



INFECTED

RULES

Infected, a game. Published by Black Forest Studio. Game design by Bryan Sloan. Art by Artur Jag.

- Recommended for 6 players
- 2 Infected games scale for 7 to 12 players
- Play time: About 10 minutes
- Recommended ages: 9 and older

OVERVIEW

The great Black Death has come to you in the Middle Ages, ravaging everyone you know. A Plague Doctor visits you. Can you trust him, or will you be next?

Infected is a quick, strategic, secret role, semi-cooperative social game using logic, deduction, and skill. One of the party is a Plague Doctor, spreading the Bubonic Plague. All other players are Villagers, working together trying to find and rid themselves of the Plague Doctor before they succumb to the greatest plague in history.

Players will try to vaccinate their fellow Villagers in their quest to gather information and protect each other, while finding the Plague Doctor.

If you are the Plague Doctor, you'll try to spread the disease as quickly as possible so that you are the lone victor. Here's the catch: *no one knows who anyone else is*. Do you have what it takes to survive the worst of the Bubonic Plague, or will you become *Infected*?

WINNING

The **Villagers** all win if the Plague Doctor's identity is guessed, or if the Plague Doctor is eliminated by an infection. The **Plague Doctor** wins if the number of Villagers remaining in the game falls to one or zero.

GAME PIECES



72 cards, including 66 game cards and 6 turn iteration cards



1 die



6 player markers



Additional turn iterations for 7 to 12 players



1 turn marker token – the Plague Doctor miniature



6 Card sleeves



Rulebook

SETUP

There are 2 types of card deck setups in the game: the Plague Doctor and the Villager. For up to 6 players, only one player will be the Plague Doctor, while all other players are Villagers. All players have a collection of 10 specific cards in their deck setups. Once these cards are properly sorted into stacks based on the below instructions, shuffle the stacks so that no one knows which stack holds any of the deck setups. Cards may be placed into sleeves to help sort and shuffle the cards into stacks.

- Each player should choose a random stack of cards so that no one knows the identity of any other player.
- Players begin each new game with a player marker on the table in front of them on the Safe side (shield). The marker will be turned to the Infected side (skull) if a player becomes Infected.
- The Plague Doctor miniature is the turn marker. It signifies who is first to declare as Safe or Infected for each round. Players choose who begins with the Plague Doctor turn marker for the first game. For additional games, the player who was the Plague Doctor in the previous game may begin with the turn marker.
- Select a turn iteration column to use for that game, which will be used to determine where to pass cards for each new round, based on the number of players remaining in the game.



Players should not give away the identity of anyone in the game, including themselves.



PLAGUE DOCTOR DECK SETUP



POSSIBLE VILLAGER DECK SETUPS

SAFE VILLAGER



SILENT VILLAGER



CONTAGIOUS VILLAGER



SPECIAL COMBINATION VILLAGERS

You're free to create your own decks, with different combinations of cards, including Safe, Roll Dice, Vaccinate Now, Vaccinate Next Round, Contagious Villager Now, Contagious Villager Next Round, Double Dice, and Silent Villager.

A 6 player game should be played with 1 Plague Doctor deck and 5 Villager decks. There should always be at least 1 Silent Villager deck. Players can choose whether to play with any Contagious Villager decks and/or other variations of the Silent Villager deck.

The Double Dice card can be randomly placed in any Plague Doctor or Villager deck in lieu of one of the other Roll Dice cards. (Just set up the other portions of the decks, shuffle the Roll Dice and Double Dice cards together face down, and deal two to each player, so no one knows if a Villager or Plague Doctor received the Double Dice card.)

Various Player Cards	# of Cards
Safe	32
Roll dice	12
Vaccinate now	5
Vaccinate next round	5
Infected now	3
Infected next round	2
Infected in 2 rounds	1
Contagious Villager Now	2
Contagious Villager Next Round	2
Double Dice	1
Silent Villager	1

66

CARDS AND EFFECTS



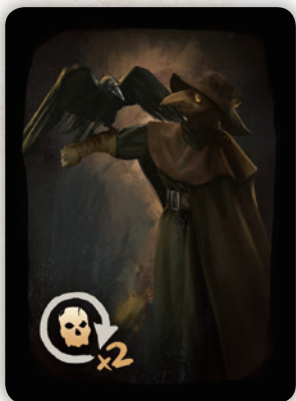
INFECTED NOW

An infection card from the Plague Doctor which carries an immediate infection that round.



INFECTED, 1 ROUND DELAY

An infection card given by a Plague Doctor which infects the recipient next round.



INFECTED, 2 ROUND DELAY

An infection card given by a Plague Doctor which infects the recipient 2 rounds from receipt of the card.



SAFE CARD

A neutral card, indicating Safety, unless otherwise Infected.



VACCINATED NOW

Protects from infection this round.



VACCINATED NEXT ROUND

Protects from becoming infected
next round.



ROLL DICE

The recipient must roll the dice
once to determine if they are Safe or
Infected.



DOUBLE DICE

The recipient must roll the dice
twice to determine if they are Safe or
Infected.



CONTAGIOUS VILLAGER NOW

Gives an immediate infection this round to a Villager. Does not affect the Plague Doctor with an infection.



CONTAGIOUS VILLAGER NEXT ROUND

This gives an infection to a fellow Villager with a 1 round delay effect. This infection does not affect the Plague Doctor.



SILENT VILLAGER

A player who has this card in their original stack or who is passed this card can never guess who the Plague Doctor is.

INFECTED				
	Y	E	R	S
6	1 > 1 2 > 2 1 > 2 2 > 1	2 > 2 1 > 1 1 > 1	1 > 1 2 > 2 1 > 1	1 > 1 2 > 2 2 > 1
5	2 > 2 1 > 1 1 > 1 2 > 2	1 > 1 2 > 2 1 > 1	1 > 1 2 > 2 1 > 1	1 > 1 2 > 2 2 > 2
4	1 > 1 1 > 1	1 > 1 1 > 1	1 > 1 1 > 1	1 > 1 1 > 1
3	1 > 1 1 > 1	1 > 1 1 > 1	1 > 1 1 > 1	1 > 1 1 > 1

GAME PASSING ITERATIONS

This is a guide for how cards should be passed each round. See page 13 for more details.

GAMEPLAY

At the beginning of each new round, players pass cards according to the turn iterations chosen for that game. (See the “Passing Cards” section below).

In Round one, two cards are passed (one to two different players). In all other rounds, only one card is passed. (In a 5 player game, only 1 card is ever passed in all rounds, including Round 1.)

Each player passes a card from their hand, face down, to another player according to the order listed on the selected turn iteration card (first player to your left, first player to your right, second player to your left, second player to your right, across, etc...). The cards are placed facedown onto the table in front of the player and are not added to the receiving players' hands.

Cards are activated when they are received. Some cards have an immediate effect, while some cards have a delayed effect. Each player should look at the cards received only after passing out their own cards and must do so without revealing (in any manner) what they received.

Players will receive one of the following types of cards:

- A Safe card: this card signifies that you are Safe.
 - A Safe card is trumped by an Infected card that activates in the same round.
- A Vaccination card: this card heals you from becoming Infected, if it is active in the same round as the Infection card.
 - Vaccinations can take effect either in the current round or in the next round, according to the card.
 - If you receive a Vaccination card that is active on the same round as an Infection card, you are Safe.
 - A Vaccination card without a corresponding Infected card functions as a Safe card.
- An Infected card or a Contagious Villager card: these cards indicate that you have become Infected and are out of the game.
 - Infection cards can go into effect in the current round, in the next round, or in two rounds, depending on the icon on the card you receive.
 - Contagious Villager cards can go into effect in the current or next round, depending on whether the card bears a delayed icon. Contagious Villager cards do not infect the Plague Doctor.
 - If you receive a delayed Infection card, you're Safe until the round that the infection is active. You can still be vaccinated at the appropriate time by receiving a timely Vaccination card from another player.
 - If you have been given an Infection card that goes into effect in the current round, but don't have a vaccination that corresponds to the same round, you are Infected.

- A Roll Dice or Double Dice card: these cards indicate that a roll of the dice will reveal the player's fate. If a player is required to roll the dice, the result for that player is either Safe or Infected. The Safe Shield depicts being Safe, while the Skull represents becoming Infected.



- If a player receives a Roll Dice card in the same round that an infection goes into effect, the infection trumps the Dice card (the player doesn't need to roll the dice), and the player declares as Infected, turning over the player marker to the Infected side and becoming inactive from the game.
- If the Plague Doctor rolls Infected, the game is over, and the Villagers win.
- A Silent Villager card: this card indicates that the player is not allowed to guess the identity of the Plague Doctor. This card affects the player holding the card in their initial deck, as well as to any player who might receive the card through a pass. This is also a "Safe" card.

Once all cards have been passed and each player has seen the cards they received, it is time to reveal each player's fate. Starting with the player who has the turn marker in front of them, and moving clockwise, each player will take a turn verbally declaring whether they are Safe, Infected, or must roll the die to determine their fate.

Infected players are eliminated from the game, while Safe players continue to the next round. Safe players will keep their player marker showing on the Safe side (the side with the shield), while Infected players will turn their player marker to the Infected side (the skull side), to indicate they are no longer an active player.



AT THE END OF EACH ROUND, PLAYERS WILL MAKE ONE OF THE FOLLOWING FOUR MOVES:

1 Declare as Safe. This action is taken if the player has received only Safe cards, has received a delayed infection that will go into effect in a future round, or was Infected but received a vaccination for the same round as the infection went into effect.



2 Declare as Safe and guess the identity of the Plague Doctor. Players are not required to guess the identity of the Plague Doctor. This option may be chosen only by players who have NEVER received an infection card from the Plague Doctor and who have not possessed the Silent Villager card. Players who were infected but were saved by a vaccination may not ever guess the identity of the Plague Doctor.



● If the guess is incorrect, the player who made the guess is out of the game and must turn their player marker to Infected.

● If the guess is correct, the Villagers win and the game ends.

3 Declare as Infected. This action is taken when a player has received an Infected card that has gone into effect for the current round without a Vaccination card in effect for the same round OR has received a Contagious Villager card without a corresponding vaccination.



4 Roll the Dice. This action is taken when a player receives a Roll Dice card or a Double Dice card. The result of the die roll indicates whether a player is Safe (shield) or Infected (skull). The Roll Dice (wheelbarrow) card indicates the receiving player should roll the die once, while the Double Dice card indicates that the receiving player must roll the die a second time if declared Safe the first roll.



After all players have declared as Safe or Infected at the end of a round, the turn marker will move to the next active player in a clockwise motion, and this player will be the first to reveal their fate in the next round.

For each new round, players will pass one card, using the selected turn iteration column to determine where to pass the card.



NOTES

- If you are handed any Infection card (immediate or delayed), you are NEVER allowed to make a guess as to whom the Plague Doctor is during any reveal phase. You also cannot tell others or signal or hint in any way as to whom the Plague Doctor is.
- Receiving a delayed Infection card means the player is still Safe until the infection takes effect.
- A Vaccination card does not protect against rolling dice. A Vaccination card only protects from an Infection card or a Contagious Villager card. For example, if you receive a 1 Round delayed Vaccination last round, and a Roll Dice card this round, you must roll the dice.
- If a player is Infected, (either from the current or a previous round) and the player also receives a Roll Dice card, the player is already Infected, so does not need to roll the dice.
- It is possible (but unlikely) that a player receives multiple cards requiring them to roll the dice (1st round). The player would then need to roll the dice as many times as required for each card received. (An exception is if a player is infected and doesn't need to roll dice).
- Conversation is natural and encouraged throughout gameplay, but may not include any information relating to the possible (or known) identity of players or type of cards received or needed in current or future rounds.
- The different types of infection cards make it difficult to know who the Plague Doctor is, because of the delayed infections. If someone declares as infected, you won't know if they were passed that infection card this round, last round, or even two rounds ago.



STRATEGY

Villagers should work together in an attempt to defeat the Plague Doctor. Villagers should use their Vaccination cards to help save their fellow Villagers. Villagers can sometimes save their Roll Dice cards in an attempt to infect the Plague Doctor. Villagers should use deduction and people-reading to guess who the Plague Doctor is (but can only guess if they have not been passed an Infection card or are not a Silent Villager). The Plague Doctor might prefer to use the delayed Infection cards earlier in the game and save the immediate Infection cards for after the first two rounds.

PASSING CARDS

Players pass cards according to the various game iterations. You'll pick a column and follow the directions, based upon the number of players remaining in the game. Pass a card in the direction given by the icon. (A left arrow and number 1 means pass to the first player on your left. A right arrow and number 2 means pass to the second player on your right, and so on. A vertical arrow means pass across.) Anytime players become Infected, move down on the turn iteration chart to the proper number of players remaining and begin passing in the direction stated.

PASSING EXAMPLES

For a game with 6 or more players, players always pass 2 cards in the first round (one card to 2 different players). Players pass only one card in all following rounds. (In a 5 Player game, only 1 card is passed each round, even in Round 1).

In the game labeled "Y" below, with 6 players remaining in the game, players would pass one card to the first player on their left and one card to the first player on their right (because in Round 1, 2 cards are passed). In the next round if there are still 6 players remaining, players will then pass one card to the second player to their left.

If someone becomes infected this round, we move to the 5 Players Remaining portion. We would pass one card to the second player on our right for the upcoming round. If someone becomes infected again, we move to 4 Players remaining and then pass a card across, followed by a card to the first player to our right, then (if 4 players still remain) to the first player on our left.

If no one has become infected still (and 4 players still remain), the process repeats, and we begin at "Across" again, still at the column for "4 Players Remaining."

	Y	E	R	S
6	1 ← 1 → 2 →	2 → 2 → 1 →	1 ← 2 → 1 →	1 → 2 → 2 →
5	2 → 1 → 2 →	1 → 2 → 2 →	1 → 2 → 2 →	1 → 2 → 2 →
4	1 → 1 →	1 → 1 →	1 → 1 →	1 → 1 →
3	1 → 1 →	1 → 1 →	1 → 1 →	1 → 1 →

**Game Passing Iterations, named after the
Plague Bacteria, Yersinia Pestis**

PLAYING WITH 7 TO 12 PLAYERS

The gameplay remains the same with 7 to 12 players. With more than 6 players, it is recommended to have 2 Plague Doctors in the game. Players can ultimately decide how many Plague Doctors to play with and can vary their games to accommodate players' preferences.

Either the Villagers will all win, or the Plague Doctors will win. The game continues until BOTH Plague Doctors are eliminated for a Villager win, or with the number of Villagers coming down to one or zero for a win for the Plague Doctors.

For 7 or more players, no more than 2 players may attempt a guess at the identity of a Plague Doctor in Round 1.

With 2 Plague Doctors in the game, there are 2 ways to begin play: Plague Doctors knowing their partner Plague Doctor, or not knowing the identity of the other Plague Doctor (playing blind).

VERSION 1 - KNOWN

After all players have chosen a pack of sorted cards, all players close their eyes. The two Plague Doctors, with an announcement from a player chosen beforehand, will open their eyes to see each other while all other players keep their eyes closed. Once they are given a moment of time to see each other, an announcement is made for all players to open their eyes so that play may begin. The Plague Doctors are thus able to strategize knowing who their teammate is. Plague Doctors do not have to announce when they have been eliminated because the other Plague Doctor will know when the game is over.

VERSION 2 - BLIND

(Recommended for 7 or 8 players). The Plague Doctors each DO NOT know beforehand who the other Plague Doctor is. The Plague Doctors are playing "blind" in this situation. Play begins, and it is still possible for a Plague Doctor to infect the other Plague Doctor. In this method of play, if a Plague Doctor is eliminated from the game, they must announce to everyone that they were one of the Plague Doctors. (This prevents the game from continuing once both Plague Doctors are eliminated).

CREDITS

Thank you to the amazing Kickstarter community who helped bring this game to life!

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