides details on how the disease is transmitted.



Airborne



STD



Mosquito



Foodborne



Bloodborne



Zoonosis

Disease localisation

The 3rd hexagon provides details on which organ or tissue is mainly affected by an infection, if it has high specificity for an organ/tissue.



Brain



Lungs



Liver



Gastrointestinal

Biohazard

Indicates the contagiousness of an infection. Whenever you infect a player that's suffering from any contagious infection(s), you risk getting infected: **roll the die** for every of their contagious infections.



You get co-infected if you roll:

No risk of infection



between  & 

Severity

Indicates how difficult it is to treat that infection, ranging from:



DNA/RNA

Visualises (non-gameplay) the organism's genomic composition.



DNA or dsRNA



RNA or ssDNA

How to use

- 1) If you draw this card, take it into your hand.
- 2) Pick a victim* and choose which ability to infect them with.
- 3) Pay the ATP price for that ability and place the infection in front of that player.
- 4) The victim places the corresponding timer tokens on the card.
- 5) During their **TACTICAL PHASE**, they either treat the infection, or suffer its effects at **COOLDOWN**.

*If the victim suffers other contagious infections, you risk getting infected too; roll the die for each of their contagious infection.

See **p. 11** or your **player card** for an overview of the **TURN ORDER**.



USABLE

GENERAL INFO

This may come in handy! These cards have a wide variety of useful abilities.

How to use

- 1) Draw and take it into your hand.
- 2) Play* by choosing an ability and paying the ATP price.

*Usables are always single use; after you've used this card, it's discarded.



CONSUMABLE



GENERAL INFO

Pills for lunch! Consumables come in the form of medicine & nutrition.

How to use

- 1) Works just like **Usable**.*

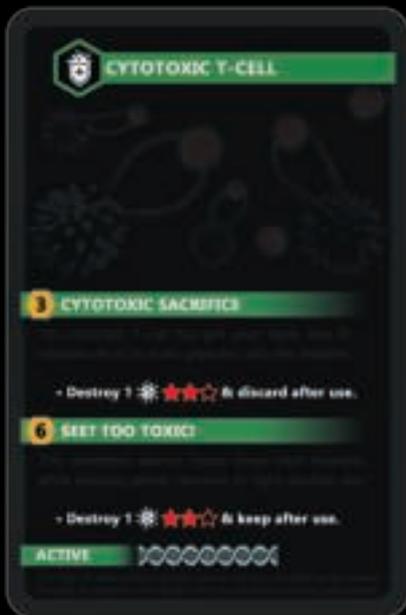
*Only difference is that certain bad stuff, like food poisoning, may prevent consumption.





IMMUNOCARD

GENERAL INFO



Go eat your spinach! **Equip** to build a strong immune system. There are 3 subtypes: **active**, **passive**, **hybrid** (see the **bottom left**).

Whenever you see anything like this:

Destroy 1  

It means **up to 2 star severity**, thus it **also** works against **1 star**.

Pay close attention to the **symbol**, in this case, it only works against a **Virus**.

How to use

- 1) Draw and take it into your hand.
- 2) Equip by placing it in front of you.
- 3) Activate* ability when you need it and pay the ATP price.

*This step is unnecessary for **passive** abilities , which are automatically activated once you equip that card.

A hybrid card has an **active**, and a **passive** ability.





EQUIPMENT

GENERAL INFO



Looking to defend yourself? **Equip** to gain **armour** (and sometimes, an additional ability).

Armour rating



Place this amount of HP tokens on the card.



Value **5** **Sale Value.** Once a piece of equipment sustains damage, its **value drops to 1 ATP**.

You may only wear one **Equipment** of a subtype (e.g. Face) unless it's explicitly stated otherwise.

How to use

- 1) Draw and take it into your hand.
- 2) Equip and place HP tokens on card.
- 3) When you suffer HP damage, you may choose to (partially) deal the damage to one of more pieces of **Equipment**.
- 4) If such card runs out of HP tokens*, it is broken; discard it.

*You may **NOT** redistribute HP tokens between your health and any **Equipment**, or between different pieces or **Equipment**.



VACCINE

GENERAL INFO



Just take the shot already. **Equip** this to gain **full immunity** against specific infections.

How to use

- 1) Draw and take it into your hand.
- 2) Equip **face-down** on the table.
- 3) When you get infected by a card you're vaccinated against, you may immediately discard that infection.
- 4) After showing the **Vaccine**, return it face-down on the table; others just have to remember which vaccine it was.

ACTION CARD



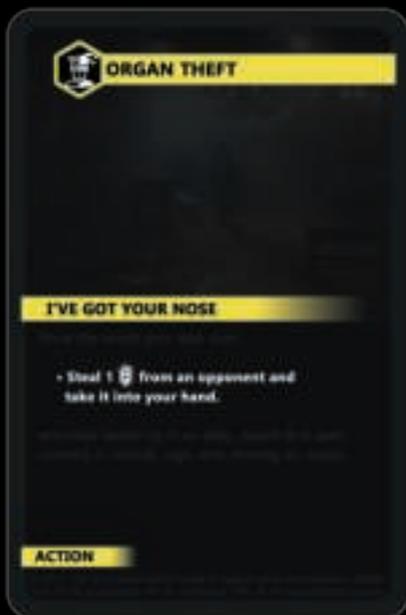
GENERAL INFO

Got a trick up your sleeve? These cards are the wet dream of tricksters all across the globe.

How to use

- 1) Draw and take it into your hand.
- 2) Play whenever you like, even when it's not your turn.*

*Using this **costs you no action**, so you can play as many as you like.





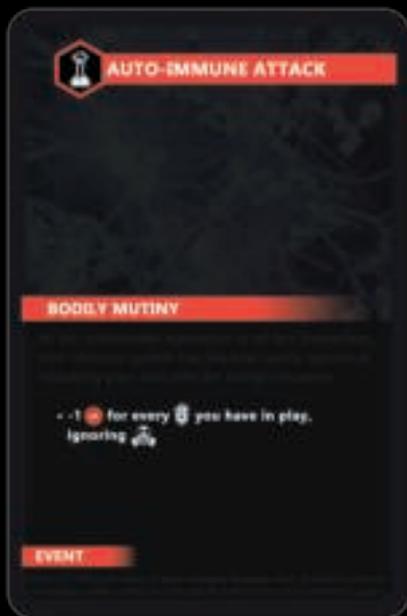
TRAPCARD

GENERAL INFO

When life gives you lemons, squeeze them in your eyes and scream.

How to use

- 1) Whenever you draw this card, it's **instantly activated on you**.
- 2) Undergo its effect(s) and discard afterwards.



RANDOM EVENT



GENERAL INFO

Did anyone say corona party?

How to use

- 1) Whenever you draw this card, it's **instantly activated on everyone**, starting with you and moving in a clockwise direction.
- 2) After everyone has undergone its effect(s), discard it.



6

BIBLIOGRAPHY

Despite our fundamental differences, there is but one single topic that Mr. White and I fully agree on: a healthy relationship between science and society is essential for human progress - one cannot exist without the other. Thus, we strive to make science ever more understandable, accessible, and trustworthy, by delivering you all kinds of immersive experiences.

For the development of this game, thousands of hours have gone into research on a wide variety of topics, such as infections, novel medications & technologies, and the marvel that's known as our immune system.

To provide you an insight into this ever expanding hub of research, we offer our open accessible library through the QR code below. As men of science, we stand open to scrutiny and we would like to invite you to tell us about your findings and observations.

Naturally, as mentioned in the disclaimer, we had to account for some assumptions and simplifications within science's infinite complexity, in order to create a game that's actually playable. In light of new scientific developments and discoveries, some information on the cards may become outdated in time. However, we'll work on maintaining actuality and relevance of our digital bibliography.

immunowars.io/bibliography

Or scan the QR code over there ->



Are you a scientist? Can we help put your research in the spotlight? Or are you interested in any form of collaboration? Then please don't hesitate to contact us.



CONTACT US

You've managed to make it to the final page of the **Most Infectious Rulebook**, no small feat. You are now more than ready to infect your friends... with severe enthusiasm. May you come out on top in this biowarfare bonanza.

We highly appreciate all feedback - constructive and destructive. Share with us your ideas and tips on how to improve not only this game, but also future projects within the Immunoverse. Bad jokes are also welcome.

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STAY TUNED FOR



THE NEXT CHAPTER



READY TO GET... **VIRAL?**