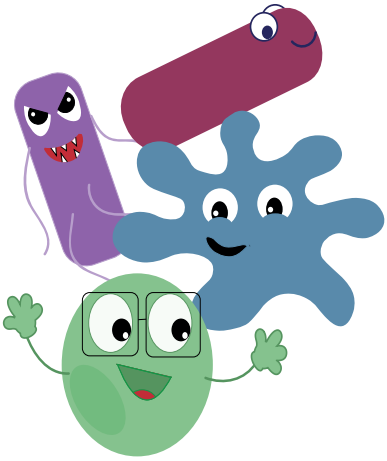
IMMUNITY WARS

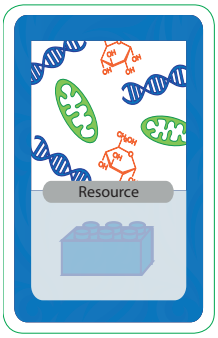


1. Objective of the game

The objective of the game is to beat your opponent's immune system by using different invasive bacteria and viruses. But beware, your immune system is also vulnerable to attacks from foreign bacteria and viruses released by your opponent. To protect yourself, you have to use the cells of your immune system. To win the game, you must reduce your opponent's life points to zero.

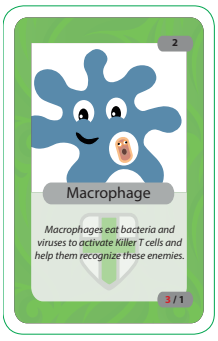
2. The different playing cards

The deck contains 5 different classes of cards, each with a different function in the game. Different cards are used for attack, defense, and some have special effects that are always mentioned on the card. Cards are activated by playing them from your hand onto the surface you're playing on.



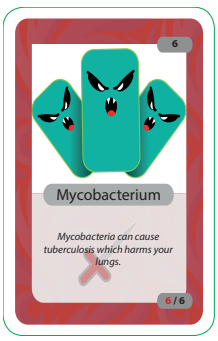
Resources

Similar to how bricks are used as the bases for building, various molecules and elements are essential for the productions of cells. In our game, such essentials are known as Resources. The Resources cards are used to be able to build different cards throughout the course of the game. The more complex the cell is, the more resources need to be played for the card to be activated. The upper-right-corner of the card always mentions how many resources are needed to activate that card. Every player is allowed to play one resource card per turn.



Cells of the immune system (defensive cards)

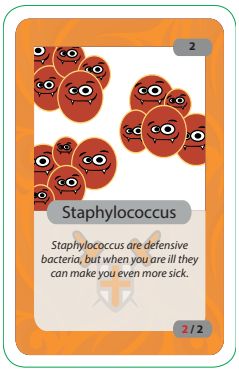
These cards are surrounded by a green border. Cells of the immune system are used to defend attacks from bacteria and viruses from your opponent in an attempt to save your life points. Each different immune cell type has a unique attack and defense value indicated by red and black, respectively, on the lower-right-corner of the card. The attacking power states how much damage the immune cell can cause to an incoming attacking bacteria or virus. The defence value states how much damage the cell can handle from attacking bacteria or viruses.



Viruses and bacteria (attacking cards)

Viruses and bacteria are used to attack the immune cells of your opponent in pursuit of lowering their life points and winning the game. These cards are surrounded by a red border. The attack cards can't be used to defend your own life. Similar to the defensive cards, each attack card has an attacking power and a defending power, the attacking power states how much damage the card can cause on your opponent's life points. The defense power indicates how much damage it can handle from a defending immune cell.

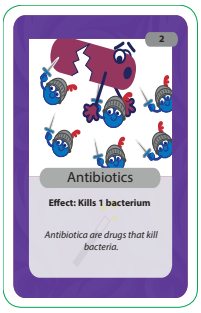
Commensal bacteria (defensive and attacking cards)



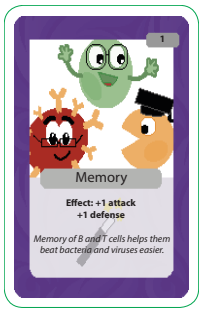
Commensal bacteria can be used by the player for defence and attack, these cards are surrounded by a yellow border. Commensal bacteria are benign bacteria that defend the player, however they can also be used to attack your opponent and reduce their lives. But, beware, commensal bacteria can also turn against you, this is made possible by a special card played by your opponent, the commensal backstab. When this card is played by your opponent the attacking power of your commensal bacteria is subtracted from your life points and your commensal bacteria on the playing field die, add the commensal card to your stack of played cards.

Special Cards

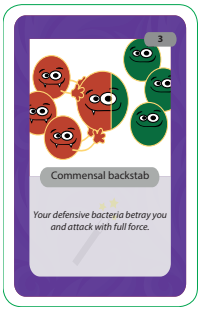
These cards are surrounded by a purple border. You must use resources to activate these cards, as you would do for the defence and attack cards. These cards carry out special effects and can only be played once.



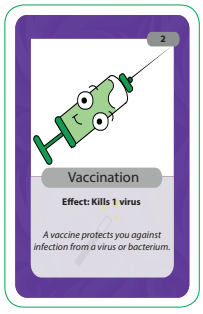
By activating the antibiotic card, you get the chance to kill an opponent's bacterium of choice. However, beware that if your opponent has a resistance card activated to protect their bacterium, your antibiotic will not be effective.



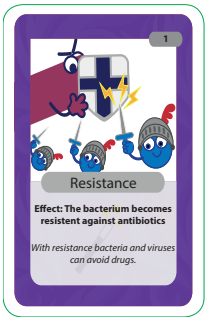
The memory card can be played in addition to a defence card. Memory cards increase the attacking and defence powers of your immune cell by one point. This increase lasts as long as the defence cards stays alive.



When the commensal backstab card is played by your opponent, your commensal bacteria will turn against you, meaning that the attacking power of that bacterium will be deducted from you life points and all your activated commensal bacteria will die.



Just like antibiotics, you can play the vaccination card to kill an attacking card of your opponent. However, this card is not able to kill bacteria, and is only effective against viruses.



By playing this card, you can protect a bacterium of your choice against antibiotics played by your opponent. However, this card can only protect one bacterium but is active for the remainder of the game.

3. Course of the game

Every player takes a deck of cards and shuffles them, next he/she draws 5 cards. Every player has 15 life points, this is an arbitrary number which can be changed depending on how long you would like to play. Playing with more than 25 lives is not recommended due to the number playing cards. The playing field:

A turn consists of 4 steps:

1. Draw 1 card (except the player that starts the first turn, in his/her first turn he/she does not draw a playing card)
2. Activation of your resources

Cards you want to place on the playing field are paid for with resources. This payment is carried out by turning the necessary resources upside down. Turned resources cannot be used anymore during that turn. Resources that have been used during your previous turn can be used again in your next turn. Every turn 1 extra resource can be added to the playing field, but only if you have this resource available in your hand.

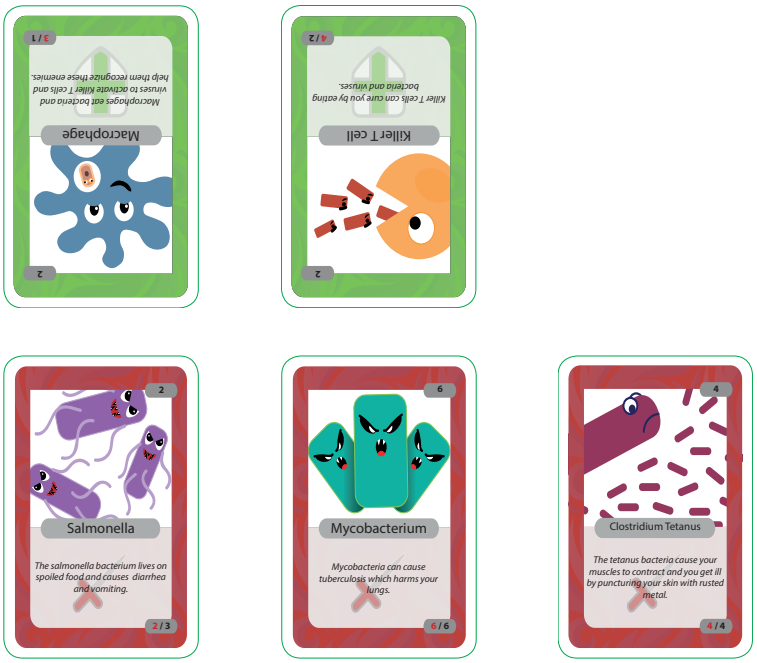
3. Adding cards to the playing field from your hand (you pay the cost with resources)

Only cards present on the playing field can be used for attack or defence. The cards you played during a turn can only be used to attack or defend the next turn.

4. Attacking phase

You win the game by reducing your opponent's life points to zero. To achieve this, you attack your opponent with viruses and bacteria. You can choose how many attacking cards you want to use per turn. An attack card is only eligible for use after being on the playing field for one turn, so it can't be used directly after playing it from your hand. To carry out an attack you slide the cards you want to use forward on the playing field. During this attack phase your opponent can defend themselves by using defence cards to block the attack. This goes as follows:

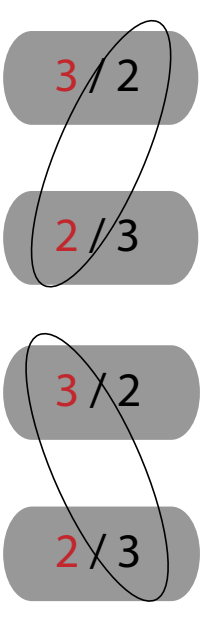
4.1. The defending player chooses defence cards he/she wants to use to block the attack. Therefore he/she chooses one defence card to defend against maximum one attack card; you can never use 1 defence card to defend against multiple attacks. For example: one player attacks with salmonella, mycobacterium and clostridium tetanus. The other player will defend using a macrophage and a killer T-cell. The defending player slides these cards forward to show which defence card is used to stop which attack card.



4.2. The defence card and the attack card fight against each other. This fighting happens by comparing the attacking power and the defence power of the cards and vice-versa. When the attacking power is equal to or larger than that of the defence power of the opponent's card then this card dies; remove it from the game and add the card to the played cards stack.

In the example:

Macrophage vs Salmonella:



Defence macrophage: 2 Attack salmonella: 2

2 - 2 = 0

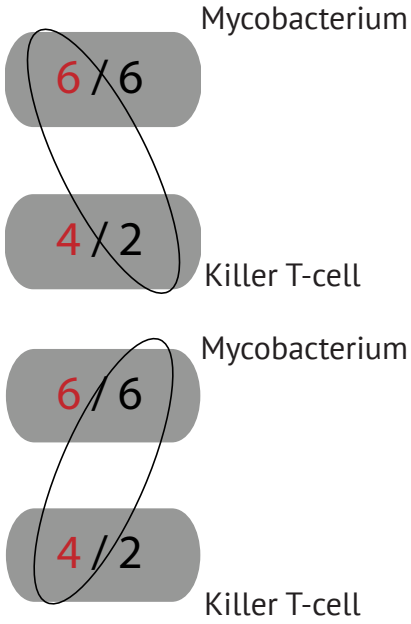
The macrophage has not enough defence against the attack of salmonella and dies.

Attack macrophage: 3 Defence salmonella: 3

3 - 3 = 0

Salmonella can not defend itself against the attacking power of the macrophage and dies as well.

Mycobacterium vs Killer T-cell:



Defence Killer T-cell: 2 Attack mycobacterium: 6

2 - 6 = -4

The defence of the killer T-cell is to low, the immune cell dies.

Attack killer T-cell: 4 Defence mycobacterium: 6

6 - 4 = 2

Mycobacterium has enough lives left and survives.

The mycobacterium has more attack power then the defence power of the killer T cell. However, there will be no subtraction of the lives of the defending player, he/she succesfully stopped the attack.

4.3. Attacking cards that are not being blocked will reduce the life of your opponent with a value that is the sum of the attacking power of the non-blocked attack card(s).

In the example mentioned above:
The defender does not have a defence card to defend himself/herself against Clostridium Tetanus. This means that Clostridium can attack without defence. The attack power of the Clostridium card is 4 which means that the life points of the opposing player will be reduced by 4.

5. Amount of cards in the game

Resources: 21

Defensive cards:
- B cells 3
- Killer T cells: 3
- Helper T cells: 2
- Macrophages: 2

Commensal bacteria:
- Staphylococcus: 2
- Streptococcus: 2

Attacking cards :
- Maesles: 2
- Clostridium Tetanus: 2
- Salmonella: 2
- Vibrio Cholera: 2
- Influenza: 2
- Parainfluenza: 2
- Mycobacterium: 1

Special cards:
- Resistance: 2
- Memory: 1
- Vaccination: 2
- Commensal backstab: 1
- Antibiotics: 2