

Home Print Rules Going Viral V3.0

Printer Version Assembly Rules

First, open "Home Print Going Viral V3.0.doc" and print all the deck cards. There should be 15 pages with 8 cards per page. Print double-sided - flip along long edge. (120 Deck Cards)

Then open "Home Print Going Viral: Stage and Virus V3.0.doc" and print the big cards double-sided - flip along short edge.

Trim the cards as you see fit and shuffle in main deck.

Each player should pick a virus card and play as that virus. Stage cards will be stacked on the side and will mark game progress.

GOING VIRAL!

Objective: For 2-5 Players

In Going Viral!, each player takes on the role of a virus that is competing to successfully infect a host cell by completing the steps of viral replication. Players must draw ATP Cards to gain enough energy to buy the five stages of replication. However, included in the deck are obstacles such as treatments and fevers which make it harder to gain ATP, and advantages such as growth cards to aid the replication process.

The first player to complete all of their stages wins the game!

Contents: 120 Deck cards, 5 Virus Cards, 21 Stage Cards

Virus Cards (5 Cards): *Retrovirus, Filovirus, Influenza Virus, Flavivirus, Lyssavirus*

Stage Cards (21 Cards):

- 5 Target Receptor
- 5 Enter the cell
- 5 Replicate Cards
- 5 Assemble Cards
- 1 Viral Budding Card

ATP Cards (76 Cards):

- 8 +2 ATP Cards
- 23 +5 ATP Cards
- 8 +12 ATP Cards
- 18 +4 ATP Cards
- 14 +10 ATP Card
- 5 +15 ATP Cards

Treatment Cards (23 Cards):

- 7 TamiFlu Cards (+2 ATP)
- 3 Acetaminophen Cards (+4 ATP)
- 2 ARV Cards (+5 ATP)
- 5 Hospital Intervention (+3 ATP)
- 6 Rabies Shots (+3 ATP)

Special Cards (21 Cards):

- 4 Resistance Cards (+8 ATP)
- 2 Antiviral Cards
- 2 Rapid Growth Cards (+10 ATP)
- 4 Fever Cards
- 5 No Vaccine Cards (+5 ATP)
- 2 Antibiotic Cards
- 2 Gene Exchange Cards

Game Variants

- For 2-3 players (remove all 5 "15 ATP" Cards)

Game Set-Up:

Step 1: Shuffle the draw deck containing the ATP, Treatment and Special Cards and place it face down at the center of the playing area. The Stage cards should be separate from the draw deck.

Step 2: Face up on the table, organize the deck of 25 Stage Cards into 5 piles in order of occurrence during replication: **Target Receptor, Enter the Cell, Replicate, Assemble, and Viral Budding.** *Note: There should be five cards for each stage.*

Step 3: In the order of whoever had the last cold, each player will randomly select a Virus Card with their eyes closed.

You are now ready to begin the game!

Treatments for the viruses are listed below:

1. *TamiFlu:* Treatment for the Influenza Virus.
2. *Acetaminophen:* Treatment for the Flavivirus.
3. *Anti-Retroviral Drugs:* Treatment for the Retrovirus.
4. *Hospital Intervention:* Treatment for the Filovirus.
5. *Rabies Vaccine:* Treatment for the Lyssavirus.

Gameplay:

On a turn, players can perform ONE of the following moves:

- 1) Draw from the deck
 - 2) Play a treatment card from their hand
 - 3) Buy a stage with the correct amount of ATP
 - 4) Pay 5 ATP to discard up to 3 cards and draw as many new ones.
- The first player to successfully bud from the cell wins!

In *Going Viral!*, YOU are the virus! The goal is to completely replicate yourself through the five stages:

Target Receptor, Enter the Cell, Replicate, Assemble, and Viral Budding!

Order of Play

1. Players begin with no cards.
2. The person to last have a cold (see Step 3 of the game set-up) will draw first, and play will proceed in a clockwise direction.
3. Players continue in order. Turns end upon the completion of any one move listed above.
4. When the player has garnered enough ATP to purchase a viral stage (as designated on their Virus Card), they can buy that stage. No change can be given - players may need to overspend ATP.
5. If you draw a treatment card keep it in your hand. All treatments have ATP value and can be used instead for buying a stage. When you use a treatment it is specific to one player - they must surrender their highest ATP card.
6. Read each special card description as each is unique. Some are "Immediate Play", some you "Hold", and some have ATP value.
7. Special Cards within the draw deck can be used to alter outcomes of your or other viral infections.
8. When a player has bought all five stages, they have successfully replicated their virus and have won the game!
9. Create a face-up discard pile beside the deck as you play. When cards run out, shuffle the discard deck and flip it.

Virus Cards:

Each virus has a Virus Card (information sheet) with a photo, brief summary of the virus, treatment sensitivity in the game, and the amount of ATP needed to buy the Stage Cards.

There are five viruses to play as:

- Filovirus (Ebola)
- Retrovirus (HIV)
- Flavivirus (Zika)
- Influenza Virus (The Flu)
- Lyssavirus (Rabies)

Stage Cards:

In this game, there are five stages in replicating a virus:

Target Receptor: A protein on the outer coat of a virus binds to a receptor protein on the surface of the cell the virus will infect. A target receptor acts as a doorway into a cell!

Viral Entry: The virus enters the cell and introduces viral genetic material.

Replicate: Genetic viral material is released within the cell and replicates to make viral proteins.

Assemble: The proteins and copied genetic material combine to make new viruses.

Budding: The new viruses move to the cell surface to be released outside of the cell. After the viruses are released they are ready to infect new cells!

Each player must complete the five stages in the order that they are listed on the information sheet. The first to complete all of the stages wins the game.

Draw Deck Descriptions:

ATP Cards: (Hold)

ATP is a form of energy! ATP Cards are drawn and added up to buy Stage Cards. Indicated on the Virus Cards, to obtain each stage, a player has to collect a certain number of ATP. For example, in order to buy the Target Receptor stage, Retrovirus must pay 52 ATP. Some special cards have an ATP value.

Treatment Cards: (Hold)

Steal ATP or +ATP

Treatment Cards are specific to each virus. If a player draws a Treatment Card for another player's virus, then in a subsequent turn the first player can steal the highest ATP card from the 'treated' virus (this can be an ATP card or a special card with ATP value). Players can choose to play the treatment card or use it for its ATP value.

Resistance Cards: (Hold)

Block a Treatment or +10ATP

Resistance Cards are used to avoid the penalties of the Treatment Cards. For example, if a player is playing as the Influenza Virus and a TamiFlu card is played against them, they can use the Resistance Card to avoid having to lose their highest ATP. This card can only be used once and must be discarded after its use. Players can choose to play the resistance card or use it for its ATP value.

Antiviral Cards: (Hold)

When an Antiviral Card is drawn, the player has the ability to use it to force a player of their choice to discard all draw cards in their hand. The player who draws the Antiviral Card must play it on a later turn. This card can only be used once and must be discarded after its use.

Rapid Growth Cards: (Immediate Play or Hold)

Advance Stage(s) or +10ATP

Rapid Growth Cards indicates the increased rate in which the virus is populating the host cell. It is used to advance the player who draws it to the same stage as the leading player. For example, if the player who draws Rapid Growth is at the Viral Entry stage and the player in the lead is at Assemble stage, then they can skip to Assemble. This card can only be used once upon drawing and must be discarded after its use if the player advances a Stage Card. If used the player **must discard their hand**. If not used immediately the card can only be used as an ATP card. *If you get a Rapid Growth card via Gene Exchange you can use it for Growth!*

Fever Cards: (Immediate Play)

Go Back One Stage

A fever is an immune response which means that the host is fighting back against the virus! If a player draws a Fever Card, they must go back one stage and cannot draw or buy anything during that turn. For example, a player is up to the Replicate stage and draws a Fever Card, they must go back to Viral Entry, ending their turn. If the player draws a fever card, but they have not yet acquired a stage, then this card ends their turn.

No Vaccine Cards: (Immediate Play + Hold)

Draw Again & +5 ATP

If a player draws a No Vaccine Card, then the host did not get a vaccine against their virus. 'No Vaccine' cards hold ATP value **and** the player can draw again.

Antibiotic Cards: (Immediate Play)

Draw Two More Cards

As the virus, you can draw two more cards. Discard this card. Antibiotics kill bacteria. Sometimes doctors prescribe antibiotics to patients with a viral infections to kill secondary bacterial infections (which can further complicate some viral diseases). However, antibiotics don't treat viruses.

Gene Exchange: (Hold)

Swap a Card

Some viruses like the flu can rapidly rearrange parts of their DNA and acquire new genes. Play this card to swap one card in your hand for a randomly drawn one card in any opponents hand.

End Of The Game:

The game ends when a player has successfully duplicated their virus.

Check out educational viral resources at our Website:

www.BIOBUS.org/GoingViralGame

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