

The Infected - Rulebook

www.theinfectedgame.com

Version 0.5 (version history in the end of the rules)

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Information

Playing time: 20-45 minutes

Number of players: 1-4 (recommended: 3-4)

Suggested Ages: 10+

Category: Spies/Secret Agents, Deduction, Bluffing, Card game, Zombies

Mechanics: Co-operative Play, Hand Management, Partnerships, Variable Player Powers, Voting, Secret Unit Deployment

Language dependence: Moderate in-game text - needs crib sheet or paste ups

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Parental advice

This game contains zombies. And zombie humor. And spooky art and cards. If I were you, I'd first check the contents of this game before deciding whether to give this stuff to kids.

Also: all characters appearing in this work are fictitious. Any resemblance to real persons, zombies or alike, is purely coincidental

Overview

The Infected is a game featuring hidden traitors. A group of people are fighting for their lives and gathering supplies to make an escape. But, one of the group members has been infected and is attracting nearby zombies (and smells somewhat odd). Will survivors manage to gather resources and make a successful escape, or will the brain hungry infected bite their legs off?

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Contents

- Zombie deck (54 cards: 46 threats, 8 major threats)
- Item deck (80 cards)
- Blood sample deck (7 cards: 5 clean, 2 virus)
- Character cards (7 cards)
- Leader card (1 card)
- Resource pile markers (3 cards)

Object of the game

There are two teams in this game. One team consists of *humans* - people who are trying to collect resources and make an escape before its too late. Another team consists of *Infected*-humans that are turning into brain craving nasty folks. The *Infected* tries to sabotage the survivors' effort in disguise (they are not zombies just yet, but virus is messing up their brain).

Preparation

To play a game of *Infected*, do the following preparations:

1. Shuffle *zombie* and *item* decks
2. Place 3 *resource marker cards* (*self defence*, *body stuff*, *misc*) face up on the table on a place where all players have handy access to them.
3. Players choose *characters* in turns. Vote who gets to start.
4. The last person to choose his character becomes the *Leader*
5. Setup *Blood sample* deck according to team rules (see below) and give 1 card secretly to each player. Players may look at their team cards but may not show them to others
6. Each player draws 9 *item cards*
7. Each player must *equip 2 item cards*
8. Player who has the *Leader card* will be the first person to draw *Zombie cards*.

Blood sample cards setup

Blood sample deck has the following cards:

- 5 not infected cards with text "clean" (team: *human survivors*)
- 2 infected cards with text "virus" (team: *infected*)

In order to determine teams, do the following:

1. Place 1 virus and 1 clean card face up on the table. These will be used during the game when a *blood sample test* is being conducted.
2. Preparing the remaining cards (4 clean, 1 virus) depends on the number of players in game.
 - In 2 player game: use 2 *clean blood sample* cards and 1 *virus blood sample* card. Shuffle and secretly give 1 card to each player. Put remaining blood sample cards away (they aren't used in the game this time)

- In 3 player game: use 2 *clean sample* cards and 1 *virus sample* card. Shuffle and secretly give 1 card to each player. Put remaining blood sample cards away (they aren't used in the game this time)
- In 4 player game: use 3 *clean sample* cards and 1 *virus sample* card. Shuffle and secretly give 1 card to each player. Put remaining blood sample card away (it won't be used in the game this time)

See also rule book's chapter "Variants" for alternative setups.

Playing the game

The game is progressed in rounds, until a victory condition is met.

Round overview

Each round has several phases:

1. Action phase
2. Use item phase
3. Threat phase
4. Thread end phase
5. Infections phase
6. Check victory phase

Action phase

- Each human player may do one *action*. (see available actions in the section "player actions"). Actions can be done simultaneously with other players.

Use item phase

- Usually player may now use any *equipped items* they have.

Notice, if player equipped an item in the action phase, he cannot use that item immediately. He may use the newly placed item in the next *use item* phase (unless item card says otherwise).

Threat phase

Now the characters must face the threat and deal with it.

Notice: If zombie deck is exhausted during any time of the challenge, the challenge is considered failure and all used item cards must be discarded. Check exact details on section "exhausting zombie deck"

1. Leader draws 1 new zombie card and places it faceup on the table. The *threat effect*

is read out loud and the effect is handled. *(Players may now use equipped items that have "May be used when a new threat card is shown")*

2. Check the value of the new zombie card:
 - a. If the zombie card value is LOWER than the previous zombie card, the threat ends (proceed to *threat resolve phase*).
 - b. Otherwise, fight continues. Proceed to a new *action phase*

Threat resolve phase

Threat ends and now humans may get some supplies.

1. Leader calculates and announces the sum of all faceup zombie event cards
2. Each player may now use any *equipped items* if they want
3. Each player now secretly sums values of item cards in his challenge pile and announces either "fail" (and secretly discards all used item cards) or "success".
 - in case of *success*: If player announces "success" he must show cards: if total is equal or greater, it was success and player may now place one of his played item on the appropriate team resources pile (look at the bottom of the used item card and place card to *self defence*, *body stuff* or *misc* resource pile).
 - in case of *failure*: Player must secretly discard his cards. If player who claims "failure" shows (accidentally or not) his cards then all players are considered to have failed. Discard any gained resources from this round. All remaining players too are considered to have failed and they must secretly discard their item cards.

Infections phase

1. If any player has wounds, then the *Infected* player may now take wound cards from characters to refill his hand. (Up to maximum to his hand limit, 3 zombie cards)

Check victory phase:

1. If victory condition (see chapter about *victory conditions* for details) is reached, game ends.
2. If game victory condition is not reached, give Leader card to the player next to the current leader and new turn begins.

Player actions

Whenever it's player's turn to act, they may choose to do one of the following actions:

1. Play 1 item card to your challenge pile (place it facedown next to your character)
2. Draw 1 item card
3. Equip 1 up to 2 item cards (players can have maximum of 2 equipped items at any time during the game). Discard previously equipped cards if necessary. To equip an item, simply place it on the table, near to your character card. You may equip items faceup (where all players may see it) or facedown (to prevent the *Infected* from seeing it).
4. Discard 2 cards to draw 2 new item cards (if you have just 1 card at hand, you can discard that card and draw 2 new item cards)
5. If you have no item cards in hand, you may choose to draw 2 cards
6. Give up to 2 item cards to other player or players
7. Heal 1 wound from yourself (place 1 wound card to zombie discard pile)

Using equipped items during a round

Unless otherwise stated in the item card, each player may use 1 item:

- after each ACTION phase
- after the THREAT RESOLVE phase.

Using once per game character abilities

Unless otherwise stated, each player may use their character's once per game ability *just before* taking an action.

Mechanics during game:

Exhausting zombie deck

If at any point in the game, zombie deck is exhausted, do the following:

1. If this is the second time when zombie deck is exhausted, and humans have not collected enough resources the game is over and zombies have won.
2. If this is the first time when zombie deck is exhausted, begin the end game:
 - a. Turn ends. Discard any face up zombie cards and item cards. Challenge is considered lost. (Notice: give Leader card to the next player normally)
 - b. Starting from *Leader*, each player must take 3 collected *resource* cards of *different types* and put them to his hand. **If there are no resource cards to draw, humans have lost the game.**
 - c. Shuffle zombie deck pile (notice: all wounded cards remain on their characters and are not added to the deck)
 - d. Add *endgame zombie cards* to the deck
 - e. Each player must turn their blood sample card face up. The *infected* player gives his item cards to the *Leader* to share with the group. Infected player may now draw 3 zombie cards.
 - f. If using variant "infection spreads", give the remaining facedown blood sample card to the player with the most wounds (In case of tie, give the blood sample card to the player nearest to the current Leader, starting clockwise from leader. If leader and any other player has same amount of wounds, then leader receives the blood sample card)
 - g. Begin a new turn.

Winning the game

Game ends when one of the following conditions is met:

1. The zombie deck is exhausted for the second time and players are required to draw a new card from the zombie deck. *Zombie* team wins.
2. If survivors have enough resources to survive, then *humans* win the game. The needed amount of resources to have at during the *end game* depends on number of players:

- a. 1 player game: 1 each resource type (self defence, body stuff, misc)
- b. 2 player game: 2 each resource type (self defence, body stuff, misc)
- c. 3 player game: 3 each resource type (self defence, body stuff, misc)
- d. 4 player game: 4 each resource type (self defence, body stuff, misc)

Hand limit

Normally players may hold up to 7 cards in their hand. During the game this limit might change.

If at any point during the game player has more cards than their hand limit allows, he must discard any excess cards.

Maximum number of equipped items

During the game, characters may have equipped items. The limit of equipped items is 2 for each character.

Taking wounds

When taking a wound, do the following

- Draw card from *Zombie deck*, place it facedown under your character. These cards represent character wounds now.
 - *Notice: in case there's destroyed infected, he might tell you to give your wound card to him.*
- If your character has any wounds, he is considered WOUNDED now (until healed so that there's no cards under the character).

During the game, there's zombie events that cause bad things for wounded characters.

Healthy characters

Characters with no wounds are considered to be HEALTHY

Heal character

Items can help you heal the character. To heal the character using a medkit, simply discard 3 wound cards (facedown zombie card under the character) to zombie discard pile.

Players can also take action to heal themselves in slower rate (see *player actions* for details)

Conducting a blood sample test

To do a blood sample test, permanently remove 1 equipped blood sample item card, and do the following:

- Player who used the sample card, chooses any player (can be himself or other player) as the *target*.

- The *target* must take 2 face up blood sample cards from the center of the table, and secretly shuffle them and his own blood sample card together.
- After shuffled, player conducting the test picks 1 card randomly, and places it faceup so that all players can see it.
- Then, the card is returned to the *target*, who again shuffles the 3 blood sample cards, and then looks at the cards and returns 1 “virus” and 1 “clean” blood sample cards back to the center of the table face up.

Blood sample test is not certain, but clean characters are more likely to show “clean” samples, while the infected player’s sample is showing “virus” more often.

Destroying member of the group

Any player may initiate a voting to destroy one member of the group.

Each player may vote to support or to oppose destroying. Number of votes needed depends about the amount of players: In 2 player game, one vote is needed. In 3 player game, 2 votes are needed. In 4 player game, 3 votes are needed.

Example: John, Matt and Lucy are playing. Matt calls vote to destroy John’s character. 2 votes would be required for destroying to occur.

Destroying a character

When a character is destroyed, the player controlling the character must show his blood sample card.

Clean survivor destroyed

If destroyed character has *clean* blood sample card, then all *clean humans* have lost and *infected* team wins.

Infected is destroyed

If destroyed character has a *virus* blood sample card, then all *clean humans* win and the *infected* team loses.

Playing as destroyed infected

To play as the exposed infected, you may do the following:

- During the *infected phase*, you may take wound cards from characters to your hand (to refill his hand to up to 3 zombie cards). If you already have 3 cards at your hand, you may not take wound cards from characters.
- During *threat phase* after a threat card is shown on the table you may choose to play any 1 zombie card from your hand *on top of the zombie card and use your played card in the threat instead.*

Characters

Bottom of the card: special item name

There are several different characters in the game, and each character has listed item on their characters cards. The character *may choose to equip the special item before taking an action.*

Example: Joe has chosen Sapper as his character. Jon has 4 items (chainsaw, dynamite, revolver, ammo) in his hands, and no equipped items on the table. Jon chooses to discard ammo card and places dynamite as equipped item.

Middle section of the card: one time special ability

During the game, each character has a special ability which *he can use once per game.* The special ability can be used *just before taking an action.* The effects are described in the character cards.

Example: Joe is playing his Sapper, and has dynamite. He chooses to discard dynamite and take 2 actions: first he draws 1 card (and by lucky break it's CHAINSAW) and then he chooses to play the CHAINSAW into his challenge pile.

Top left of the card: hitpoints

The number determines the character hitpoints. These are used when playing *advanced game.*

Basic and Advanced game

Basic game

Play the game as mentioned in this rulebook, do not use special rules for "wounds".

Advanced game

Players who are familiar with the basic game, can introduce following advanced rule, which adds challenge to the human players:

- Wounds: when player takes more wounds than he has hitpoints (for example: if your character has 3 hitpoints, and he receives 4th wound). Instead of taking an additional wound *discard 2 zombie cards (and give to destroyed infected in case there's one in play)*

Variants

Cooperative (2-4 player variant)

In this variant, no blood sample cards are used. All players are considered to be humans.

In this variant, it is recommended to remove (normal, not major) 5 zombie cards in the beginning of the game.

Infection spreads (3-4 player variant)

In this variation, there's always one player who will be the infected, but not necessarily right from the beginning. In this setup, deal blood sample cards in the following way:

- In 3 player game: use 3 *clean sample* cards and 1 *virus sample* card. Shuffle and secretly give 1 card to each player.

- In 4 player game: use 4 *clean sample* cards and 1 *virus sample* card. Shuffle and secretly give 1 card to each player.

After cards are dealt to players, place remaining card facedown on the table. When the zombie deck gets exhausted for the first time, infection spreads and the remaining blood sample card is given to player who has most wounds. (In case of tie, blood sample card goes to the most wounded player, closest to the leader: starting from leader and proceeding to left)

Are we all okay? (3-4 player variant)

There's chance that nobody is infected: add one additional *clean* blood sample card before dealing blood sample cards to the players.

Adjusting difficulty of the game

To make game more difficult for survivors, discard 5 random (non major threat) Zombie cards in the game preparation.

Lead by vote (3-4 player variant)

In this variant, Leader card is given to a player in the beginning of the game normally. After that, Leader card stays with him until somebody calls a vote to choose a new leader. In this voting session, current Leader has a decisive vote (count as 1½ votes) in case of a tie.

Only one "choose a new leader" vote can be initiated per game round.

In this variant, infected player may take action to Finish zombification even when he is not the leader.

Glossary

Current leader

Character who currently has the leader card.

Survivor

All characters are considered to be survivors.

Clean survivor

Survivor that has only "clean" blood sample card(s). This player belongs to the human team.

Infected survivor

Survivor that has at least one "virus" blood sample card. This player belongs to the zombie team.

Destroyed infected

Survivor that was destroyed by a group voting.

Secretly look...

Player may look the face of card without showing nor sharing the information with the others.

Credits

Game design

Juuso Hietalahti, twitter: @gameproducer

Playtesters

Art

Anton Brand (<http://www.antonbrand.co.uk/>)

Dreamstime (background images)

Encounter texts

Rules document version history

0.5 Character updates, more round clarification

0.4 Updated Infected player rules, updated round (aka "turn") phases, added clarification when equipped items can be used

0.3 Added table of contents

0.2 Turn overview clarification, added note about zombification, changes to advanced game

0.1 First version of the rulebook, all major rules written

FAQ

contact via twitter: @gameproducer