

THE

≡ RULEBOOK ≡

FLYOS 

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WHAT'S IN THE BOX

1 RULEBOOK



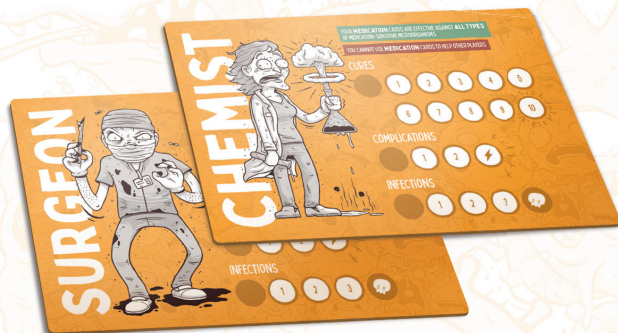
142 INFECTIONS CARDS



6 BAD LUCK CARDS



6 PLAYER BOARDS



149 TREATMENTS CARDS



TOKENS

1 PATIENT ZERO



6 BLOOD TRANSFUSION



18 MARKERS



WELCOME TO THE LAB!

Welcome, brave volunteers. You are about to take part in a very special program! Behind the doors of this high-security lab, you will be given free reign to play around with some of the most splendid, magnificent, and virulent infections known to humankind. These microorganisms are good for one thing, and one thing only: infecting and wiping you out. But don't worry! You will also have a wide range of cutting-edge treatments at your disposal. And if one of you happens to die, well...as stated in section A.38, paragraph 7, line 4 of your contract, we'll cover your funeral costs (some conditions may apply.) Your sacrifices experiments in the name of science will not be forgotten. Just sign here and initial here, if you please. That's it—you can now enter...THE LAB!



OBJECTIVE

THE LAB is a competitive card game for **3 to 6 players** in which you will be faced with some of the most dangerous microorganisms in existence. Be the first to **earn 10 Cure points** and try not to succumb to any of the insidious infections you will encounter throughout the game.

SETUP

Before the game begins, each player takes **3 Marker tokens**, **1 Blood Transfusion token**, and **1 Player board** of their choice. The Player boards are double-sided. On one side, each character has a unique **Perk** and **Flaw**, whereas on the other side there's a generic board for a more relaxed game (recommended for beginners.)

1. The first player takes the **Patient Zero** token and puts it in front of their Player board. Whoever was sick most recently (in real life) goes first.
2. Shuffle the **Infections** cards, then place the deck on the table.
3. Shuffle the **Treatments** cards, deal 5 to each player, then put the rest of the deck on the table. Do not let the other players see your cards.
4. Shuffle the **Bad Luck** cards and place them on the table.



OVERVIEW

Each **Round** follows the same order:

- 1 First, Patient Zero creates the **Round deck** by drawing cards from the **Infections** deck.
- 2 Then, starting with **Patient Zero** and going clockwise around the table, each player takes their turn as follows:
 - They choose a card from the **Round deck**.
 - They fight the infection by playing **Treatments** cards.
 - If they cannot beat it on their own, they can ask other players for help.
 - If they successfully cure the infection, they earn Cure points.
 - If they do not succeed, they take 1 Infection point.
- 3 Players draw up to 5 **Treatments** cards to reform their hand.
- 4 Finally, the **Patient Zero** token is passed to the next player, going clockwise.

PLAYER HAND



ROUND DECK



CARD TYPES OUTLINE



INFECTIONS

Microorganism

Infects the active player, who must then beat the infection's **Virulence** using **Treatments** cards.



Aggravating Factor

Puts the active player at a disadvantage, but also gives them 1 extra **Cure** point if they successfully beat the microorganism.



Plague

Gives the active player 1 **Complication** point. Can also make other players lose **Cure** points.



BAD LUCK

These cards have a numerical value between 0 and 3, which represents the number of **Cure points** the player targeted by a **Plague** card will lose.



TREATMENTS

Immune System

Each card has a **Strength** that players can use to beat the **Virulence** of an infection.



Remedy

Vaccine, **Medication**, and **Biocide** cards can be used to cure certain infections. **Antiseptic products**, **Immunotherapy**, and other exotic cards can have a **Strength** and/or other **unique effects**.



Bad Medicine

These cards can be **played at any time** – even if it's not your turn – to make things harder for another player.

HOW TO PLAY

The **first player** (Patient Zero) draws as many **Infections** cards as there are players to form the **Round deck**. They choose one card and place it face up on the table, putting the rest of the deck face down next to the rest of the pile. Then they must fight the infection using the **Treatments** cards in their hand.

Each microorganism has a Strength value of between 2 and 10, which represents its **Virulence**. In order to successfully beat the microorganism, players must play one or more **Treatments (Immune System)** cards with a total **Strength** that is equal to or higher than the **Virulence** of the microorganism. Some infections can be beat using **Remedy** cards. Keep in mind that many **Treatments** cards are only effective against specific microorganisms.

EXAMPLE: Natural Born Killer cards (NK cells) are only effective against viruses, whereas **Anti-parasitic** cards (Eosinophils) are only effective against protozoans and helminths.



EXAMPLE: A bacterial **Food Poisoning** infection with a **Virulence** of 3 can be cured using an **Alarm** card with a value of 1 and a **B cell** card with a value of 2. To beat the infection, you could play these two cards or any other combination of cards whose **Strength** add up to at least 3. You could also use two **B cell** cards (each with a **Strength** of 2) for a total **Strength** of 4 to beat a microorganism with a **Virulence** of 3.



If the player successfully beats the **Infections** card using their own **Treatments** cards, they win **1 Cure** point. To show this, they move their **Marker token** forward one space on their **Player board's Cures tracker**.

If the active player cannot beat the infection on their own, they can ask **other players for help**. The active player can request help from whichever player they choose.

- If they do not have enough cards to reach the total **Strength** required to beat the microorganism, they play whatever cards they do have. The “helping players” can then add as many **Treatments** cards as it takes to beat the microorganism. If the infection is cured, each player who took part in the fight earns **1 Cure** point.
- If the active player does not have any cards to help them beat the infection, the “helping players” must beat it on their own. If they succeed, they gain **2 Cure** points. The active player receives no **Cure** points, however.

NOTE:

- Players can **refuse** to help another player.
- If the cards from the first “helping player” are not enough to **beat the infection**, the active player can continue asking other players for help until the infection has been **cured** or until all players have tried to help. The active player can also decide they do not want any more help.



If the active player is unable to beat the infection, even after receiving help from one or more other players, they must move their **Marker token** one space forward on their **Player board's Infections tracker**. If a player reaches the number **4** on the Infections tracker, they are considered to be “dead” and are eliminated from the game. They can, however, be saved by a **Blood Transfusion** (see page 14.)

Once the active player has completed their turn, the next player (moving clockwise around the table) picks up the **Round deck** that was left on the table by the previous player. They choose a card and place it face up on the table, then put the rest of the cards back on the table face down.

All cards played during the active player's turn must be discarded at the end of the turn, whether they beat the Infection or not. This also applies to all cards played by other players to help the active player.



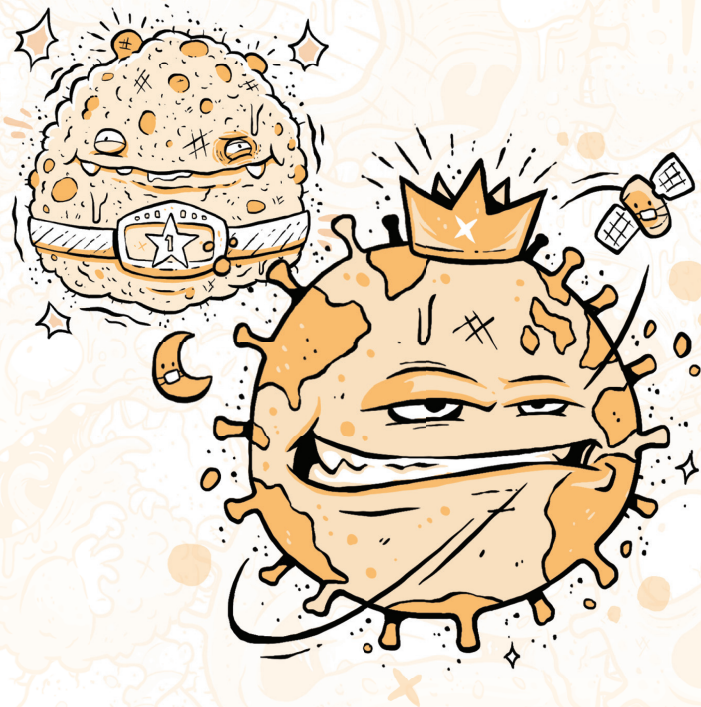
END OF THE ROUND

Once every player has fought an **Infections** card, the **Round** is over. Players can choose to **discard the Treatments** cards that are still in their hands, or **keep them for the next Round**. Taking turns, each player draws new cards from the **Treatments deck** until they have a total of 5 in their hand.

The **Patient Zero** token is passed to the player to the left. This player is now responsible for drawing the **Infections** cards for this **Round**, and will be the first to choose a microorganism to fight.

WINNING THE GAME

The first player to reach **10 Cure points** on their player board wins. In the case of a tie, the player with the fewest Infection points wins. If there is still a tie, the player who still has their **Blood Transfusion** token wins.



THE CARDS

INFECTIONS

MICROORGANISMS

There are 7 types of microorganisms. **Bacterium**, **virus**, **protozoan**, **fungus**, and **helminth** can be cured using different Treatments cards. **Arthropods** can only be cured using **Biocide** cards. When a player draws an **Arthropod**, they receive 1 extra **Complication** point and must draw a new microorganism (ignoring **Aggravating Factor** cards) from the Infections deck (not from the **Round** deck). **Prions** are incurable. When a player draws a **Prion** card, they immediately take **1 Infection** point and receive **1 Complication** point.

Some **Infections** cards are **contagious** and infect more than one player at a time. In this case, each affected player must fight off the infection on their own. **Cure** and/or **Infection** points are allocated in the same way.

EXAMPLE: The active player draws **gonorrhea**, which has a **Virulence** of **3**. This infection is **contagious**, meaning the active player must infect one another player of their choice. Both players must now fight the infection. Each player must reach the **Strength** needed to match or surpass the **Virulence** of the infection. Both players can ask other players for help, starting with the active player.

NOTE: “Helping players” can help **multiple infected players** if they are asked for help more than once during the same **Round**.



NOTE: When a **Medication** or **Vaccine** symbol is accompanied by a **number**, it means that instead of curing the microorganism, it merely decreases its **original Virulence**.

EXAMPLE: To cure **Swine Flu**, you can do one of the following:

- Fight its **original Virulence** of **4**, as you normally would.
- Use a **Vaccine** to lower its **Virulence to 1**.
- Use a **Medication** to lower its **Virulence to 2**.

AGGRAVATING FACTORS

While drawing cards from the **Round** deck, you may come upon an **Aggravating Factor**. If the active player draws such a card, the effects are applied for the rest of the current **Round**.

EXAMPLE: If the active player draws a **Malnutrition** card, the **Virulence** of every **Infection** card they fight this **Round** will have a bonus of **+1**.

They must then **draw cards from the Infections deck** (not from the **Round** deck) until coming across a microorganism, ignoring any **Aggravating Factor** cards they may draw.

If a player successfully cures a microorganism despite having an **Aggravating Factor** card in play, they get **2 Cure points** instead of just 1. If they must ask another player for help, they only get 1 point.

Some cards give the player 1 **Complication** point. Players who receive a Complication must move their **Marker token 1 space forward on their Player board's Complications tracker**, regardless of whether or not they successfully cure the infection. If a player reaches **3 Complication points**, they **add 1 Infection point** on their Player board and then move their **Complication** counter back to 0.

Aggravating factors only apply to the player who drew them, even if the **infection** they draw is **contagious**. The other contaminated players won't have to suffer the effects of the **Aggravating factor**, unless indicated otherwise on the **Aggravating factor** card.

PLAGUES

When a player draws a **Plague** card, they also immediately draw a **Bad Luck** card. Each of these cards has a numerical value between 0 and 3. This represents the number of **Cure** points the affected player loses, which they must remove from their player board. Each **Plague** card also gives the active player 1 additional **Complication** point.



TREATMENTS

IMMUNE SYSTEM CARDS

Each card has a specific **Strength** that is used to fight the **Virulence** of a microorganism. These cards are not effective against all microorganisms, however. The symbol located at the top of each card indicates which microorganisms are affected. Some **Immune System** cards can also have side effects, as indicated on the bottom of the card.

REMEDY CARDS

There are several types of Remedy cards. **Vaccine** cards can either completely cure or reduce the Virulence of some microorganisms (those with a Vaccine symbol indicated on the card), without needing to reach the required **Strength** as usual. **Medication** cards can also completely cure some microorganisms (those with a Medication symbol indicated on the card), but these remedies are only effective against one specific type of microorganism (bacteria, virus, etc.) **Bacteriophage** cards only affect **Bacteria** cards, while **Biocide** cards only affect **Arthropods**. The other **Remedy** cards offer specific bonuses as indicated on the card.

BAD MEDICINE CARDS

The **Treatments** deck also includes **Bad Medicine** cards. These cards can be played at any time, regardless of whether it is your turn or not, and are used to harm other players. The effect of each type of **Bad Medicine** is described on the card.

EXAMPLE: The active player plays a **Vaccine** card to cure **Pertussis**, but another player uses the **Bad Medicine - Antivax** card, cancelling the effect of the card that was just played. The active player must now find another way to cure their whooping cough, if they can!



BLOOD TRANSFUSIONS

When a player “dies,” another player can **bring them back to life** with a **Blood Transfusion** token, each usable **only once during the game**. The player with the **fewest Cure points** gets the first chance at making a donation. If the player agrees to **donate blood**, they must discard their **Blood Transfusion** token. The donor then gets **2 Cure points** and **1 Complication point**.

The dying player is now saved. They move their **Infection Marker** token back 1 point on their player board, and keep playing.

If the player with the fewest **Cure** points refuses to donate blood – or they no longer have their token because they have already donated blood on a previous turn – the active player asks the player with the next lowest number of **Cure** points. If two or more players have the same number of **Cure** points, the “**dying**” player can choose which player they want to receive a donation from.

If no players can make a **Blood Transfusion**, the player is considered to be “**dead**” and is eliminated from the game.



“DEAD” PLAYER

The first player to die plays a special role for the rest of the game. It is now up to them to draw the **Infections cards** to form the **Round deck** at the beginning of each turn. They draw as many cards as there were players at the beginning of the game. Then they remove one card of their choice from the **Round deck** for each player that has been eliminated and give the remaining cards to **Patient Zero**. Naturally, the dead player can decide to discard any cards that are too easy and keep only the most virulent infections in the deck.

EXAMPLE: There are 5 players at the beginning of the game. After a while, 2 players have been eliminated. The first player to be **eliminated** becomes the “**dead**” player. At the beginning of the **Round**, they draw 5 cards from the **Infection** deck and choose which 3 to keep, for the 3 remaining players. This is the new **Round deck** that will be given to **Patient Zero**.

RULE VARIATION (FOR EXPERIENCED PLAYERS)

Think the game is too easy? No problem!

From now on, it only takes **3 infections on your Player board** to kill you. This makes it more likely that the **Blood Transfusion** tokens will come into play, which means you’ll need to adjust your strategy!

CREDITS

Game Designer: **Prof. Patrick Fillion**

Produced and Published By: **FLYOS**

Illustrator: **Allan Ohr**

Art Director: **Marie-Michèle Ayotte**

Creative Director: **Gary Paitre**

Director of Operations: **Thomas Filippi**

Additional Game Design: **Gaspard Dauvillier**

3D Renderings: **Baptiste Collay**

English Translator: **Melanie Kathan**

Coordination and English Text Edition:
Geneviève Bergeron

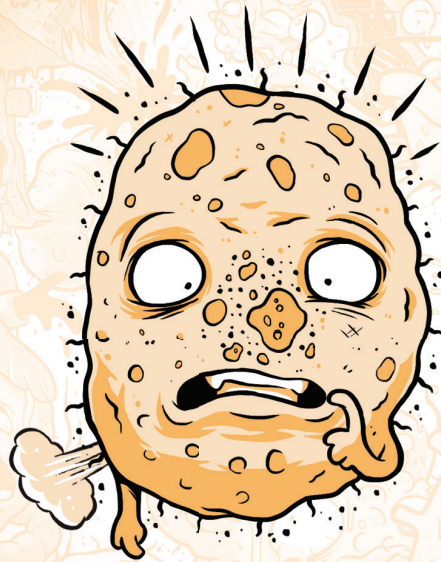
French Text Edited By: **Laure Henri-Grand**

Tester: **Cyril Dupont**

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