



Introduction_Section



Contents_Page

1. Introduction_Section

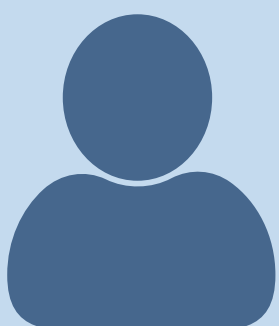
- a. Contents_Page
- b. About_The_Game
- c. Quick_Start_Guide

2. Gameplay_Section

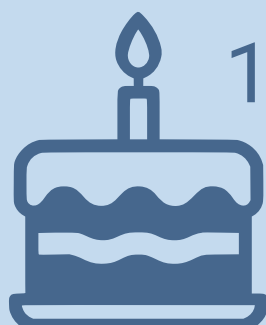
- a. Set_Up
- b. Definitions_Before_We_Play
- c. Playing_The_Game
- d. Winning_The_Game
- e. Starting_The_Game

3. Educational_Section

- a. How_To_Utilise_This_Game
- b. Failing_Forwards
- c. Card/Rule_Clarifications
- d. Card_Definitions



2-4



16+



30-40
mins



About_The_Game

Virality is a game of **rigging chance**, where you **compete** against your friends to grow your **viral population**.

Gain mutations, sabotage competitors and protect your own board in a game of chance—just like real viruses!

Each player takes it in turns to spend their **action points** to **draw** from one of the two **decks** (each with different risks and rewards) for the chance to **grow the traits** of their virus.

But beware... not all mutations are positive...

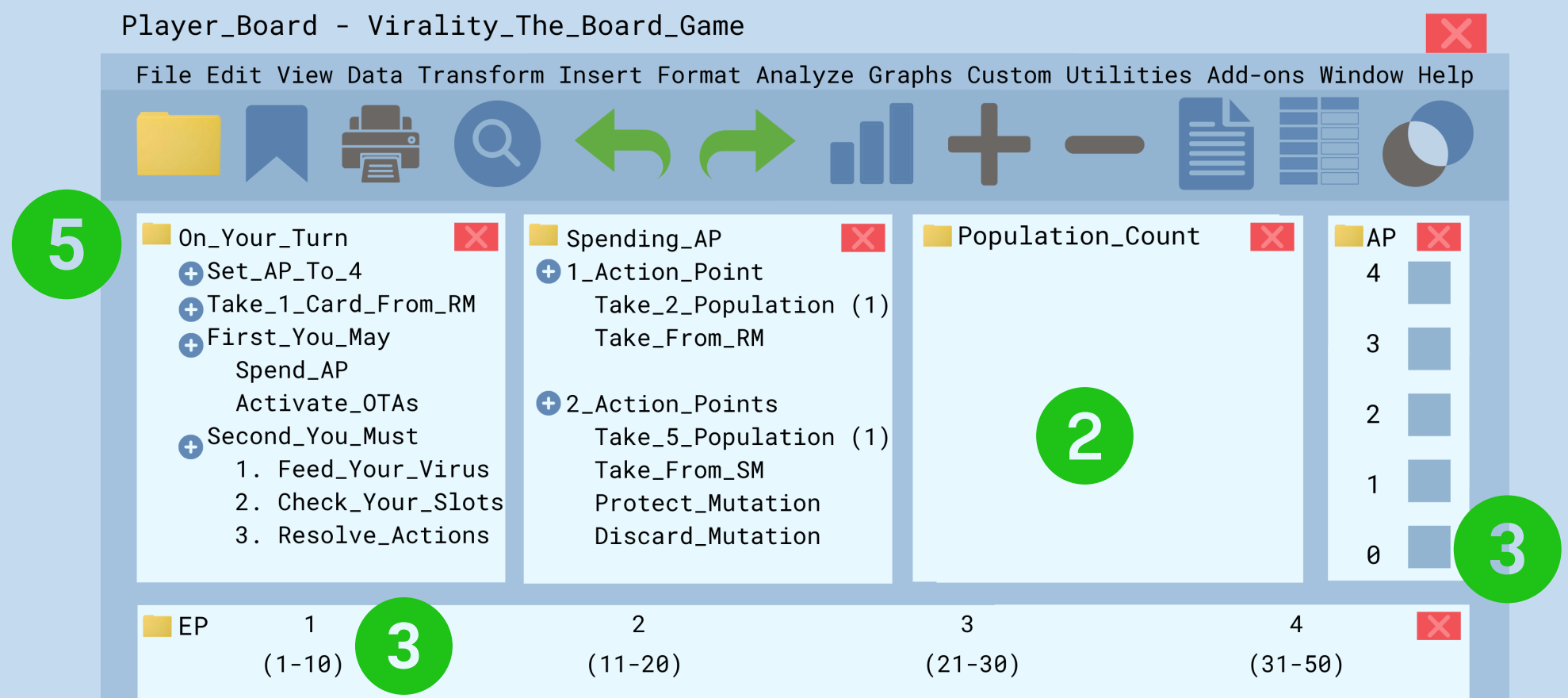
If you are seasoned to concepts of genetic mutations or are eagerly awaiting learning (because biology is interesting and cool), **the question stands:**

Can you go viral before your friends?



Quick_Start_Guide

Have you played the game before? Learn more by playing than reading? Look no further!



Set up:

1. Give each player a **player board**, **3 pink cubes** and **2 mutation tokens**.
2. Have each player place the population cubes in the **Population_Count** section.
3. Have each player place 1 mutation token on 0 in the **AP** section and 1 mutation token on top of (1-10) at the base of the board.
4. Shuffle the **Random Mutations** deck and the **Strong Mutations** deck separately. Place each in the centre of the table.
5. **Start the game!** Follow On_Your_Turn and spend AP, then pass to the next player!
6. **End** when one player hits 50 population or a deck runs out (Winning_The_Game explains)



Set_Up

Do you need detailed instructions for how to set up and play Virality? We recommend this spread for first time players.

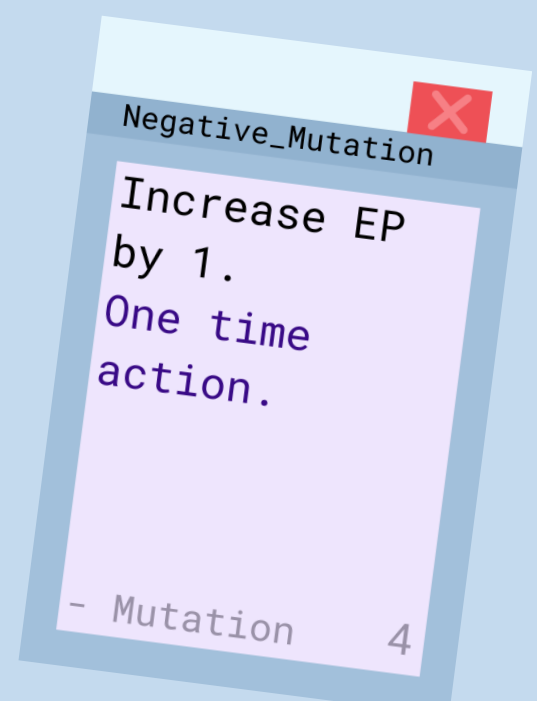
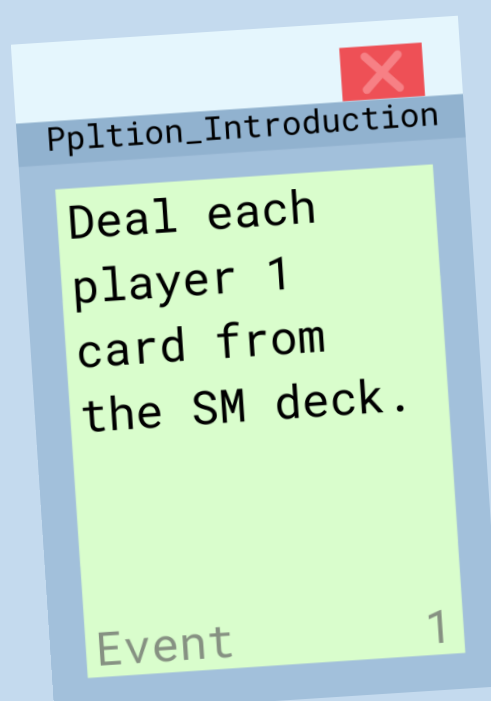
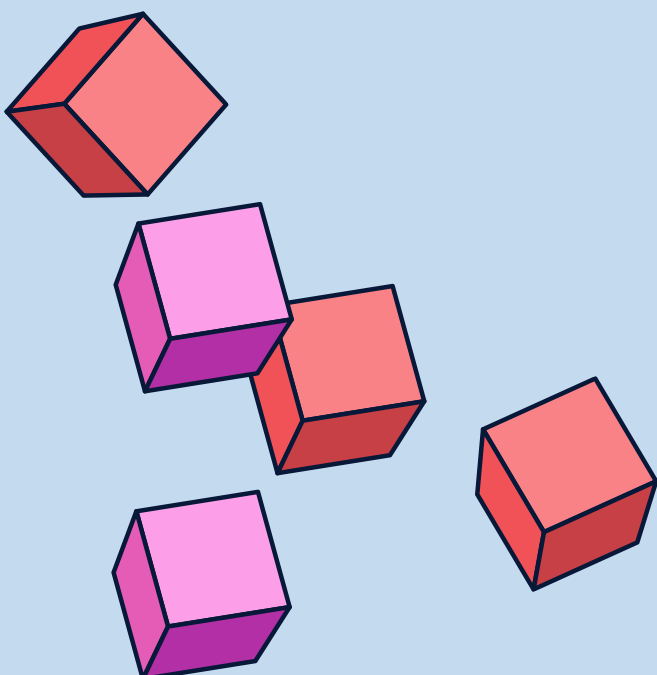
Summary:

In Virality you are aiming to grow your population higher than anyone else at the table before the game ends.

There are many things that can cause you to gain population, and many things that can cause the game to end, but first lets explain what you are working with.

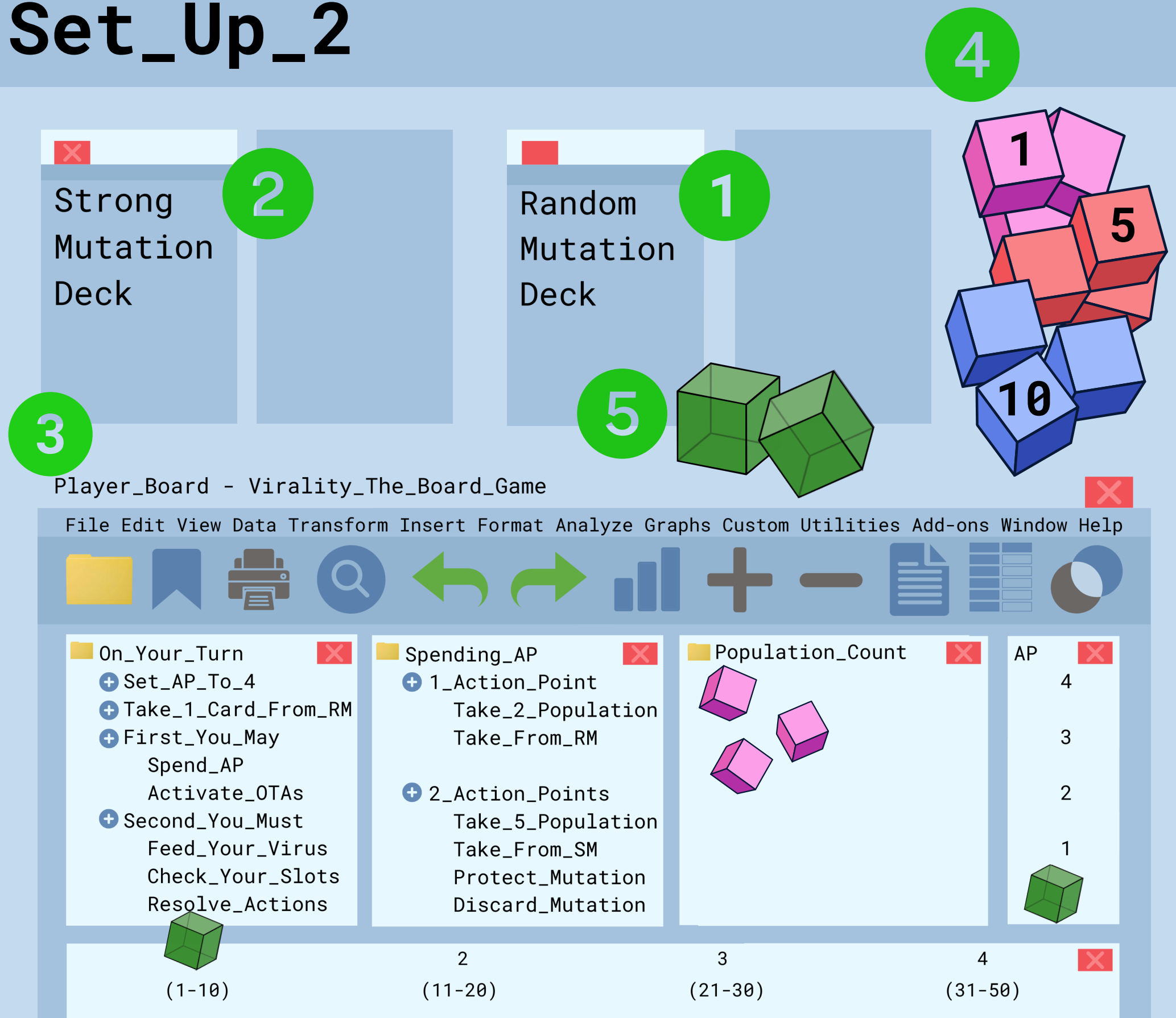
Set up:

Using the image on the right for help, follow steps 1-4 of the quick start guide. This will set the board up before you get into any explanations and Starting_The_Game later.



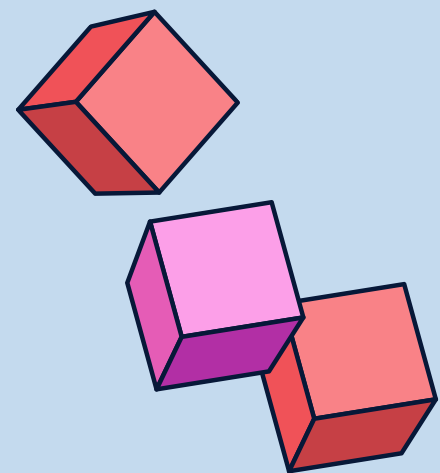
Gameplay_Section

Set_Up_2



Game pieces:

1. Random Mutation (RM) deck
2. Strong Mutation (SM) deck
3. Player board
4. Population cubes
 - (Pink- 1, Red- 5, Blue- 10)
5. Mutation Tokens
 - Used for AP tracker, EP tracker and trackers for effects that need resolving





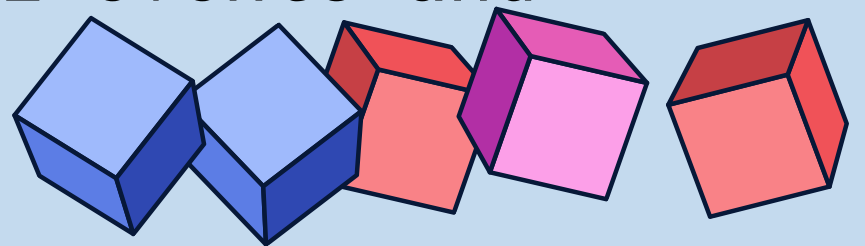
Definitions_Before_We_Play

Random Mutation (RM) Deck

This is one of the decks that you can draw from. Inside, there are cards that will increase your population size, events that will impact gameplay and various mutations.

Strong Mutation (SM) Deck

This is the other deck. It costs more to draw from but has more powerful events and mutations inside.



Mutations

Mutations are what Virality is all about. They can be positive, negative or neutral (just like in real life) and you can get them at a base random rate or spend more resources (your AP) in order to mutate yourself more frequently. You can protect your good mutations and dispose of bad ones for a cost.

Ongoing Mutations

Ongoing mutations effects happen every turn. These will stay on your board unless removed.

One Time Action Mutations

These can be activated on your turn and as soon as the ability on it has resolved, these are discarded. Place a mutation token on them as a reminder to remove in Resolve_Actions.



Definitions_Before_We_Play_2

Population Cubes

These represent the size of your virus. Pink count as 1, Red as 5 and Blue as 10. When your population changes, check to see if you move EP level! You unlock slots immediately.

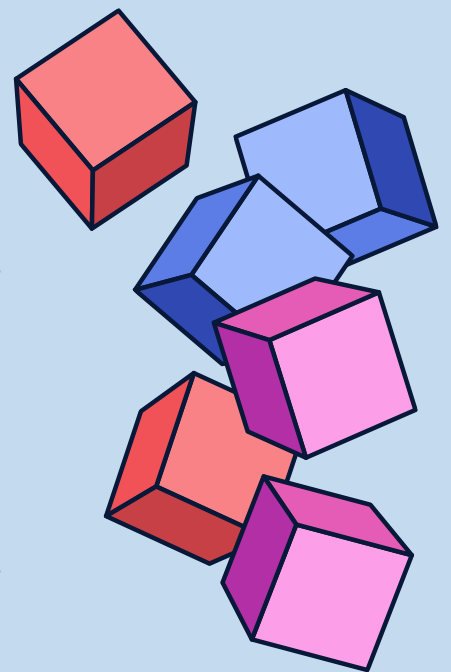
Action Points (AP)

You may spend **1AP** to:

- **Take 2** population (once per turn).
- **Draw** a card from the **RM deck**.

You may spend **2AP** to:

- **Take 5** population (once per turn).
- **Draw** a card from the **SM deck**.
- **Protect a mutation** until the end of your next turn (place a mutation token over the red cross so that it cannot be “closed”). While this marker is on the card, it can no longer be a target of any cards ability.
- **Discard** a mutation from your own board.



Effective Population (EP)

When your virus grows, it needs more resources in order to be able to survive. Each round you will need to remove population equal to your EP. Count up your population to check what bracket to look at- EP is the number above. For example, if your population is 34, you are in the (31-50) bracket so your EP is 4.



Playing_The_Game

In Virality, you will spend your turn attempting to **grow your population** as large as possible whilst accruing as many **positive** mutations as you can (these will help you win faster). There are not many actions that you can take on someone else's turn, and only specific cards that can **prevent** someone from targetting you (**protect** your good cards!!).

You do not have a hand. Any cards that you pick up instantly resolve.

- **Population increase cards** happen instantly.
- **Mutation cards** (as long as you have available space) must be played, otherwise they are discarded.
- **Event cards** also happen instantly so follow its instructions before progressing.

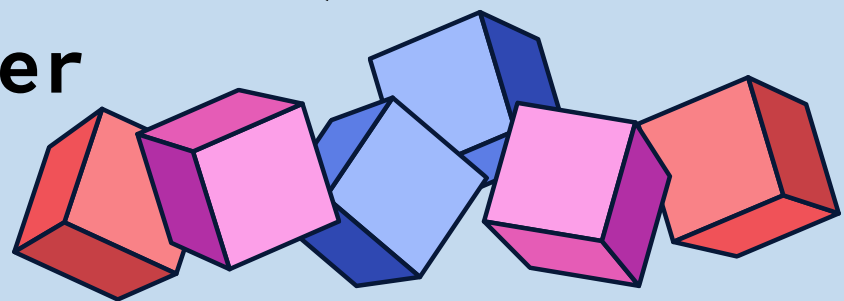
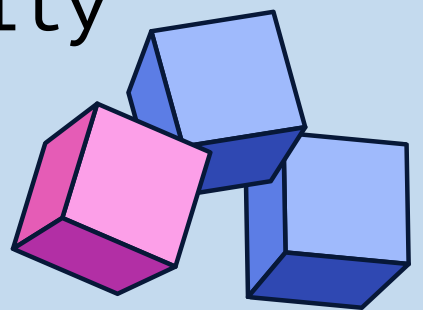
The amount of mutations you can take depends on your population size. Once your population increases to the lowest number in a **bracket**, you are able to place a mutation there. If your population decreases below this amount, you will have to **discard** the mutation that sits there at the end of your turn.



Playing_The_Game_2

Your turn progresses as follows:

1. **Set your AP to 4**
2. **Draw 1 card from the RM deck**
 - Resolve this immediately
3. **Use your AP and any abilities you may have**
 - Spend AP (decrease your tracker the relevant amount) to do that ability
4. **Feed your virus**
 - Check your EP and pay this cost
5. **Check your slots**
 - Check your population and discard any mutations that are in slots you no longer have access to
6. **Resolve any actions**
 - If any mutations have mutation tokens on as reminders to use/remove them, do this now
7. **Pass to the next player**



One more rule!

- On your turn (once per turn), you may attempt to **give a link** between a card's title and effect that no one has guessed already. Check the **Definitions_Section** to see if you are correct, and if you are... give yourself an additional population!!



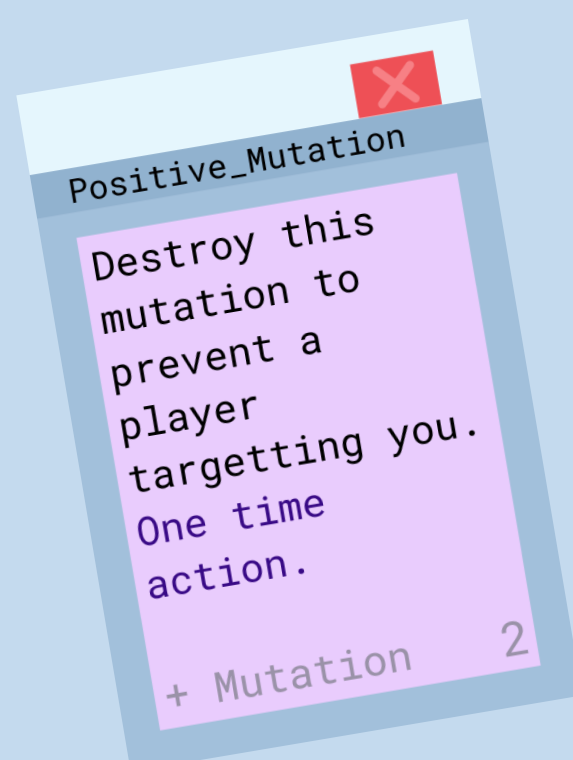
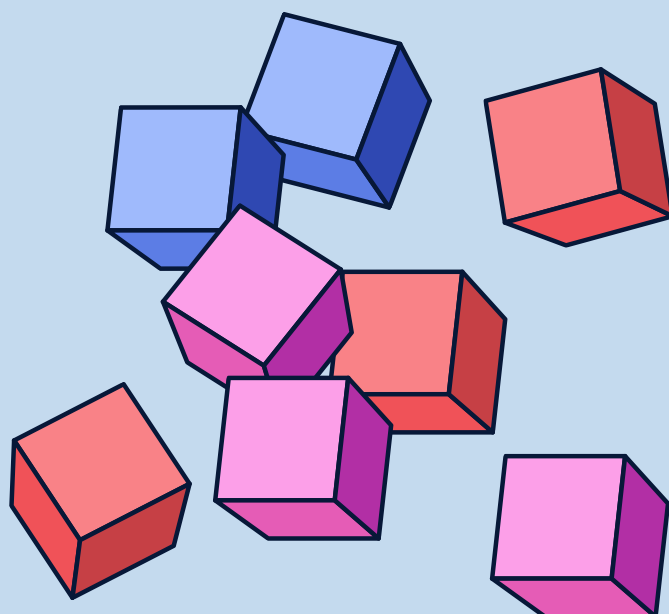
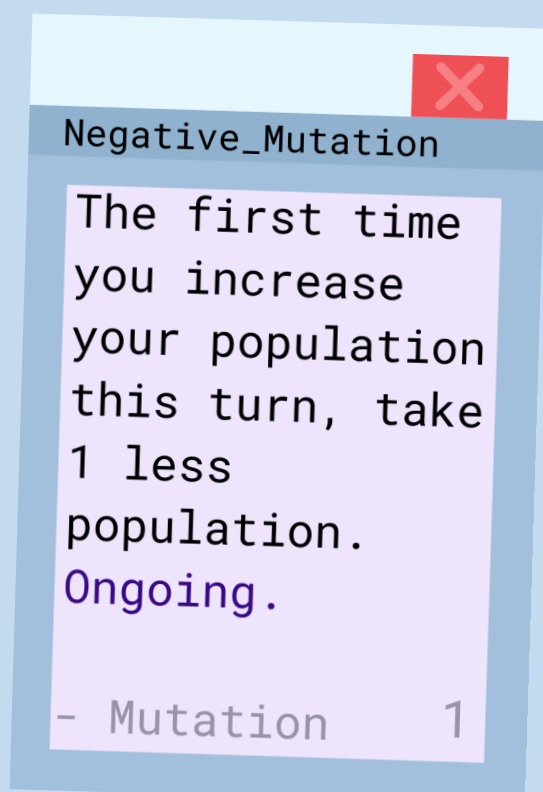
Winning_The_Game

The game ends when any one of these conditions are met:

- The **last card** from either the **SM** or **RM** deck is taken. That **player finishes their turn**. The game ends.
- One player **starts** their turn with **50 population**. The game ends **immediately**, so watch out... keep an eye on your fellow players population count!

When the game ends, the player with the **highest population wins!**

In the event of a **tie**, the player with **more mutations** wins. If there is still a **tie**, the player with the **most negative mutations** wins! If there is still a tie... share the win!!





Starting_The_Game

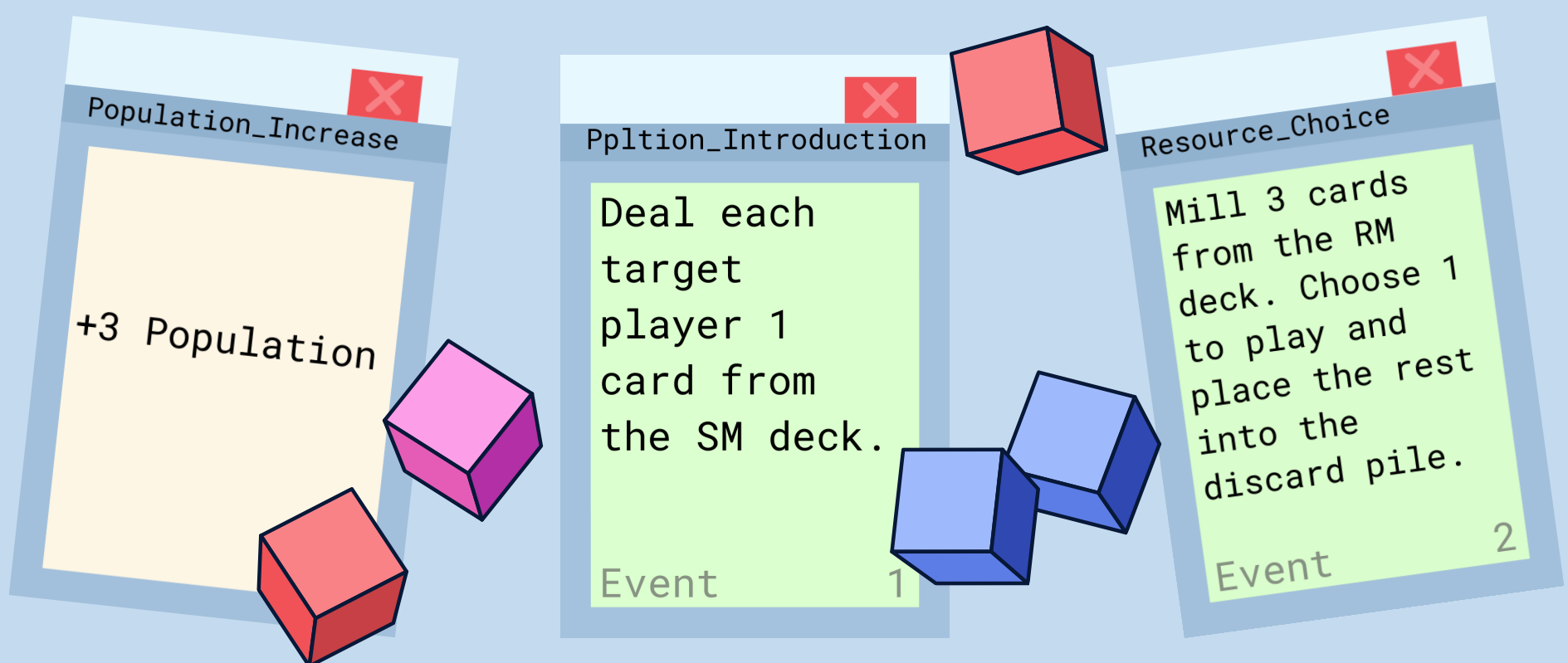
Now you know how to play the game... lets begin!

Starting with the player who has **most recently had a cold** (and then progressing clockwise), **begin the game!**

That player sets their AP to 4, draws from the RM deck and continues their turn as instructed in Playing_The_Game.

Use the player boards to help guide your turn order and decision making... and don't forget to have fun!!

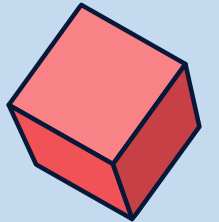
Good luck going viral!





How_To_Utilise_This_Game

Virality can be used in conjunction with any lesson plans that teach about genetics. It is suggested that everyone is familiar with the definitions to allow for an even playing field (or that everyone is learning on the fly!!).



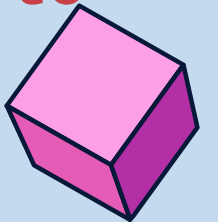
Here are our suggested Learning Outcomes:

L01: Understand that Mutations can be positive, neutral or negative to their host.

L02: Apply knowledge of viruses and genetics in order to **problem solve** why biological concepts apply to situations.

Failing_Forwards

No one likes losing. So here's our tips on how to deal with it and improve:

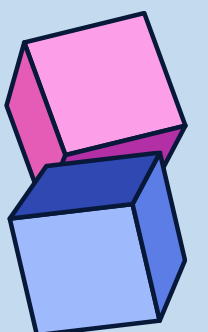


Do your research- Read through the definitions pages to clue yourself up to what information you can use to your advantage (in 1 round, you have the potential to gain 5 points from knowledge).

Watch other players- Make sure to pay attention to how other people play, they might have thought of a strategy you have not! Alternatively, this allows for opportunities to counter or react to a move.

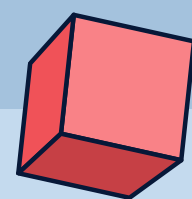
Don't overthink- Trust yourself. Spending less time on a decision will make you less attached to a specific play and less likely to get upset.

Ask questions- There are no bad questions, use everything as an opportunity to learn!





Card/Rule_Clarifications



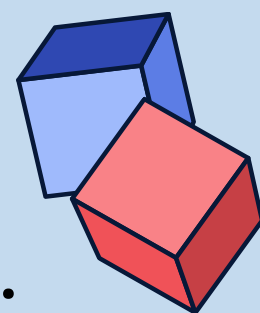
Key words

Target- choose a recipient(s) for this effect as long it is a valid target (i.e. not protected). If one player prevents you from targetting them, this applies to only them.

Targetting you- you and all of your mutations count as “you”, as mutations are part of you as a virus.

Remove- pick up a mutation and discard it.

Steal- a player takes a mutation from another players board and places it onto their board, unless they cannot. In this case it is discarded as usual. You may not steal a mutation that has been stolen this turn.



Replace- remove the targeted mutation. Put the mutation replacing it in this slot.

Move- as described. The target mutation cannot move to the location it was moved from.

Swap- Target two mutations and switch them around.

Mill- move the top card of the specified deck directly into the corresponding discard pile.

Store- as described. The effects of the mutation stored here do not activate you until you play it.



Card/Rule_Clarifications_2

Redistribute- Collect all population and split it equally between each valid target. Any additional resources get shared clockwise. If mutations are collected, choose how to distribute them as you feel as long as the number of them is redistributed.

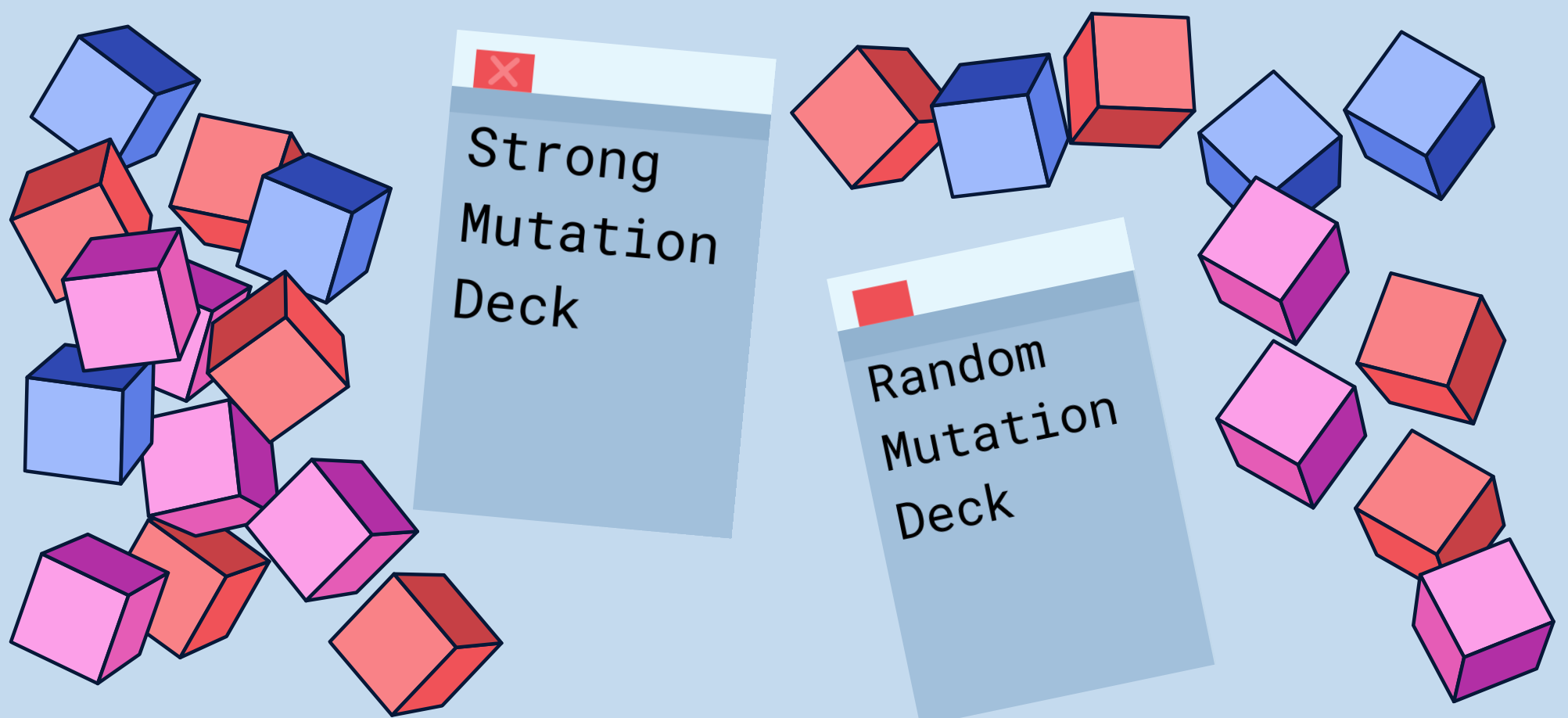
Rearrange- choose the order of these cards.

Deal- draw and give a card to a player. In turn order, each card resolves before the next.

In the game- players count as in the game as long as they still have a population higher than 0.

Card clarifications

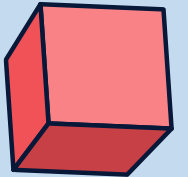
Flash_Freeze card- this is an event card that you keep on the side of your board until you use it. It does not use a mutation slot and must be discarded once used.



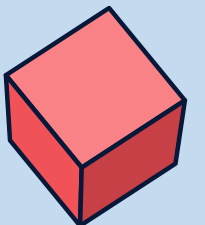


Card_Definitions

Fair_Redistribution- intervening with populations resources in order to restore the natural or usual order (often where biodiversity has been affected).



Flash_Freeze- regular freezing causes ice crystals that are damaging to cells, so freezing rapidly allows storage.



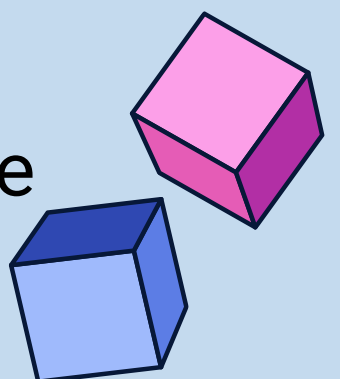
Genetic_Drift- the flow of alleles from one generation to the next.

Genetic_Migration- the loss or addition of genetic traits, usually due to movement of populations.

Human_Interference- humans can change the genetic diversity of a population.

Natural_Selection- the process where better adapted organisms survive to reproduce offspring, being brought around by many methods including:

- **Competition**- for resources, light, space.
- **Horizontal_Gene_Transfer**- genes are introduced via organisms that are not parent or offspring.
- **Temperature_Increase**- this may cause genetics to gain more energy and potentially degrade or move.





Card_Definitions_2

Negative_Mutation- mutations that change the genetics in a negative way that the amino acid sequence changes, causing differences in the protein produced does not interact the same way as before.

Neutral_Mutation- mutations that change the genetic code in a way that either does not change the amino acid sequence or change it in a way that causes no significant change to eventual protein structure.

Population_Increase- the spread of resources might become less concentrated (this is why you pay EP).

Population_Introduction- the addition of a larger range of biodiversity in genes is often beneficial.

Positive_Mutation- mutations that change the genetics in a positive way that the amino acid sequence changes, causing differences in the protein produced does not interact the same way as before.

Preferred_Environment- each organism will have a unique set of preferred temperatures, nutrient levels and many other conditions.



Card_Definitions_3

Recombinant_DNA- DNA made by combining two or more different organisms DNA to make new, artificial DNA

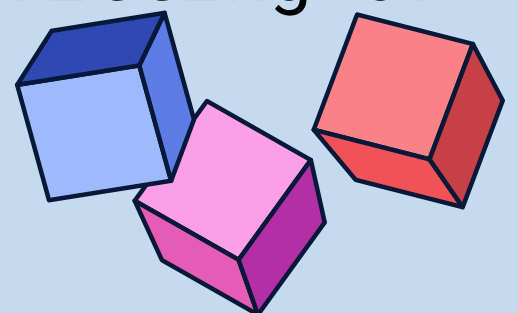
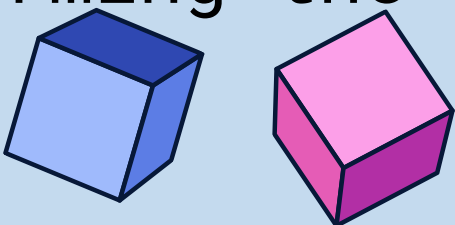
Resource_Choice- organisms have nutrient sensors. that allow them to choose between where to move and gain benefits from being close to resources.

Resource_Scarcity- lack of resources causes stress and pressure, often killing off organisms or causing extinction of organisms that are worse adapted.

Selection_Choice- organisms can move closer or further away from selection pressures like predators

Vector_Carrier- organisms that can transmit infectious pathogens, allowing them to spread where they might not be able to survive usually.

Viral_Modification- viruses insert their genome into the DNA of their host (some even infect bacteria, these are called bacteriophages), potentially benefitting or harming the infected organism.





Remember... have fun!!

If there is something missing from the rulebook, be fair, be kind and make a group decision that everyone is happy with.

The reasonings for card titles are not hard and fast, so any answers that everyone at the table deem correct are worthy of points!

If a decision cannot be made around a clarification, you must flip a coin to decide what to do and move on.

Game design and artwork made by Anna Gavin.
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