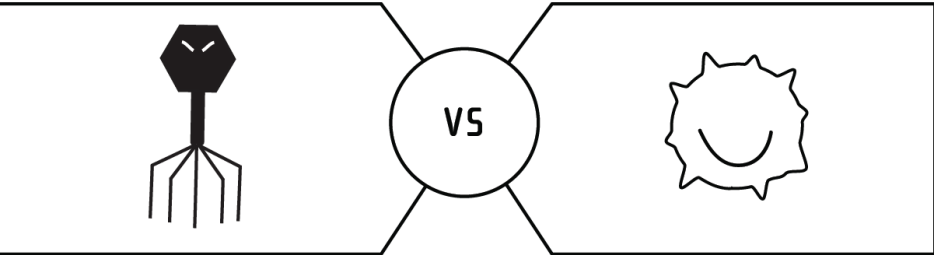


## THE BATTLE

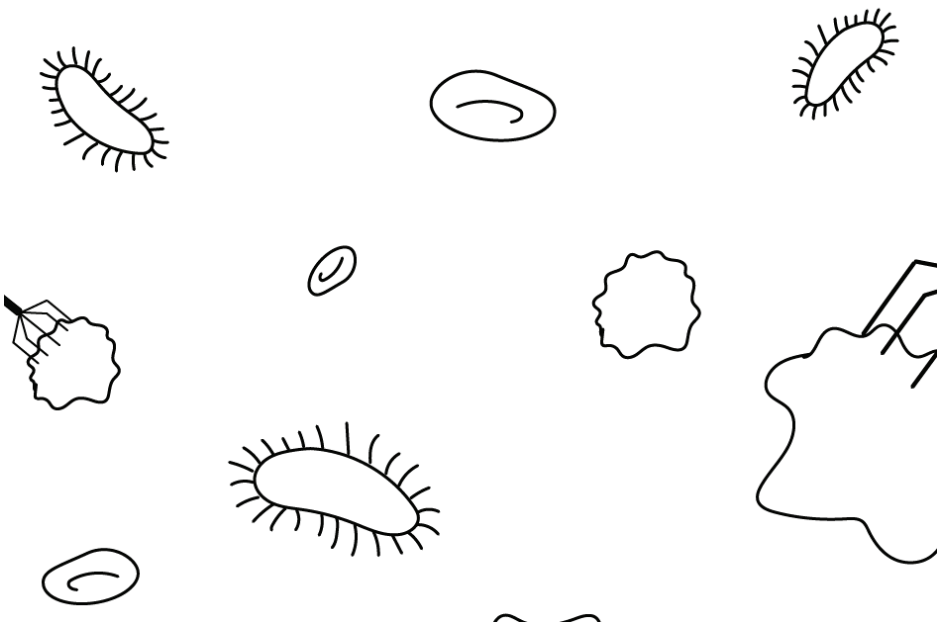


**Vicious viruses** are seeking to take control over the human body but the **mighty white blood cells** are fighting for peace among the immune system.

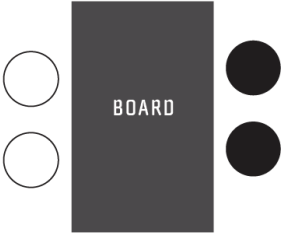
It's the **ULTIMATE** battle over the body's immune system.

## QUARANTINE

## HOW TO START



\*QUARANTINE IS A FOUR PLAYER GAME.\*



1. Choose a teammate.

2. Decide teams.

- Viruses
- White Blood Cells

3. Sit on opposite sides of the board.

4. Identify the player who was sick last.  
-That team begins the game.

## MATERIALS

### SETTING UP

### BASE CARDS

NUCLEOTIDES- ADENINE, THYMINE, CYTOSINE, GUANINE

• Shuffle Base Cards.

• Place cards in a pile face down.

• Each player should have **6 cards** at all times.

• It is not necessary to shield base cards from the opposing team.



ADENINE PAIRS WITH THYMINE



CYTOSINE PAIRS WITH GUANINE

### ACTION CARDS

REPEL & REPLICATE / CURE & INFECT

• Shuffle Action Cards.

• Place cards in a pile face down.

• Each player should have **6 cards** at all times.

• Shield cards from the opposing team.



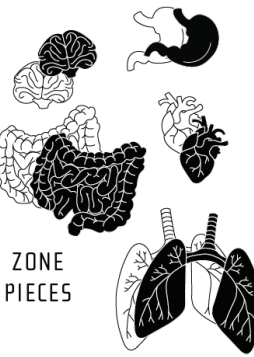
### ACTION PIECES

NAME OF BIG SPOTS & SMALL SPOTS, LIST ALL THE ZONES

• The body consists of **5 Zones**: brain, lungs, heart, stomach, & intestines.

• When a Zone is claimed, place the appropriate organ in the desired location.

• When an Access Location is defended place an Access Piece in the desired location.



ACCESS  
PIECES



# HOW TO PLAY

On every turn:

ACTIONS:

• DEFEND

• CLAIM

• SWAP

• STEAL

- Draw a card from your team's Action Card deck.
- Complete one action. If an action can not be completed, proceed to the next turn.
- At the end of each turn, discard cards to maintain **6 Action Cards** per player.

## ACTIONS

### DEFEND

REPEL / REPLICATE

REPEL

Trivia Question

a. Answer choice

b. Right answer choice

c. Answer choice

A A G

REPLICATE

Trivia Question

a. Answer choice

b. Right answer choice

c. Answer choice

A G A

ACTION CARDS & ACCESS PIECES USED TO DEFEND

- Defending is the **first** action of the game.
- White blood cells defend their army by **Repelling**.
- Viruses defend their army by **Replicating**.

REPEL

Trivia Question

a. Answer choice

b. Right answer choice

c. Answer choice

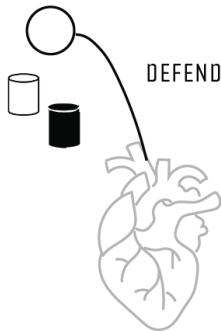
A A G

G

G

A

COMPLEMENTARY CODON



REPEL

Trivia Question

a. Answer choice

b. Right answer choice

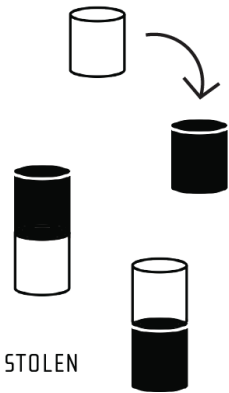
c. Answer choice

A A G

- The 3 letters on each action card is called a **Codon**.
- With the Base Cards, find the complementary codon.
- If the complementary codon can not be found, **discard 2** base cards and **draw 2** new cards from the Base Card deck.
- If the complementary codon is still not found, the player's turn is over.
- Once a complementary codon is found, a player can place an Access Piece in the desired location.
- A player can place their Access Piece in an open Access Location or **steal**.
- A player can then ask their teammate the trivia question. If answered correctly, an **additional** Access Piece can be aquired and placed on the board.

### HOW TO STEAL

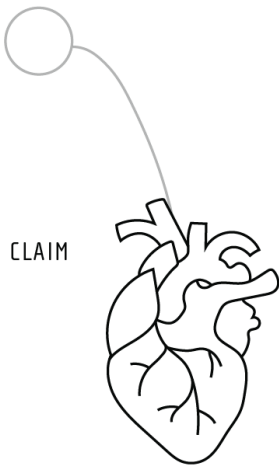
REPEL / REPLICATE



- A player has the option to Steal when defending to claim a Zone faster.
- Steal a spot by stacking an Action Piece on top of the opposing team's piece.
- Each Access Location can only be stolen **once**.

### CLAIM

CURE / INFECT



- Once all Acess Locations are occupied for one Zone, a player can use their turn to Claim that Zone.
- White blood cells claim a Zone by Curing the body.
- Viruses claim a Zone by Infecting the body.

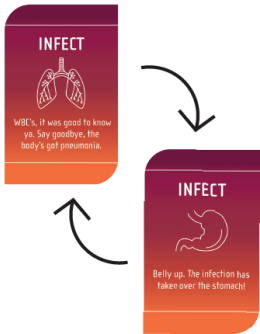
### HOW TO CLAIM



- Once **3 matching** Cure / Infect Cards are collected, a player can then discard those cards and place a corresponding Zone Piece in the desired Zone.
- Teammates can view each other's Cure / Infect Cards.
- Zones can not be stolen.

### SWAP

CURE / INFECT



- If a player is in need of a specific zone card the player can use their turn to swap one Cure / Infect Card with their partner in order to collect 3 Zone Cards faster.

## HOW TO WIN

The first team to claim **3 Zones** conquers the body & wins!