



THE MOST **INFECTIOUS RULEBOOK**

*I dare you to look inside...
...what's the worst that could happen?*

(Maniacal laughter)

2023 | 2nd Edition



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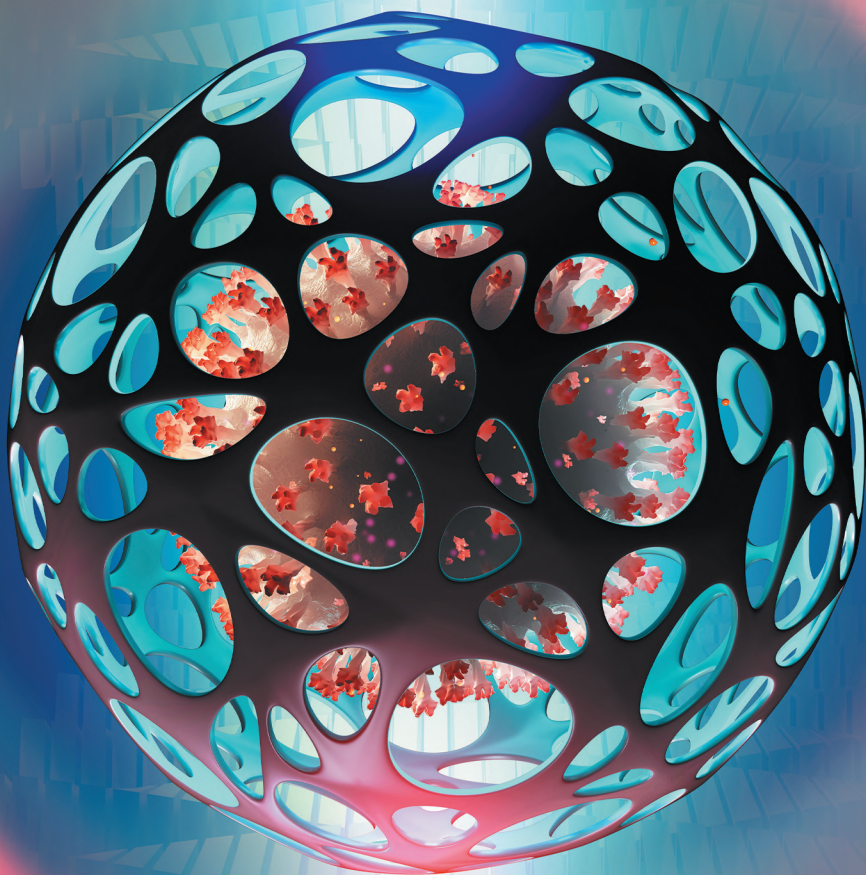
1**DISCLAIMER**

IMMUNOWARS IS A HIGHLY SATIRICAL GAME FOR THE MAD SCIENTISTS AMONG US - DRENCHED IN A HEALTHY DOSE OF DARK HUMOUR. WE HAVE PUT IN GREAT EFFORT & DONE A LOT OF RESEARCH TO MAKE THE GAME AS SCIENTIFICALLY ACCURATE AS POSSIBLE. HOWEVER, THIS DISCLAIMER SERVES IN LIGHT OF IMMUNOWARS' DARK THEME & THE MIND-BOGGLING COMPLEXITY OF SCIENCE (WE HAD TO SIMPLIFY STUFF TO MAKE IT PLAYABLE).

IMMUNOWARS DOES NOT PROVIDE YOU ANY MEDICAL ADVICE WHATSOEVER - OR ANY OTHER TYPE OF ADVICE, REALLY. WE'RE JUST A GAME... ALWAYS CONTACT YOUR PHYSICIAN OR MEDICAL PROFESSIONAL IN CASE OF ANY HEALTH ISSUES. NEITHER IMMUNOWARS NOR ITS CREATORS WILL BE HELD LIABLE AS THE RESULT OF ANY INJURIES SUSTAINED OR BAD STUFF HAPPENING DUE TO YOU IGNORING THIS WARNING.

P.S. ALSO FOR THE LOVE OF SCIENCE, DON'T EVER DRINK BLEACH. IT'S CRAZY THAT WE HAVE TO SAY THIS. IT'S NASTY STUFF, TRULY. JUST DON'T.

**BIOHAZARD**



GAMEPLAY VIDEO

Don't feel like reading the entire book, but prefer to dive into the action straight away? Scan the QR-code to watch the video & get started quickly.



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GAME OVERVIEW

ImmunoWars features a biowarfare battle royale where you defeat your foes by infecting them with various diseases, while protecting yourself with the latest technologies, medicine, and strong immune system. Sneeze on your opponents, steal their organs, cause mass outbreaks, and much more. In biowarfare, all is fair...

Step into the shoes of Mr. Black and Mr. White, forces of nature perpetually locked in battle. One leads the scientific community in creating revolutionary medical breakthroughs, while the other drives his army of rogue scientists towards mass weaponisation of all pathogens (un)known to mankind, to infect the entire world.

HOW THE GAME WORKS IN A NUTSHELL

1. Draw cards from the deck during your turn
2. Activate card abilities by spending energy: 
(however, some abilities cost no ATP)
3. Defeat your opponents by draining their health to 0 
4. Win the game by being the last player standing

For a more detailed explanation, read the next chapters or watch the video.

GENERAL INFO





Number of players:	2-6
Average duration:	60 min
Minimum age:	16+

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CHEAT SHEET

This cheat sheet shows a list of gameplay elements & definitions that you'll often encounter during your battles.

For players new to the game: this chapter does **NOT** explain all rules you need to understand to play ImmunoWars. If this is your 1st time, **read the other chapters first.**

Attack	when you play an Infection on someone
Infection	Virus () and Bacteria () cards
Co-Infection	when multiple players are infected with the same Contagious Infection. For more info: p.X Biohazard
Contagious	Infection with biohazard () =1 or higher
Symptoms	for some cards you must roll the die to find out what happens
Roll the die	always only roll 1 die, never 2 dice. If the ability lasts for multiple turns, only roll in the 1st turn
-1 HP (once)	one-time effect that occurs at the end of the Infection's 1st turn
-1 HP /turn	recurring effect that occurs at the end of each turn of the Infection's duration
	this is not an 8, but an infinity symbol; chronic Infection that needs treatment to go away

4

COMPONENTS

You'll find the following pieces inside the box:


#	Components	#	Tokens
108	Playing cards	60	Timer tokens
6	Player cards	<i>-10 for each player</i>	
6	Player Boards	36	HP tokens
2	Dice	12	ATP tokens

PLAYING & PLAYER CARDS

10 Card Types

Card types are recognised by their symbols in the top left corner. Also keep an eye out for the **colour of the bars**: these indicate if a card is **offensive**, **defensive**, or **sneaky**. Also, offensive cards are generally dark themed, while defensive cards are light.

For more information on each type, see **p.16 Card Types**.



TRIPLE E

1 **1** **DISORIENTATION**



Confused and dizzy, you misplace a card:

- **The player to your left may blindly steal 1 card from your hand.**


5 **1** **ENCEPHALITIS**

Your brain is on fire... but not in a good way. Brain inflammation causes heavy damage:

- **-5 HP (once)**

OOO  





Eastern equine encephalitis is a rare but often fatal disease transmitted by mosquitoes, affecting a wide range of animals, such as horses and humans.



NATURAL KILLER CELL





3 **CYTOTOXIC SACRIFICE**


The NK cell sacrifices itself for your sins by releasing all of its toxic granzymes:

- **Destroy 1**   **OR**  
- **Discard after use**

8 **APOPTOTIC ASSASSINATION**

NK cells are seasoned pros that catch their prey to injects toxins, while sparing plenty reserves:

- **Destroy 1**   **OR**  
- **Keep after use**

ACTIVE 

While similar to cytotoxic T-cells, NK cells have the ability to track down invaders without antibodies or MHC, making them quick & very effective.

Player Cards

Every player keeps this card in front of them, which makes your life a lot easier by showing an overview of:

- How to play the game.
- How to use the card types.

HOW TO PLAY

STARTUP TURN | Highest roller starts:

1. **DRAW** 4 cards
2. **REPLACE** Random Events & Trapcards with new cards

TURN ORDER:

1. Gain **2 ATP**
2. Perform **3 ACTIONS**
3. Remove **TIMERS** from cards and undergo their **EFFECTS**

WHAT'S AN ACTION

ACTION:

- **DRAW** new card
- **INFECT** an opponent
- **EQUIP** card (place in front of you)
- **ACTIVATE** Immunocard ability
- **PLAY** card from your hand

NO ACTION:

- **PLAY** Action Card
- **SELL** card for ATP sale value
- **DISCARD** a card (max 7 cards in hand)

HOW TO USE CARD TYPES

PLACE IN FRONT OF YOU

- Equipment** put HP tokens (armour) on card
- Vaccine** face-down
- Immunocard** 1) equip card
2) activate ability when needed

PLAY FROM YOUR HAND

- Consumable** on yourself
- Usable** on yourself/others
- Action Card** whenever you want
- Virus** infect opponent
- Bacteria** infect opponent

ACTIVATED INSTANTLY

- Trapcard** on you
- Random Event** on everyone

A PAIR OF DICE

There are a few of situations in which you roll the die (**always roll only 1 die**):

- To determine who starts the game.
- When an ability involving a die roll is activated on you (**see example below**).
- When you attack a player who is suffering from a contagious disease. **For more info: p.18 Biohazard**



Example:

: **Mild symptoms if you roll between 3 & 6.**

: **Heavy symptoms if you roll 1 or 2.**

NOTE: for an ability that lasts multiple turns, no need to roll each turn - your first roll counts for the entire duration.

PLAYER BOARDS & TOKENS

Use this to keep track of your **HEALTH** and **ENERGY**, by placing **one HP** & **one ATP** token on the board. Whenever you gain or lose HP or ATP, slide that token to its new level.

If your health or energy level exceeds the **maximum value** on the board, place an additional token to get the correct level.



HP Tokens indicate how healthy you are and are used in **2 ways**:

1. Primary health: the value on your Player Board. If your **health = 0**, you are **DEAD**. Being dead is bad.
2. Armour: extra protection gained by wearing Equipment. This does **NOT** show on your health bar, but on the cards. **Example:**

Gas Mask has armour = 5; place 5 tokens on it. If you suffer HP damage, you are allowed to spread it between Equipment & Player Board. But you can **NOT** transfer HP from Equipment to your health or vice versa, or between Equipment cards. If Equipment runs out of HP tokens, it's broken and discarded. **For more info: p.23**

Equipment



ATP Tokens indicate your energy level & are used as currency. If your **energy = 0**, you can't use abilities that cost ATP. There are 3 ways to get ATP:

1. Starting your turn by waking up with new energy
2. Playing ATP-booster cards, such as Coffee
3. Selling cards that have a sale value



Timer tokens are player-specific tokens used to keep track of the duration of turn-based effects, such as Infections. Effects can last for 1 or more turns, or even be chronic. In the latter case, the effect won't wear off without intervention.

Before you attack another player, scan the table for their colour Timers to see what effects are currently active on them; you don't want to accidentally stumble onto a nasty disease of theirs.



THE MOST INFECTIOUS RULEBOOK

Are you serious? Do we need to spell out everything for you? You're looking at it right now. Gotta be more focused if you're gonna survive this biowarfare bonanza.

Now that you've had a look at the components, flip to the next page to see the game looks on a table.



DECKS

DISCARD PILE



DICE



EQUIPPED CARDS

INFECTION

ARMOUR



TIMERS



PLAYER CARD

PLAYER BOARD



HAND (MAX. 7 CARDS IN HAND)

5

HOW TO PLAY

ImmunoWars is a player-vs-player (pvp) game where you kill your opponents by infecting them with diseases and being the last one standing. If your **health = 0**, you are **DEAD**. Activate abilities with **ATP**, your energy reserve, to protect yourself and attack others.

PREPARATION

Choose a game mode

- A. Normal Start with **10 HP & 0 ATP**
- B. Blitzkrieg Start with **6 HP & 2 ATP**

Before you start

1. Shuffle playing cards & split them into 2 decks.
2. All players gets a Player Board, Player Card & Timer Tokens.
3. Place 1 HP & 1 ATP token on your Player Board.

STARTUP TURN

1. All players roll the die. The **highest roller starts**.
2. Draw a **total of 4 cards** from either or one of the decks.
3. If you draw **Trapcards** or **Random Events**, put these back into the deck & draw new cards. You may **NOT** start the game with these cards in your hand.

Once all players have finished this turn, it's time to start the game. I wish you good fortune, my mad scientists. May you prevail in the wars to come...

START OF TURN

1

AWAKENING

Gain +2 ATP

(+ATP from equipped Mitochondria)

2

TACTICAL PHASE

Perform 3 ACTIONS of your choice

See below what does and doesn't count as an action

3








COUNTDOWN

Remove a TIMER TOKEN from relevant cards and



EXPERIENCE their effects. Cards that run out of timers are discarded

END OF TURN

WHAT'S AN ACTION?

- Draw a card from the deck. **Max 7 cards** in your hand!
- Infect an opponent:  Virus or  Bacteria.
- Equip a card:  Immunocard,  Equipment,  Vaccine.
- Activate an equipped ability: Immunocard or Equipment.
- Play a card from your hand:  Consumable or  Usable.

WHAT'S NOT AN ACTION?

- You can always play  Action Cards, even during another's turn.
- Discard cards that aren't useful to you.
- Sell cards that have a sale value on the bottom right. Sell to the discard pile or try to get a better price from another player.
-  **P** Passive abilities are automatically activated after you equip a card with with such ability.

A FEW MORE THINGS

- The cards are randomly divided into 2 decks, to give you extra freedom of choice - some abilities even offer you a sneak peek of the top of a deck.
- If both decks run out of cards, while more than 1 player still breathes, **mass mutation mode** is activated:
 1. Reshuffle all cards on the discard pile and divide them into 2 new decks.
 2. From now on, abilities of **ALL new Infections** anyone plays cause an additional **-1 HP/turn**. Infections that were active before this mode started, remain unaffected.

If you get into a heated argument with friends about the rules & cannot find it here, try our online FAQ. If you cannot find it there, you're at the mercy of your game master. Tough luck!



immunowars.io/faq



6 CARD TYPES

This chapter guides you through the **10 card types** and how to use them. Each type functions slightly differently and, if used right, may guide you to glorious victory. Your **Player Card** also shows a compact overview. Whenever you forget, have a quick peak.



Bacteria



Vaccine



Action Card



Virus



Equipment



Trapcard



Consumable



Immunocard



Random Event



Usable

These symbols are found in the **top-left corner** of every card. In addition, to get a feeling of what type of card you're looking at, keep an eye out for the following visual cues:

- the colour of the bars show if a card is **offensive**, **defensive**, or **sneaky**.
- In most cases, dark cards are offensive, while light cards are defensive.
- While the colour of a card's border is flavour, Infections can be quickly recognised by their *funky* border.

Check out the following sections for a more detailed overview per card type.



BACTERIA / VIRUS

Play on your foes to **infect** them with an ability of your choice. If you're infected, try to cure yourself during **2. TACTICAL PHASE**. If you don't, remove one timer at **3. COUNTDOWN** and suffer its negative effects. Once it runs out of timers, the card is discarded.

CARD TITLE

COLOUR is important!

CARD TYPE

MODE OF TRANSMISSION

Localisation: this is flavour

ATP PRICE. Pay to ACTIVATE this ability.

ABILITY DURATION. Place TIMERS on card

3 3 1ST ABILITY TITLE

Regular typeface shows flavour text.

- **Bold typeface shows ABILITY EFFECTS.**
- -2 ^{HP}/turn <-- Pay attention to **SYMBOLS**.

4 2 2ND ABILITY TITLE

- -5 ^{HP} (once) <-- damage only after 1st turn

BIOHAZARD DNA/RNA: Flavour SEVERITY

NON-GAMEPLAY: simply contains fun facts/interesting info, and typically requires a magnifying glass to read. Visit our **BIBLIOGRAPHY** on p. 28.

IMPORTANT FEATURES

Mode of Transmission

The 2nd hexagon explains how the disease is transmitted.



Airborne



STD



Mosquito



Foodborne



Bloodborne



Zoonosis

Disease Localisation

The 3rd hexagon shows which organ is primarily affected by an Infection. This is flavour and currently has no role in gameplay.



Brain



Lungs



Liver



Gastrointestinal

Biohazard (!!)

Indicates an Infection's contagiousness. If you **attack** someone who's suffering from **contagious Infection(s)**, roll the die (only 1, never 2) for each of those cards. **Bad roll = co-Infection:**

1. Place your Timers on the card next to your opponent's.
2. You now suffer the same ability of that Infection, but your countdown starts at the beginning.



:

You get co-infected if you roll:

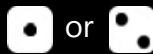
No risk of co-infection



:



:

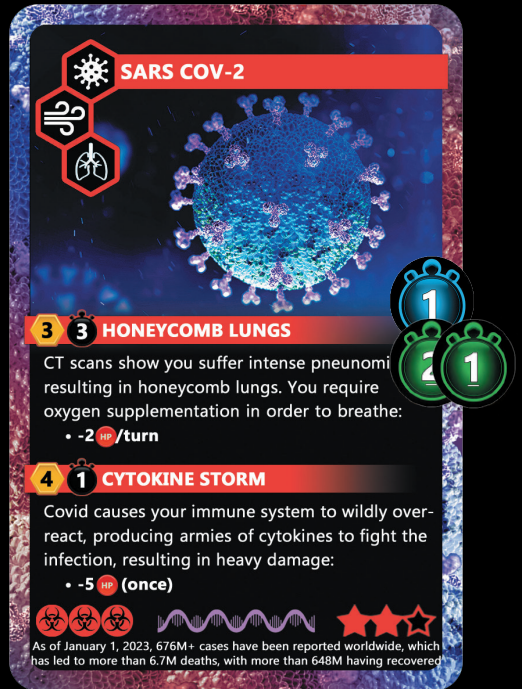


:

between  & 

Example

- Blue had already suffered 'Honeycomb Lungs' for 2 turns, when Green attacked him with another Infection.
- Green had to roll to prevent co-Infection, but rolled 2, which is too low for the level 3-biohazard rating of SARS CoV-2. **Co-Infection** occurs.
- Green places 3 Timers (the duration of this ability) next to the remaining Timer of blue. **Both players** suffer this disease now.



Severity

Indicates how difficult it is to treat that Infection, ranging from:



Any cure that can treat 2-star Infections, **ALSO** works against 1-star!

How to use

- 1) When you draw this card, take it into your hand.
- 2) During your **2. TACTICAL PHASE**, you may infect an enemy with an ability of choice.
- 3) Pay the correct ATP price and place the card in front of that player.
- 4) The victim instantly places their corresponding Timers on the card. However, that player only has to act during their turn.
- 5) During their **2. TACTICAL PHASE**, they either treat the Infection, or suffer its effects upon **3. COUNTDOWN**.

See **p. 14** or **Player Card** for an overview of the **TURN ORDER**.



USABLE

These cards have a wide variety of useful abilities.

How to use

- 1) Draw and take it into your hand.
- 2) Play by choosing an ability and paying its ATP price.
- 3) Discard after use.

CARD TITLE

CARD TYPE

Usables can also be
ANOTHER COLOUR

ATP PRICE

1ST ABILITY TITLE

Usables are **ALWAYS** single-use: After you've played these cards, they're discarded.

You cannot use both abilities: choose one.

2ND ABILITY TITLE

See above.

SUBTYPE

SALE VALUE:
Sell to discard pile, gain ATP.
You may also sell to enemies
(barter for higher price)

USABLE

VALUE

NON-GAMEPLAY: simply contains fun facts/interesting info, and typically requires a magnifying glass to read. Visit our **BIBLIOGRAPHY** on p. 28.



CONSUMABLE

Pills for lunch! These come in the form of medicine & nutrition.

How to use

1) Works just like **Usable**, but:

Bad stuff, such as food poisoning, may prevent you from being able to consume.

CARD TYPE | Consumables are generally GREEN

ATP PRICE

2 1ST ABILITY TITLE

ALWAYS single-use, since you literally consume the card.

Pay attention to SYMBOL

Example ability:

- **Destroy 1**

"UP TO 2-STARS"

SUBTYPE | SALE VALUE

CONSUMABLE | VALUE **3**

NON-GAMEPLAY: simply contains fun facts/interesting info, and typically requires a magnifying glass to read. Visit our **BIBLIOGRAPHY** on p. 28.



IMMUNOCARD

Eat your spinach to become big and healthy.

How to use

- 1) Draw and take it into your hand.
- 2) Equip by placing in front of you - **don't** pay ATP yet!
- 3) Activate ability when needed and pay ATP for it.

CARD TITLE

Immunocards are GREEN

CARD TYPE

ATP PRICE

3

1ST ABILITY TITLE

- Destroy 1 ★★★★ OR ★★★★
- Discard after use

|
"UP TO 3-STARS"

Depends on ability whether it's usable once or repeatedly

P

2ND ABILITY TITLE

PASSIVE: this ability is free & always functioning when this card is equipped

SUBTYPE: active/passive/hybrid

HYBRID

— Flavour

NON-GAMEPLAY: simply contains fun facts/interesting info, and typically requires a magnifying glass to read. Visit our [BIBLIOGRAPHY](#) on [p. 28](#).



EQUIPMENT

Looking to defend yourself? Always wear protection in the lab.

How to use

- 1) Draw and take into your hand.
- 2) Equip and place **HP tokens (armour)** on the card.
- 3) You may divide HP damage between armour and health.

CARD TITLE

5 CARD TYPE Equipment is GREEN

HP

ARMOUR: place number of HP TOKENS on the card. If it runs out of tokens, it's broken: discard it.

1ST ABILITY TITLE

You may not redistribute HP between health & Equipment, or between Equipment-Equipment.

Whenever you have to roll for an infection transmitted through ☞☞☞:

- +1 to die roll

In addition to armour, these cards sometimes also provide an ability or other bonus.

SUBTYPE: max 1. piece per body SALE VALUE
| part, unless stated otherwise.

EQUIPMENT: FACE VALUE **5**

NON-GAMEPLAY: simply contains fun facts/interesting info, and typically requires a magnifying glass to read. Visit our **BIBLIOGRAPHY** on p. 28.



VACCINE

You miss 100% of the shots you don't take.

How to use

- 1) Draw and take into your hand.
- 2) Equip **face-down** on the table.
- 3) If you're attacked with Infections you're vaccinated against, show your vaccine and discard the Infection card. Keep the vaccine.



CARD TITLE

CARD TYPE

Vaccines are GREEN

PASSIVE: this ability is free & always functioning when this card is equipped

P 1ST ABILITY TITLE

Gain immunity against the following 

- Influenza
- Parainfluenza
- H1N1 Swine Flu

Place this card face-down on table.

SUBTYPE

VACCINE

NON-GAMEPLAY: simply contains fun facts/interesting info, and typically requires a magnifying glass to read. Visit our **BIBLIOGRAPHY** on p. 28.



ACTION CARD

Got a trick up your sleeve? These cards are the wet dream of jokers all across the globe.

How to use

- 1) Draw and take into your hand.
- 2) Play whenever you like, even when it's not your turn. *Especially* when it's not your turn.



ORGAN THEFT

CARD TYPE

Action Cards can be any colour

1ST ABILITY TITLE

Action cards are the type with highest variety of abilities and can give you the edge in many creative ways.

- **These cards cost NO action to play.**

SUBTYPE

ACTION

NON-GAMEPLAY: simply contains fun facts/interesting info, and typically requires a magnifying glass to read. Visit our **BIBLIOGRAPHY** on p. 28.



TRAPCARD

When life gives you lemons, squeeze them in your eyes and scream.

How to use

- 1) When you draw these cards, they're **instantly activated on you!**
- 2) Suffer its effect(s) and discard the card afterwards.

 **CARD TITLE**

CARD TYPE | Trapcards are mostly RED

1ST ABILITY TITLE

You may NEVER hold these cards in your hand.
When you draw these, suffer the consequences immediately!

SUBTYPE

EVENT

NON-GAMEPLAY: simply contains fun facts/interesting info, and typically requires a magnifying glass to read. Visit our **BIBLIOGRAPHY** on **p. 28**.



RANDOM EVENT

Did anyone say... pandemic party?

How to use

- 1) When you draw these cards, they're **instantly activated on everyone**, starting with you and moving in a clockwise order.
- 2) After everyone has experienced its effect(s), discard the card.

CARD TITLE

CARD TYPE Random Events are mostly RED

1ST ABILITY TITLE

You may NEVER hold these cards in your hand.
When you draw these, everyone gets to feel the consequences immediately!

SUBTYPE

EVENT

NON-GAMEPLAY: simply contains fun facts/interesting info, and typically requires a magnifying glass to read. Visit our **BIBLIOGRAPHY** on p. 28.



BIBLIOGRAPHY

A healthy relationship between science and society - based on trust, transparency, accessibility, and understanding - is key to progress. Through various immersive experiences, ImmunoWars strives to cultivate & grow this relationship and build bridges.

For the development of this game, thousands of hours have gone into research on a wide variety of topics, such as Infections, novel medications & technologies, and the marvel that's known as your immune system.

In order to create a game that's actually playable and fun, we had to simplify stuff and make assumptions within science's infinite complexity. In light of scientific developments and discoveries, some information on the cards may become outdated in time. We will keep updating our digital bibliography with the latest news, so don't forget to check that page periodically.

We provide you access to our **digital library** through the QR-code below, which contains scientific information about all topics that ImmunoWars covers. We invite you to share with us your findings and observations.



immunowars.io/bibliography



CONTACT US

You've made it to the final page, no small feat. You're now more than ready to infect your friends. Help us spread this edutainment Infection across the world - whether it's gamers, scientists, or any other people.

We highly appreciate all feedback, constructive and destructive. Share with us your ideas and tips on how to improve not only this game, but also future projects within the Immunoverse. Bad jokes are also more than welcome.

Are you a scientist? Can we help put your research in the spotlight? Are you interested in any form of collaboration? Or do you want to share feedback with us? Then please don't hesitate to contact us through e-mail, or follow us on our socials:



info@immunowars.io

Join the ImmunoWars Community and Get a **15% discount** on your next order!

Also get notified about developments and launch of our next expansion pack!



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STAY TUNED FOR



THE NEXT CHAPTER



READY TO GET... **VIRAL?**