

OUTBREAK!

SCENARIO

A virus begins to spread throughout Brazil. People start to report symptoms like headaches, high fever and nausea. The authorities need to act quickly to contain the disease and a team of specialists has been recruited to solve this crisis. Which side are you on? Would you like to join doctors, scientists and researchers to understand how virus transmission occurs and the symptoms of the disease?? Or do you want to be the virus itself to cause an Outbreak! and a national epidemic?

Outbreak! is a competitive / cooperative game that shows the symptoms of diseases caused by real viruses and how they are transmitted.

CONTENT

Piece	Amount
Board	1
Virus Almanac	1
Dice (1d4)	1
Science Team Cards	5
Virus cards	5
Symptoms cards	14
transmission cards	18
Cards dos Institutos de Pesquisa	4
Basic research cardsC	18
Infection token	1
Meeples	5
Infection markers	80
Petri dish	1

NUMBER OF PLAYERS - 2 A 4

The number of participants who will play with the **Viruses** can never exceed the number of players on the **Scientific Team**.

GOALS

Scientific Team

The Scientific Team must contain the outbreak in the country. Each character on the scientific team has its own specific abilities and skills, which increase the group's chances of success.

Working together is essential to contain the **Outbreak!** This can be done in the following ways:

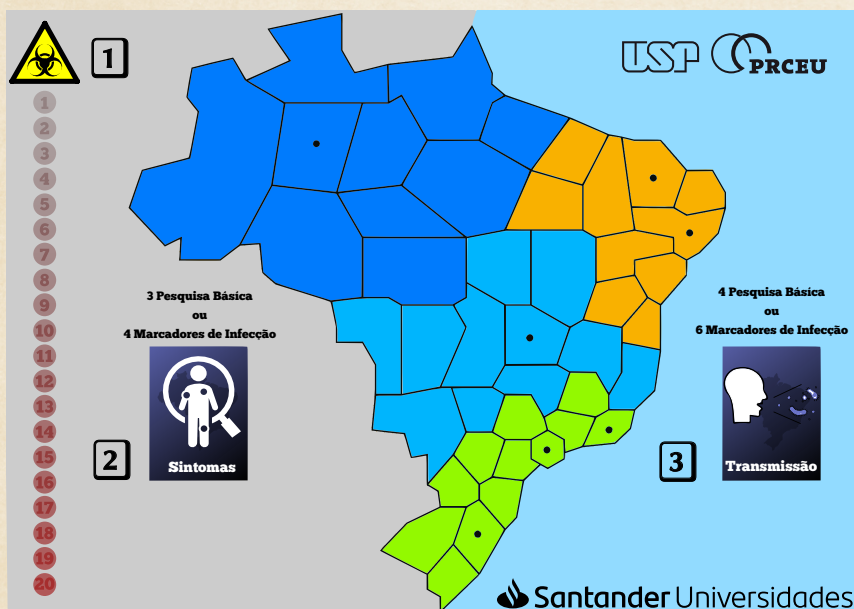
- Remove all Infection Markers from the map
- Find out all the symptoms and how the virus is transmitted

Virus

The virus must spread quickly! Outbreaks are the best way to infect new territories. The virus wins when the Infected Territories Marker reaches 20 points.

ASSEMBLY

- Place the **Infected Territories Marker** in position 1, inside the Biohazard symbol.
- The player who controls the Virus must separate the 4 Symptom cards and the 4 Transmission cards illustrated in his Virus Card and place them in order and stacked in position **2** and **3**, respectively.
- Then, the scientists, after drawing the place to start the game, must place their meeples on any of the black points corresponding to the territory drawn. To draw each scientist's starting territory, shuffle the **Institution Cards** and randomly distribute a card to each player on the team of scientists.



STARTING THE GAME

VIRUS

The Virus player rolls the 4 sides dice to know in which region the **Outbreak!** will start. The player can choose any territory in that region and place 2 **I.M** (Infection Markers) in the chosen location.

For each territory infected with at least 1 I.M, advance 1 point on the **Infected Territories scoreboard**. If scientists eliminate all I.Ms in a territory, go back one point on the Infected Territories scoreboard.

SCIENTISTS

The team of scientists has at least 2 members to choose from, players who must work together to find out what symptoms the virus is causing and how it is transmitted.

Each scientist can perform 2 actions listed below:

- Move
- Heal
- Research

You can perform the same action 2 times.

Collecting Basic Research Cards (BR) and Infection Markers (I.M)

- Research is only possible in territories that are infected with at least 1 I.M
- The number of BR cards collected is equal to the **Research Focus** power your character has.
- The number of I.M collected from a location is equal **Medical Care** power your character has.

Scientists can exchange the I.M and the BR cards for Symptom Cards (3 BR cards or 4 I.M) and Transmission Cards (4 BR cards or 6 I.M). Some cards increase the power of the scientis.

END OF THE GAME

VIRUS

The Virus wins when it has at least 1 I.M in 20 different territories.

SCIENTISTS

Scientists win the game when they discover all the symptoms and transmissions cards. The player who controls the virus reveals his card to the scientists. They will identify the virus that causes **Outbreak!** And the epidemic by consulting the almanac.

Estimated game time: 40 minutes

COMPONENT DESCRIPTION

ALMANAC



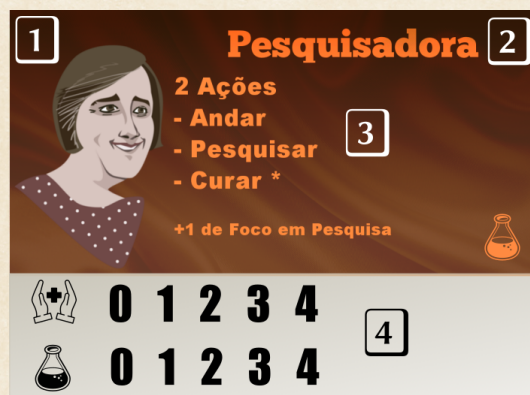
Team of scientists can consult it when they discover all the symptoms and mechanisms of transmission in order to find out which virus they were facing during the match.

VIRUS CARDS



- 1:** Virus illustration
- 2:** Virus transmission mechanisms
- 3:** Symptoms caused by the virus
- 4:** Specific characteristics of each virus

SCIENTISTS CARDS



- 1:** Scientist Illustration
- 2:** Scientist's Specialty
- 3:** Scientist actions and skills
- 4:** Healing Power and Research Focus

SYMPTOM AND TRANSMISSION CARDS



- 1: Card Type
- 2: Symptom Illustration
- 3: Increases the Scientist's power
- 4: Card Type
- 5: Transmission mode illustration
- 6: Increases the Scientist's power

BASIC RESEARCH CARDS



- 1: Card Type
- 2: Illustration
- 3: Research Description

INSTITUTIONS CARDS



- 1: **Dark blue** Institutions
- 2: **Light blue** Institutions
- 3: **Green** Institutions
- 4: **Orange** Institutions

BACK OF CARDS



- 1: **Basic Research**
- 2: **Institutions**
- 3: **Symptoms**
- 4: **Transmission**
- 5: **Researchers**