

Megan Chan; CS108; Sept 30 '13

Synopsis:

You are alive during one of the worst outbreaks the world has ever witnessed. All the greatest viruses have decided to awaken a run rampant over the world killing countless people. It is your job to gather your family and attempt to keep them alive during this outbreak. During your journey you will run into people who will join your journey. Beware; the leaders from other clans are also out to get you by giving you diseases! However, you can do the same thing! Now is the time to step your game and save your clan!

Game Contains/Needs:

2-4 Players 1 Dice (not included)

90 Cards (Pre-printed)

- Double humans 18
- Single human -18
- Medics 6
- Attack 12
- Virus Cards 36
 - Chicken pox 2
 - Swine Flu 2
 - Mononucleosis 2
 - Bird Flu 2
 - Malaria 3
 - Influenza 6
 - Mad Cow Disease 6
 - HIV/AIDS 6
 - Common Cold 3
 - o Ebola 1
 - Marburg Virus 1

Set Up:

- 1. Pass out 1 double human card (has two people) and 2 single human card to each player.
- 2. Each player arranges the human cards face up on the table in front of them.
- 3. Roll dice. Highest roller goes first.

Round One:

- 1. Roll the dice.
- 2. Draw as many cards as the dice shows.
- 3. Place any human cards in front of you with the rest of your humans.
- 4. If you draw any viruses, medics, or attack cards during your first turn, discard them.
- 5. Proceed around the board until everyone has had their first turn.

Round two - end:

- 1. Roll the dice.
- 2. Draw as many cards as the dice shows.
- 3. Place any human cards in front of you with the rest of the humans.
- 4. Play the rest of the cards in the following order:
 - a. Medic cards Revive two humans. If there are no humans in the discard stack, you receive no humans. If there is only one, you get one human.
 - b. Virus cards Play cards as it shows on the card. Side effect cards such as Swine flu and Bird flu are in play for the rest of the game. You must oink or chirp when you draw your cards for the rest of the game. If you are unlucky soul and get both, you have to do both. Mad Cow you only have to moo when you receive the card.
 - c. Attack cards Play cards against another player using any virus in the discard stack. If there are no viruses, you cannot attack. If the card allows them to attack another player, they can re-attack the person who gave them the card.

Losing/Winning:

- 1. If all your humans die, you lose, but the rest of the game continues until there is one person left.
- 2. The last player standing with humans wins.

Play Log:

9/18/13 - Humans versus Zombies

- 20 cards; 10 humans and 8 zombies
- Initially 4 humans per player
- Roll 1 dice
- Draw # on dice from face down cards
- Add all humans to your face up pile
- For every zombie you draw discard 1 human.
- Person with the last human standing wins.

9/18/13 - Humans versus Zombies

- 26 cards; 5 double humans, 8 zombies, 13 regular humans
- Initially 4 humans per player
- Roll 1 dice
- Draw # on dice from face down cards
- For every human drawn add to pile.
- For every zombie you draw discard 2 humans.
- Person with the last human standing wins.

9/18/13 - Humans versus Zombies

- 30 cards; 5 double humans, 8 zombies, 13 regular humans, 4 medics
- Initially 4 humans per player
- Roll 1 dice
- Draw # on dice from face down cards
- For every human drawn add to pile
- For every zombie you draw discard 2 humans.
- Person with the last human standing wins.
- Medics revive 2 humans from discard pile

9/21/13 - Humans versus Viruses

- 30 viruses, 10 regular people, 10 double humans, 20 attack cards, 10 attack cards, 10 medics
- Initially 4 humans per player
- Roll 1 dice
- Draw # of dice from face down cards
- Add humans to regular pile
- For every virus discard 2 people
- Person with last human standing wins
- Medics revive 2 people from discard
- Attack other players when an attack card is drawn. Use viruses from discard pile

9/22/13 - Humans versus Viruses

- 18 double humans, 18 single humans, 10 medics, 10 attack cards, 34 viruses
- Initially 4 humans per player
- Roll 1 dice

- Draw # of dice from face down cards
- Add humans to regular pile
- For every virus discard 2 people
- Person with last human standing wins
- Medics revive 2 people from discard
- Attack other players when an attack card is drawn. Use viruses from discard pile

9/22/13 - Humans versus Viruses

- 18 double humans, 18 single humans, 6 medics, 12 attack cards, 36 viruses
- Initially 4 humans per player
- Roll 1 dice
- Draw # of dice from face down cards
- Add humans to regular pile
- For every virus discard 2 people
- Person with last human standing wins
- Medics revive 2 people from discard
- Attack other players when an attack card is drawn. Use viruses from discard pile

9/26/13 - Humans versus Viruses

- 18 double humans, 18 single humans, 10 medics, 10 attack cards, 34 viruses
- Initially 4 humans per player
- Roll 1 dice
- Draw # of dice from face down cards
- Add humans to regular pile
- For every virus discard 2 people
- Person with last human standing wins
- Medics revive 2 people from discard
- Viruses now have individual traits. Play whatever trait is on the card
- Attack other players when an attack card is drawn. Use viruses from discard pile

9/28/13 - Humans versus Viruses

- 18 double humans, 18 single humans, 10 medics, 10 attack cards, 34 viruses
- Initially 4 humans per player
- Roll 1 dice
- Draw # of dice from face down cards
- Add humans to regular pile
- For every virus discard 2 people
- Person with last human standing wins
- Medics revive 2 people from discard
- Attack other players when an attack card is drawn. Use viruses from discard pile
- Round one: cannot die. Pick up all cards, but only keep humans. Do not play viruses, medics, or attack cards.

9/29/13 - Humans versus Viruses

• See current instructions















