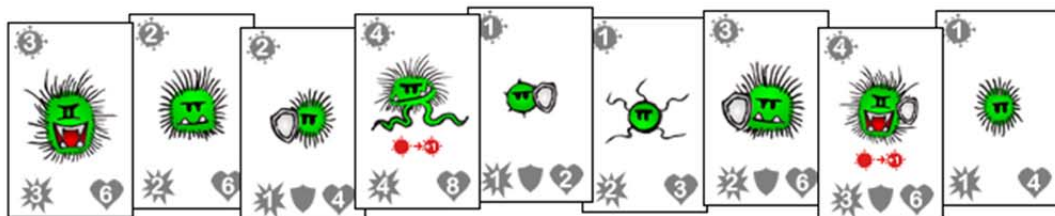# COMBAT THE CORONA

V 1.4

Objective of the game

The Coronavirus is spreading across the Earth and you must prevent its advance by building hospitals and acquiring beds, while facing more and more dangerous viruses. You can play with your friends or solo. The only ways to win this war are to defeat all viruses or reach the last level of infection.

Components

1 virus deck with 54 cards
1 action deck with 35 cards
4 hospital pieces
1 game board
5 shield tokens

5 die tokens
1 beds marker *
1 infection marker *
5 or more six-sided dice *

* markers and dice are not part of this supplement and must be acquired separately

Preparation

Decide whether you will be playing with two or more participants or alone (solo mode). The following rules will be for two or more players. The differences between these rules and those of the solo mode are few and will be indicated in red. The game setup is as follows:

1 - Beds and infection charts
Place a marker on the game board at position 30 of the beds chart, and another at position 1 of the infection chart (both marked in yellow in the image at the right).

2 - Prepare the virus deck
Gather the four red background cards from the virus deck. Set your level of difficulty by selecting the difficulty level virus cards that you are going to face, as follows:
- beginner - you do not need to gather any virus of special difficulty
- easy - gather the "easy" virus
- medium - gather the "easy" and "medium" viruses
- difficult - gather the "easy", "medium" and "difficult" viruses
- epic - gather all viruses, "easy", "medium", "difficult" and "epic"
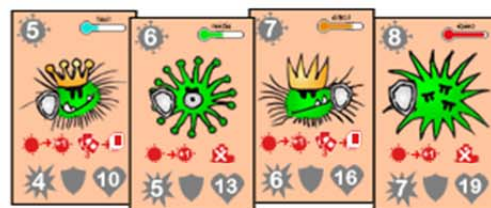
Next, shuffle all blank background viruses cards face down together with the viruses with special difficulties that you gathered. The only card that must be left out of this deck is the starting virus (blue card marked with an i), which will be the first virus that you will face and remains open on the table.

Finally, reveal the first 10 cards in the virus deck. Gather all special cards (with red symbols), shuffle them and place them in the BOTTOM of the deck. The other cards must be shuffled and placed on the TOP of the deck.

3 - Prepare the action deck
Set aside the two STAY AT HOME cards with GREEN background. They will not be part of the game. Shuffle the remaining face-down action cards and distribute 3 of them to each player.
SOLO MODE: In single player games, the STAY AT HOME cards with GREEN background must be included in the action deck. In this mode the number of cards the player will receive at the start of the game WILL BE 5 INSTEAD OF 3.
Then, each player who has received one or more red cards can return these cards to the action deck. The deck is then reshuffled and new cards are dealt until all players have 3 cards in their hand again. This hand change can only happen ONCE and the red cards left in the players' hands after it cannot be replaced.

Fighting the Coronavirus

The action deck features blue and red face cards.

The blue-faced cards represent GOOD ACTIONS and recommendations for fighting the Coronavirus. Read these cards well and try to follow them daily. This way you help preventing the Covid-19 disease from spreading, infecting loved ones and overcrowding the health system. Staying at home is the best thing you can do to fight the Coronavirus, so the STAY AT HOME cards are the best and work like wildcards in the game.

The red-faced cards are BAD ACTIONS, bad things that people do and that can make this terrible disease spread further. Avoid them whenever possible.

4 - Table preparation

Place the game board on the table and position the two decks and the initial virus card (i) next to the board. Leave the dice, the hospital pieces, shield and dice tokens available so they can be used throughout the game.

The oldest player starts the game.

Ready! The game can now begin.

HOSPITAL PIECES

DICE AND TOKENS

ACTION DECK

BOARD AND MARKERS

INITIAL VIRUS

VIRUS DECK
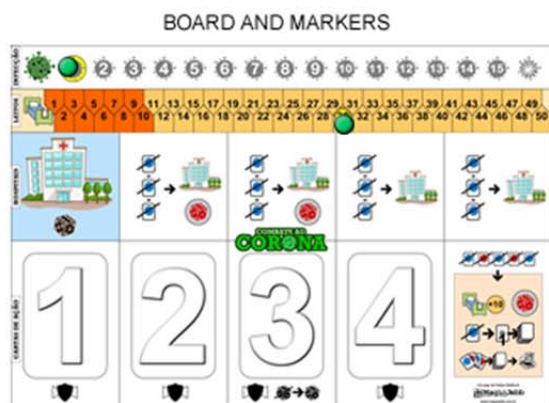
Game Summary

COMBAT TO CORONA is a COLLABORATIVE game, in which players must make decisions and help each other to be able to beat the viruses, which keep multiplying.
Each round, one of the players will play an action card from his hand on the game board trying to obtain a combination of blue cards (good deeds) that will allow him to acquire hospitals and play dice against the viruses that are spread across the table, eliminating them .
Then the remaining viruses will attack - removing beds - and multiply.
If the number of players' beds reaches 0 (zero), the players lose the game.
To win, players must defeat ALL viruses in the virus deck, or survive until the infection level exceeds 15.

Turn Sequence

Each turn of COMBAT THE CORONA follows the following steps:

1 - PLAYER'S STEP

a) PLAY ACTION CARDS
The player of the turn chooses and plays a card from the hand in the first available spot on the game board. If there is no card on the board, he will play his card in space 1. If there is a card in space 1, he will play in space 2, and so on. Then he draws a new card from the stock deck.
IMPORTANT: Playing cards in the spaces of the game board will grant some kind of bonus to players in most cases, regardless of the color of the card that has been played. Check out how to use these bonuses throughout this manual.
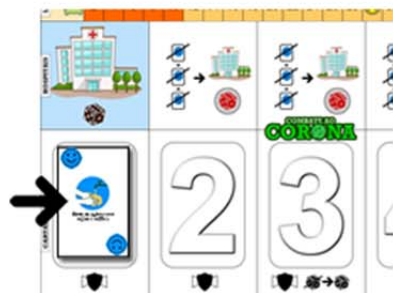
b) REMOVE ACTION CARDS FROM THE GAME BOARD
That player will now be able to remove action cards that are already on the game board to obtain rewards. This can be done in two ways:
- Remove 3 MATCHING blue cards (good deeds) and exchange them for an HOSPITAL (and a DIE TOKEN, if possible).
For example, if there are 3 WASH HANDS cards, the player can remove them from the board. If he does, he will receive an HOSPITAL, which will be placed in the hospital area at the top of the game board, in addition to a DIE TOKEN - only when placing hospitals in the first or second spaces.

STAY AT HOME cards - these cards are different from the others and work as wild cards and can be combined with any other blue cards. For example, a player can remove 2 WASH HANDS cards and 1 STAY AT HOME card, or 1 WASH HANDS and 2 STAY AT HOME to receive an hospital. It is also possible to remove 3 cards STAY AT HOME.
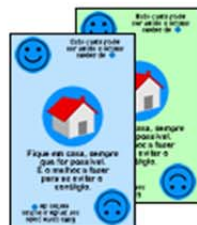
The remaining cards must be placed on the lowest possible positions on the game board. For example, there are 4 cards on the board and the first, second and third are removed. The fourth card will be moved to position 1 on the board.
IMPORTANT: This rule also applies when removing hospitals.
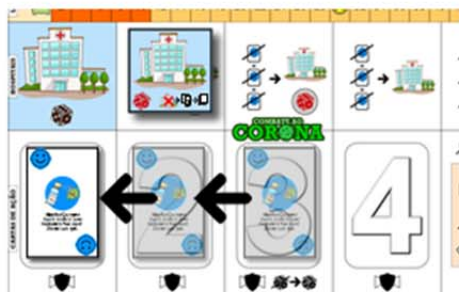
- Removing 5 action cards.

When the FIFTH action card is played on the board, the player who does that MUST remove cards. If he cannot remove a combination of 3 blue cards, that player must remove all 5 cards, discarding them.
Removing 5 cards from the board grants players the following rewards:

- advance the bed marker 10 positions (maximum 50) and players earn 1 die token

- they will be able to choose ONE virus from the table FOR EACH blue card that has been removed this way and place the chosen virus cards on the BOTTOM of the virus deck, in any order
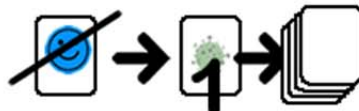
- they can shuffle all the action cards from the discard pile in the action deck

c) ATTACK THE VIRUS
At this point, the player must roll dice to attack the virus on the table.
To do this the player receives and plays a number of dice equal to the number of HOSPITALS on the game board (in addition to any DIE TOKENS they wish to spend - see below) - keep in mind players start with 1 HOSPITAL (printed on the board).

IMPORTANT: As long as there is an action card placed at position 3 on the board, one of the dice can be REROLLED.

At certain moments in the game, players may receive DIE TOKENS. Each of these tokens can be discarded at any time when attacking the virus - if so, players get an extra DIE ROLL on that attack.

- Destroying Shields
If there are SHIELD TOKENS on the table, the player must use an amount of his dice equal to the number of these tokens. Each die eliminates a shield, regardless of the value obtained on the die.
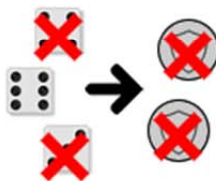
IMPORTANT: VIRUS CANNOT BE ATTACKED WHILE THERE ARE SHIELD TOKENS ON THE TABLE!

- Destroying the Viruses
After getting rid of the shield tokens, the player uses the remaining dice to damage the viruses - the "life" of each virus is indicated in its heart icon. The damage caused by each die will be equivalent to the number obtained on it. The rules for applying the damage to viruses are as follows:
a) each die damage must be dealt to a SINGLE virus - the value of a die cannot be DIVIDED and distributed among two or more viruses;
b) players can use two or more dice on a SINGLE virus, causing damage to it equals to the sum of these dice. If a die or dice combined causes damage equal to or GREATER than the "life" of a virus, that virus is destroyed and you must place its card face up in a PILE OF DEFEATED VIRUSES.

IMPORTANT: The cards in that pile cannot be shuffled or have their order changed during the game.

- Getting more Beds
Sometimes some dice with values not sufficient to defeat viruses may remain, or else there are no more viruses available to be beaten.
In this case, the player may INCREASE the value of the BEDS MARKER by 1 FOR EACH REMAINING DIE, regardless of the value obtained in the die.
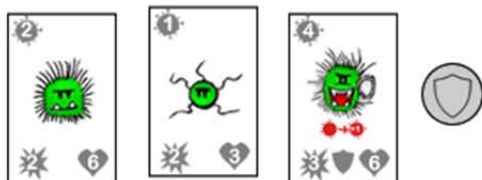
Let's take a look at an example of fighting viruses: João and Maria have 3 hospitals (including the initial one) on their board and there are 3 viruses on the table, one with 3 life and the other two with 6. Also there's 1 shield token.

In her turn, Maria rolls 3 dice against the viruses, obtaining 2, 2 and 6. Then she uses the first die (2) to destroy the shield, and the 6 to eliminate one of the viruses with 6 life. Since the last die (2) is too weak to destroy any of the remaining two viruses, Maria uses it to increase the beds in 1.
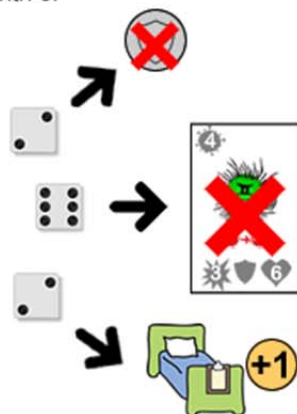
2 - VIRUS STEP

After attacking them, the players must make the viruses move, making them attack players and proliferate.

a) VIRUSES ATTACK

The virus attacks are done to the PLAYERS 'BEDS. If the number of beds reaches 0 (zero), players LOSE THE MATCH.

The calculation of ATTACK for viruses is as follows. Add the attack value (explosion icon) of all viruses on the table and then SUBTRACT 1 for each action card that players have in positions 1 to 4 on the game board (marked with MASKS). The final value will be viruses TOTAL ATTACK and must be subtracted from the number of beds available.

$$2 + 2 + 3 - 1 - 1 = 5$$

PLAYERS LOSE 5 BEDS
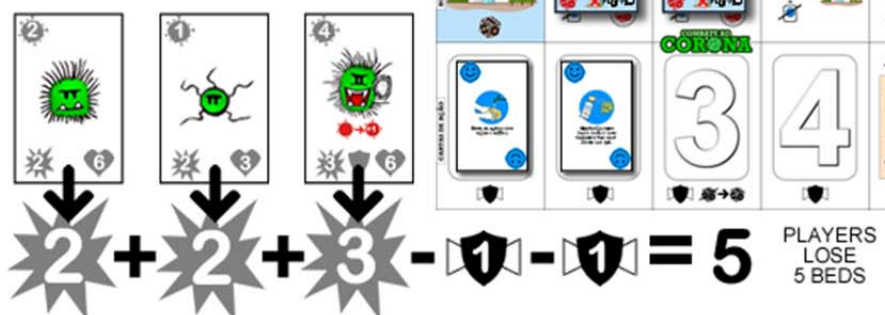
b) VIRUSES PROLIFERATE

After the attack, if there are still beds available, new viruses will appear. This happens as follows:

1) Players reveal the top 3 cards of the virus deck.

2) Players compare the levels of the viruses revealed (number at the top left of the card) to the number that is marked on the INFECTION TABLE. The level of the virus(es) that will be placed on the table must APPROACH AS MUCH AS POSSIBLE from the value indicated in the infection table, without exceeding it, even if the players must add the levels of more than one virus to reach that value.

If the levels of one or more viruses added up are EQUAL OR LESS than the number marked on the infection table, ALL these viruses must be placed on the table.
In the event that more than one combination of viruses added is equal to or less than the number on the infection table, players must choose which viruses will be placed on the table.
The remaining viruses are set aside for the duration of the next steps.

- In this step, for each virus with SHIELD that has been placed on the table, a shield token must also be placed on the table, next to the viruses.

VIRUS DECK

VIRUSES PLACED ON THE TABLE

VIRUS SET ASIDE
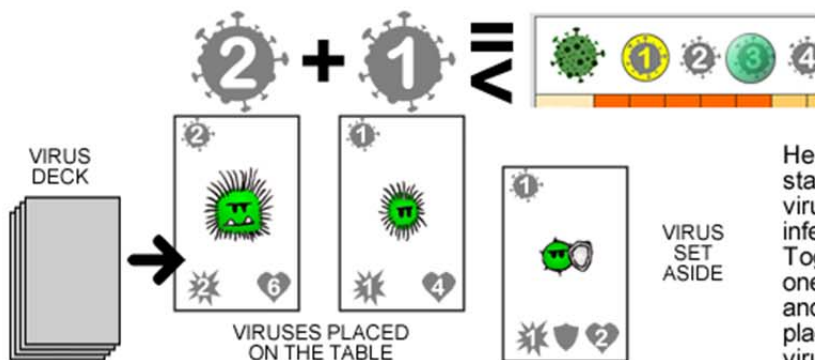
Here's an example: During the proliferation stage, João and Maria reveal two different viruses of level 1 and one of level 2. The infection marker is at 3.
Together, the values of the level 2 virus and one of the level 1 virus add up to 3. João and Maria choose one of the level 1 viruses, placing it on the table together with the level 2 virus. The other level 1 virus is set aside.

3) The SPECIAL SKILLS of the revealed viruses are used WHETHER THESE VIRUSES HAVE ENTERED PLAY OR NOT.
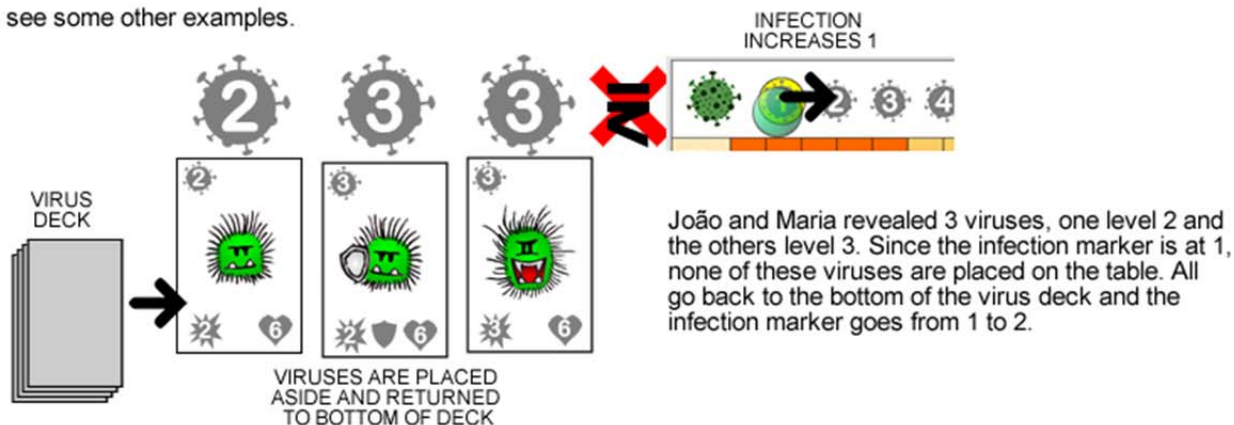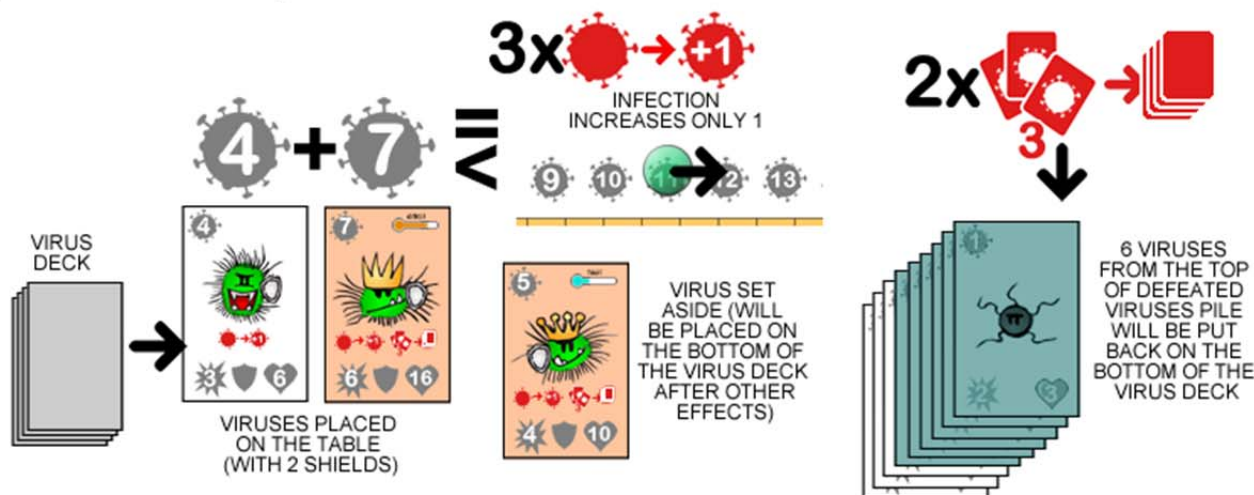
- **RAISE THE INFECTION LEVEL** > if one or more viruses have this ability, players must increase the value indicated in the INFECTION TABLE by 1, moving the marker to the next number.
IMPORTANT: This only happens once per turn, even if more than one virus with this special ability has been revealed.

- **SAVE 3 VIRUSES** > for EVERY revealed virus that has this ability, players must take the 3 virus cards from the top of the DEFEATED VIRUS PILE (the 3 viruses that were last eliminated) and place them in any order in the BOTTOM of the virus deck.

- **DESTROY 1 HOSPITAL** > for EVERY revealed virus that has this ability, players must REMOVE ONE OF THEIR HOSPITALS from the game board. The initial hospital cannot be removed.
IMPORTANT: Removed hospitals' special ability can be used at this time.

4) Viruses revealed and not put on the table will be placed on the BOTTOM of the virus deck, in any order players choose.
IMPORTANT: If NONE of the revealed viruses have been placed on the table and the infection marker has NOT BEEN MOVED by the "raise the infection level" effect of a virus in this step, THE INFECTION MARKER MUST BE MOVED TO THE NEXT LEVEL.

Let's see some other examples.

INFECTION INCREASES 1

VIRUS DECK

VIRUSES ARE PLACED ASIDE AND RETURNED TO BOTTOM OF DECK

João and Maria revealed 3 viruses, one level 2 and the others level 3. Since the infection marker is at 1, none of these viruses are placed on the table. All go back to the bottom of the virus deck and the infection marker goes from 1 to 2.

In another situation, João and Maria revealed 3 viruses with special abilities. One of them is a level 4 virus with shield and "raise the level of the infection". The other two are the "crown" viruses, which have "raise the level of the infection" and "save 3 viruses". The infection marker is at 11, so viruses level 4 and 7 (whose total level adds up to 11 that is the closest to the infection level) must be placed on the table. Then the infection marker is moved to 12 and the 6 viruses at the top of the defeated viruses pile are sent back to the bottom of the virus deck. Finally, the level 5 virus that coldn't be placed on the table is also put back at the bottom of the deck.

3x INFECTION INCREASES ONLY 1

2x

VIRUS DECK

VIRUSES PLACED ON THE TABLE (WITH 2 SHIELDS)

VIRUS SET ASIDE (WILL BE PLACED ON THE BOTTOM OF THE VIRUS DECK AFTER OTHER EFFECTS)

6 VIRUSES FROM THE TOP OF DEFEATED VIRUSES PILE WILL BE PUT BACK ON THE BOTTOM OF THE VIRUS DECK

And that's it! The viruses' step of the turn is over and the next player can start his or her turn.

3 - SYMBOLOGY - QUICK REFERENCE

These are the meanings and functioning of the main symbols and icons used in the game.

a) Hospital pieces
In addition to grant more dice for players to fight viruses, hospitals that are placed on the board also have an extra ability - they can be removed at ANYTIME in the game. When this happens, players can CHOOSE up to 2 of the viruses on the table and PUT THEM IN ANY ORDER ON THE BOTTOM OF THE VIRUS DECK. Hospitals that are removed become available to be acquired by players again.
IMPORTANT: This effect can be used even when the effect of a virus destroys an hospital.

b) Virus' symbols

When revealing a virus with this symbol, raise the infection level by 1 (you can only raise infection level once at the end of each turn)

When revealing a virus with this symbol, place the top 3 cards of the defeated viruses pile in any order at the bottom of the virus deck

When revealing a virus with this symbol, remove one of the hospitals from the board

c) Symbols on the board

As long as there is an action card in this space, players gain a MASK and avoid 1 damage from viruses attacking that turn

As long as there is an action card in this space, player can reroll 1 die when attacking viruses

Remove 3 blue action cards with matching images (or combinations of matching blue cards with "Stay at Home" wildcards) to receive an hospital - and a die token when possible

When there are 5 action cards on the game board, players must remove cards.
If all 5 cards are removed (A), players will receive the following bonuses:
B) get 10 beds (maximum 50)
C) get 1 dice token
D) player can reshuffle all the action cards from the discard pile in the action deck
E) FOR EACH blue card removed, you can choose ONE virus from the table; the chosen viruses cards will be placed back on the BOTTOM of the virus deck in any order

A game by Fabian Balbinot

MagicJebb
Tradução e Design

www.magicjebb.com.br

#STAYATHOME