



VIRUS! 2

EVOLUTION



WARNING: You need the VIRUS! base game to play

THE VIRUSES HAVE EVOLVED!

Just as the doctors' efforts begin to bear fruit, things get complicated.

The strains stored in the laboratory for further study reveal the viruses have mutated and are much more resistant and aggressive.

Traditional medicines are useless against them.

Although our scientists work to create new effective measures, time is running out as new evolved viruses begin to spread uncontrollably, sowing panic in the laboratory.

Your new task is to control the current pandemic and prevent evolved viruses from reaching the general population.

Try to keep the viruses at bay by quarantining them to prevent their spread, but watch out for your rivals who will not make things easy for you and will do everything possible to sabotage your work and get all the glory.

CONTENT

The box contains a deck of 33 cards divided into the following types:



Organs



Evolved Viruses



Experimental Medicines



Treatments



Blank cards are included, to make your own rules.

SETUP

Combine the **VIRUS! 2** cards with the original **VIRUS!** deck and shuffle them all.

Place the bottom part of the box (Quarantine Zone) within the reach of all players.

Any time you want to switch to the original **VIRUS!**, you may simply remove the cards marked with the 2 symbol in the bottom left corner.



MECHANICS AND GAME'S OBJECTIVE

VIRUS! 2 follows the basic rules of **Virus!** Gather 4 healthy organs in your body to win.

VIRUS! 2 includes a few cards that modify the game. Below you will find a description of their use.

TYPES OF CARDS

ORGANS

Your body can not have two of the same type of organ at any time.



BIONIC ORGAN

It cannot be infected by any type of virus, basic or evolved, nor can you play any medicine on this organ. However, it may be affected by some treatments.

This organ counts as an extra organ of a new colour (grey) to form your body.

Note: You can have up to 6 different organs in your body and you'll win if 4 of them are healthy.



EVOLVED VIRUSES

These new viruses are so resistant that basic medicines are useless against them: you need an experimental medicine to eliminate them. You can also use treatments to get rid of them.

The evolved viruses only have an effect on organs and medicines of the same colour.



INFECT

Place an evolved virus card on a free organ of the same colour to infect it. The infected organs **are not considered healthy**, therefore you cannot use them to complete a body.



REMOVE

Destroy an infected organ. Place a second virus on an infected organ: that organ is destroyed and all three cards must be placed on the discard pile.

You can extirpate an organ by playing an evolved virus on top of a basic one (a) or vice versa (b). You can do it also by using two evolved viruses (c).



NEUTRALISE

Destroy a vaccine. Use an evolved virus to eliminate a basic medicine of the same colour that is placed on an organ. Both the virus and the vaccine cards are then placed on the discard pile.



EXPERIMENTAL MEDICINES

Experimental medicines allow you to protect your body against basic and evolved viruses. Use the experimental medicine cards only on viruses or organs of the same colour.



CURE

Destroy a basic or evolved virus. Use an experimental medicine card to discard a basic (a) or evolved (b) virus of the same colour that is placed on an organ. Both cards are then placed on the discard pile.



IMMUNISE (🛡️ + 🛡️)

Place an experimental medicine on a vaccinated organ to immunize it. It will be **protected forever** against the attacks of **any virus** and it cannot be destroyed. Tap the two medicine cards on top of the organ to indicate that it is now immune.



SUPER IMMUNISE (🛡️)

Place an experimental medicine turned on a free organ to immunise it **automatically**.



TREATMENTS

These cards are played into the discard pile and have an immediate effect.



OVERTIME

Play the other two cards from your hand. Draw a hand of 3 cards at the end of your turn.



SECOND OPINION

Swap your hand with another player. Then, **you may play one of the received cards**, but you cannot discard them. The other player will start their next turn with the number of cards you handed them.



HAZMAT SUIT

Play this card **during another player's turn**.

Avoid the effect of any card played against you. Instead, your opponent must choose a different player to play the card on, including themselves. If they cannot find a valid target, they will discard with no effect.

You cannot respond to one "Hazmat Suit" with another.

***Example:** If you try to play a virus against an opponent and they respond with a "Hazmat suit", look for a new player to infect. If you are the only one that has this organ, you must play it against your own body and you cannot avoid it by using another "Hazmat Suit".*

Do not draw after playing this card; you will start your next turn with one less card in hand.

If the card **affects all players**, it will affect all the others, except you.

***Example:** If you use "Hazmat Suit" to get rid of "Latex Glove", you will not have to discard your hand like the other players. On your turn play one of your two remaining cards.*



QUARANTINE

Remove a virus card from the game.

Get rid of a virus by isolating it in quarantine. Discard a virus card, basic or evolved, from one of your body's organs into the box (or Quarantine Zone).

The removed virus will remain out of play for the rest of the game. Don't forget to put the cards back afterwards for your next game!

MULTICOLOURED CARDS

VIRUS! 2 also includes new multicoloured cards. Remember these types of cards are considered wild cards; they always represent all 4 colours and **do not replace any other card**.

The **multicoloured organ** does not replace a specific organ and will be considered an additional organ that can be used to complete a body and win.

Nevertheless, as it has 4 colours, it can be immunized with two different medicines and removed with two different viruses, basic or evolved.



A **multicoloured evolved virus**, like the basic one, can affect any organ or medicine, and it can only be cured with an experimental medicine of any colour.

Multicoloured experimental medicines can immunise any organ and cure a virus of any colour, but they cannot be destroyed by any kind of virus.



OTHER GAME MODES

OUTBREAK MODE

To speed up your 6-player games, every time you use an experimental medicine to cure a virus (basic or evolved), discard it from play for the rest of the game. Keep that card inside the box (quarantine zone) until the end of the game.

DUEL MODE

If you want your 2-player games to be tighter, you can play to gather 5 healthy organs in your body.

Virus! 2 Evolution

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