GOING VIRAL!

A BATTLE OF THE VIRUSES.

RULEBOOK V1.0

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 cards to 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 and growth cards to enhance the replication process.

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

**COMPONENTS**

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

**ATP Cards (100 Cards): +1, +2, +4, +5, +10, +12, +20 ATPs**
- 14 +1 ATP Cards
- 10 +2 ATP Cards
- 2 +4 ATP Cards
- 30 +5 ATP Cards

**Treatment Cards (29 Cards)**
- 8 TamiFlu Cards
- 3 Acetaminophen Cards
- 2 ARV Cards
- 5 Hospital Intervention Cards
- 6 Rabies Vaccine Cards
- 5 Antibiotic Cards

**Special Cards (16 Cards)**
- 4 Resistance Cards
- 2 Antiviral Cards
- 2 Rapid Growth Cards
- 5 Fever Cards
- 5 No Vaccine Cards

**Stage Cards (25 Cards)**
- 5 Target Receptor Cards
- 5 Enter the Cell Cards
- 5 Replicate Cards
- 5 Assemble Cards
- 5 Viral Budding 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.

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**CAUTION!** Adjust the number of Virus Cards and Treatment Cards used to match the number of players in the game.

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You are now ready to begin the game!
GAMEPLAY

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! On their turn, each player draws amounts of ATP which gives them the energy to buy the stages necessary. The first player to successfully bud from the cell wins!

**Step 1:** The person to last have a cold from Step 3 of the game set-up will draw first, and the rest of the game will go in a clockwise direction.

**Step 2:** In turn order, each player will draw ATP Cards from the draw deck and hold onto it as part of their personal ATP inventory.

**Step 3:** When the player has garnered enough ATP to attain a viral stage as assigned on their Virus Card, they can trade their hand in for one. This player must also discard any remaining ATP or Special Cards from their hand after they buy a stage.

**Step 4:** The Treatment Cards within the draw deck must be used as soon as they are drawn. Some treatments are specific to one virus, which means that the specific player must give up their turn. If a player draws a treatment for their own virus, then they must lose their next turn (2 turns total).

**Step 5:** Special Cards within the draw deck can be used to setback or aid the replication process of the viruses. All cards must be discarded when a stage is bought.

**Step 6:** When a player has bought all five stages, they have successfully replicated their virus and have won the game.

**THINK FAST!**

Each player must accurately keep track of the amount of ATP in their hand!
VIRUS CARDS

Each virus has a Virus Card (information sheet) with a photo, brief summary of the virus, and the amount of ATP needed to buy the Stage Cards. There are five viruses to play as:

• Flavivirus
• Filovirus
• Influenza Virus
• Lyssavirus
• Retrovirus

STAGE CARDS

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

1. **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!
2. **Enter The Cell:** The virus enters the cell and introduces viral genetic material.
3. **Replicate:** Genetic viral material is released within the cell and replicates to make viral proteins.
4. **Assemble:** The proteins and copied genetic material combine to make new viruses.
5. **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.
ATP Cards:
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. After purchasing a stage, the player must discard any excess draw cards in their hand.

Treatment Cards:
Treatment Cards are specific to each virus. If a player draws a Treatment Card for another player's virus, then the virus loses their next turn. If a player draws a Treatment Card for their own virus, then their turn is over and they lose their next turn as well.

Treatments for the viruses are listed as:
- Acetaminophen: Treatment for the Flavivirus.
- Hospital Intervention: Treatment for the Filovirus.
- TamiFlu: Treatment for the Influenza Virus.
- Rabies Vaccine: Treatment for the Lyssavirus.
- Anti Retroviral Drugs: Treatment for the Retrovirus.

Antibiotic Treatment Card:
This treatment card is not a treatment at all! Antibiotics kill bacteria but do not affect viruses! In fact, this mix-up allows the virus to grow stronger! When a player selects an Antibiotic Card, it will allow them to steal one card from the player to the right without looking! This card must be played immediately.
**Resistance Cards:**
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 drawn against them, they can use the Resistance Card to avoid having to lose a turn. This card can only be used once and must be discarded after its use or if the player purchases a Stage Card.

**Antiviral Drugs Cards:**
When an Antiviral Cards 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 does not need to use it right away, but can only use it on their turn. This card can only be used once and must be discarded after its use or if the player purchases a Stage Card.

**Rapid Growth Cards:**
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 and must be discarded after its use or if the player purchases a Stage Card.
**Fever Cards:**
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, if 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:**
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.

**End of the Game**
The game ends when a player has bought all five stages of viral replication. A win can only be announced during that players turn. By the choice, the game can continue, even after the first win.
CREDITS

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