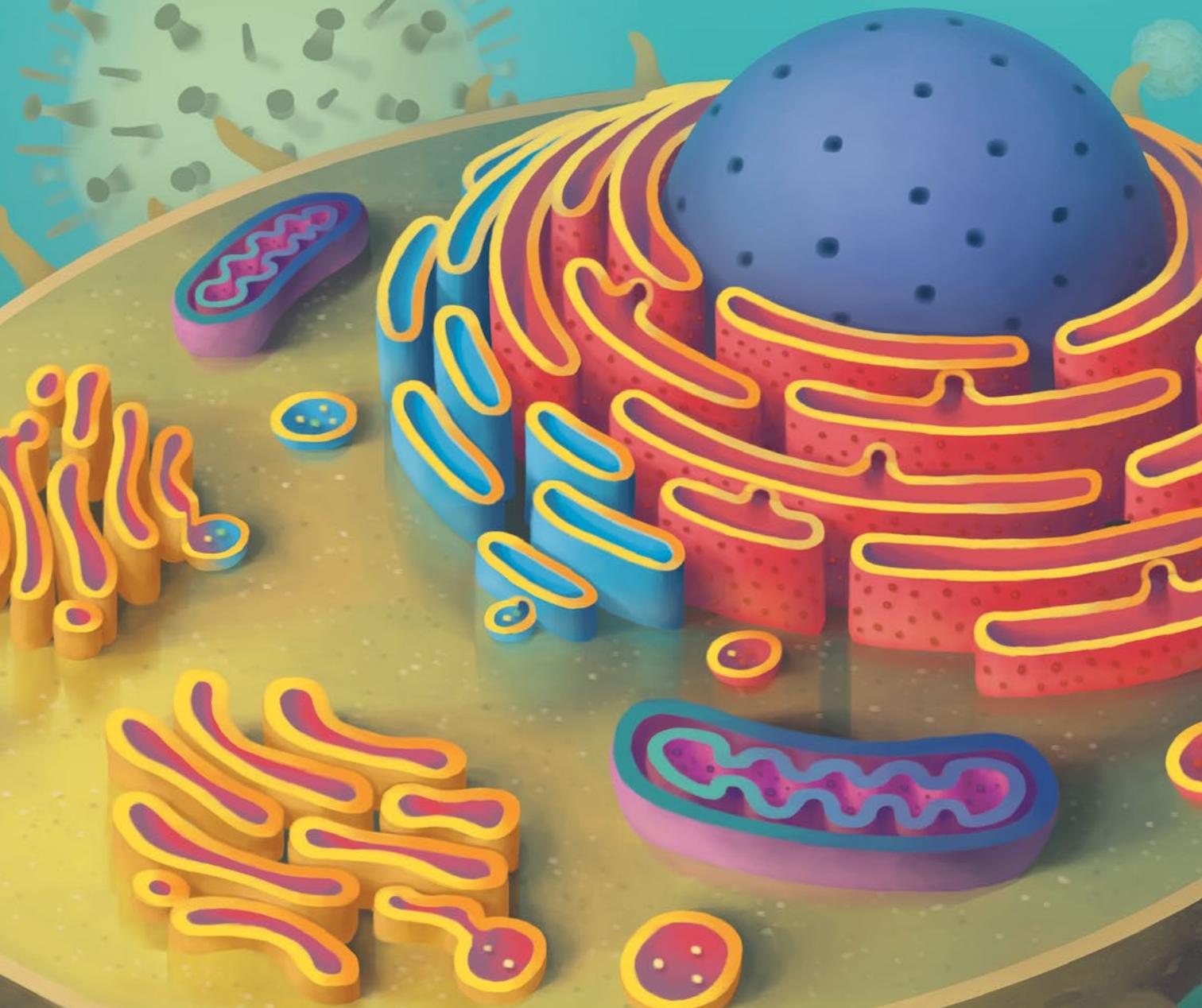


# CYTOSIS

*A Cell Biology Game*

**VIRUS EXPANSION**



# VIRUS EXPANSION RULES

For 3 - 5 players

## GAME SETUP - MODIFICATIONS TO THE BASE GAME

### INCORPORATE THE FOLLOWING STEPS INTO THE BASE GAME SETUP

**Event Deck:** In Step 2 of Base Game Setup, shuffle the 12 Event Cards like normal, but if playing a 2 or 3 player game randomly remove 5 Event Cards, if playing a 4 player game remove 3 Event Cards, and if playing a 5 player game remove 1 Event Card. Return these removed Event Cards to the box without looking at them. Then, shuffle the 3 Virus Event Cards into the remaining Event Deck and continue setup as usual.

**Goal Cards:** In Step 3 of Base Game Setup, shuffle the 1 Immune Response and 1 Virus Attack Goal Cards in with the other five Goal Cards from the Base Game. Then continue setup by placing a number of these Goal Cards face up above the game board, equal to the number of players plus 1.

**Cell Component Deck:** In Step 5 of Base Game Setup, after you have dealt each player 3 Cell Component Cards, shuffle the 6 Virus Attack Cards in with the Cell Component Card deck. Continue set up as usual.

### NOW, PERFORM THESE TWO ADDITIONAL STEPS:

**Expansion Step 1:** Give each player one Player Mat and 3 Antibody Markers (pink cubes). Each player should place one of these Antibody Markers on each of the three spots marked "0" on the bottom of each of their Virus strain columns (Ebola, Influenza and Rhinovirus).

**Expansion Step 2:** Place the 5 Antibody Dice somewhere near the top of the game board.

## EVENT CARDS

There are three different Event Cards in the Virus Expansion, each representing a different Virus strain: Ebola, Influenza and Rhinovirus.

When a Virus Event Card is flipped face up from the Event Deck, it becomes active and players should follow the instructions explained in the **When Viruses Attack** section.



## GOAL CARDS

There are two different Goal Cards in the Virus Expansion, 1 Immune Response Goal Card and 1 Virus Attack Goal Card. Rules for the Virus Expansion Goal Cards are the same as for the Base Game Goal Cards.



## CELL COMPONENT CARDS

There are six Virus Attack Cell Component Cards: 2 Ebola, 2 Influenza and 2 Rhinovirus Virus Strain Cards. When a player purchases a Virus Attack Card from the Cell Component Card Area, that card immediately takes effect and players should follow the instructions explained in the **When Viruses Attack** section.

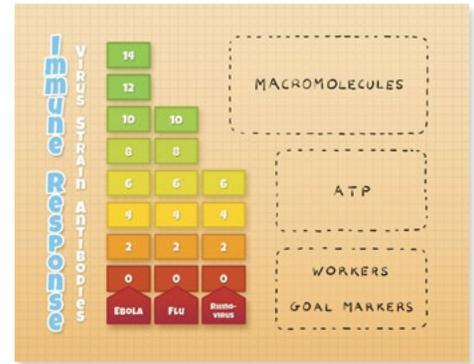


# PLAYER MATS

Each player mat features two main sections: The Immune Response area and the Resource Area.

**Immune Response Area:** This section has three columns marked at the bottom with Ebola, Influenza or Rhinovirus. The position of a player's Antibody Marker within a column indicates the number of antibodies that player has built up to combat a virus of that strain's type. (See **When Viruses Attack** section for details)

**Resource Area:** This section has areas indicating where a player may store their Workers and Goal Markers not in use, and their personal resource stock (**macromolecule cubes** and **ATP**).

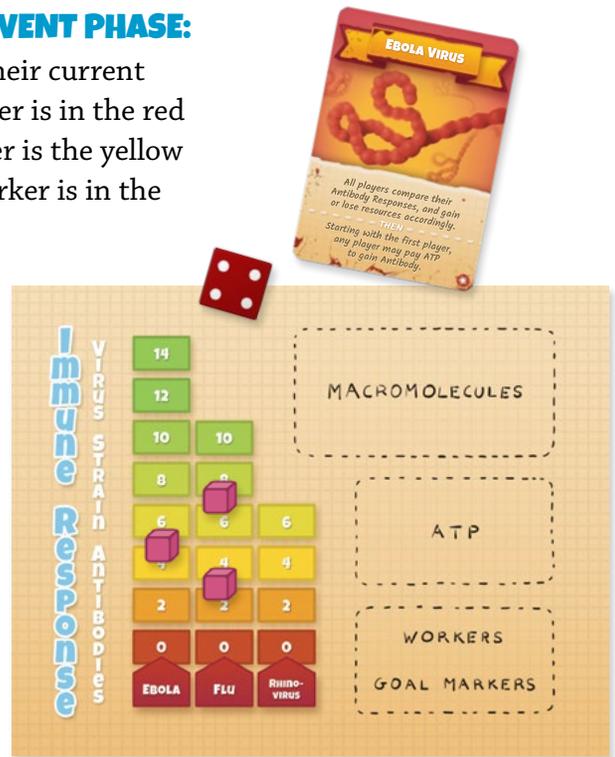


## WHEN VIRUSES ATTACK

When a Virus Event Card is flipped face up from the Event Deck, or when a Virus Attack Card is purchased from the Cell Component Card area, that Virus Card becomes active immediately and all players should pause and follow the steps below.

### WHEN A VIRUS EVENT CARD IS FLIPPED DURING THE EVENT PHASE:

- 1 All players roll a number of Antibody Dice according to their current position on the Health Track. If their Health Point Marker is in the red section, they will roll one die. If their Health Point Marker is the yellow section, they will roll 2 dice, and if their Health Point Marker is in the green section, they will roll 3 dice.
- 2 To their roll, each player adds the number of antibodies from the column of their Player Mat that matches the attacking Virus strain. This sum is each player's **Antibody Response**.
- 3 All players compare their Antibody Response and gain or lose resources accordingly. (See the **Antibody Response Resource Allocation** section for details)
- 4 After all players have completed Steps 1-3, each player will have the option to pay **ATP** from their personal resource stock to gain antibody matching that attacking Virus strain, starting with the player holding the First Player Card and moving in player order.



 + 2 Ebola Antibodies = Antibody Response of 6

For each **ATP** paid, a player moves their Antibody Marker up that strain's column by 2 antibodies.

### WHEN A VIRUS ATTACK CARD IS PURCHASED FROM THE CELL COMPONENT CARD AREA:

- 1 Only the player who purchased the Virus Attack Card may pay additional ATP to move their Antibody Marker up the column matching that attacking Virus strain (at a rate of 1 ATP per 2 antibody).
- 2 All other players lose 1 Health Point on the Health Track.

- 3 All players roll a number of Antibody Dice according to their current position on the Health Track. If their Health Point Marker is in the red section, they will roll one die. If their Health Point Marker is in the yellow section, they will roll 2 dice, and if their Health Point Marker is in the green section, they will roll 3 dice.
- 4 To their roll, each player adds the number of antibodies from the column of their Player Mat that matches the attacking Virus strain. This sum is each player's **Antibody Response**.
- 5 All players compare their Antibody Response and gain or lose resources accordingly. (See the **Antibody Response Resource Allocation** section for details)
- 6 After all players have completed Steps 1-5, each player will have the option to pay **ATP** from their personal resource stock to gain antibody matching that attacking Virus strain, starting with the player holding the First Player Card and moving in player order.

For each **ATP** paid, a player moves their Antibody Marker up that strain's column by 2 antibodies.

### ANTIBODY RESPONSE RESOURCE ALLOCATION

A player gaining resources may choose any combination of **ATP**, **mRNA** and **Lipids** from the general resource stock. A player losing a resource may choose to lose any resource from their personal resource stock or lose 1 Health Point.

#### In a 3 player game:

<b>Player with Highest Antibody Response</b>	<b>Gain 3 resources</b>
<b>Player with Second Highest Antibody Response</b>	<b>Gain 1 resource</b>
<b>Player with Lowest Antibody Response</b>	<b>Lose 1 resource or 1 Health Point</b>

#### In a 4 player game:

<b>Player with Highest Antibody Response</b>	<b>Gain 3 resources</b>
<b>Player with Second Highest Antibody Response</b>	<b>Gain 2 resources</b>
<b>Player with Third Highest Antibody Response</b>	<b>Gain 1 resource</b>
<b>Player with Lowest Antibody Response</b>	<b>Lose 1 resource or 1 Health Point</b>

#### In a 5 player game:

<b>Player with Highest Antibody Response</b>	<b>Gain 4 resources</b>
<b>Player with Second Highest Antibody Response</b>	<b>Gain 3 resources</b>
<b>Player with Third Highest Antibody Response</b>	<b>Gain 2 resources</b>
<b>Player with Fourth Highest Antibody Response</b>	<b>Gain 1 resource</b>
<b>Player with Lowest Antibody Response</b>	<b>Lose 1 resource or 1 Health Point</b>

If there is a tie for Antibody Response, the tying player in the closest position clockwise to the player with the First Player Card wins the tie.

**Example:** Player 1 purchases a Virus Attack Card (Influenza Strain) from the Cellular Component Card Area, then decides to pay 2 additional **ATP** to move their Antibody Marker up 4 on the Influenza column of their Player Mat.

All other players lose 1 Health Point on the Health Track.

Each player now rolls a number of Antibody Dice according to their current position on the Health Track.

Player 1 currently has 14 Health Points, and is thus in the yellow section of the Health Track, so they roll 2 Antibody Dice. They roll a 4 and 3 on their Antibody Dice, and simply add the 4 from their Influenza antibodies on their Player Mat, giving them an Antibody Response of 11.

Player 2's Antibody Response is 12, and Player 3's Antibody Response is 9.

Player 2 has the highest Antibody Response, so they gain 3 resources from the general resource stock. Player 1 has the second highest Antibody Response, so they gain 1 resource. Player 3 has the lowest Antibody Response, so they lose 1 resource from their personal resource stock.

Now all players have the option to pay **ATP** from their personal resource stock to gain antibody on the Influenza column of their Player Mat. Player 1 and Player 2 decide not to pay any **ATP**. Then Player 3 decides to pay 2 **ATP** to move up 4 more antibody on their Influenza column.