

Outbreak Card Game

5-8 Players

OBJECTIVE

Complete tasks, vote out the Infected, infect the Survivors, or sabotage their work. Two teams that have players slowly change sides.

ROLES

These determine players' teams and goals for the game. No one declares what their role is except for the Leader, including when a Survivor becomes an Infected. The Leader can become Infected, but they retain their Leader status.

- Survivor
 - Survivor team
 - Must play a Complete Task card or Rest card
- Leader
 - Survivor team, there is only one of these
 - Chooses which tasks to attempt
 - Must play a Complete Task card or Rest card
- Infected
 - Infected team
 - Can only play a single Sabotage card, a Rest card, or a single Complete Task card
- Patient Zero
 - Infected team, there is only one of these
 - Can play both Sabotage cards, an Infect card, or a Rest card

ACTION CARDS

All players should have one of each of these cards at the beginning of the Day. When a card is spent on a Shift, it does not get replenished. Once all Shifts are complete for the Day, all players put their hands face down into a pile that gets shuffled. At the beginning of the next Day, all players draw one of each card, regardless of their role.

- Complete Task 1
 - Adds a completion point to the first task chosen by the Leader
- Complete Task 2
 - Adds a completion point to the second task chosen by the Leader
- Sabotage Task 1
 - Removes a completion point from the first task chosen by the Leader
- Sabotage Task 2

- Removes a completion point from the second task chosen by the Leader
- Rest
 - Do nothing, relax, get some sleep
 - Players that play this card are susceptible to being Infected
 - These cards have a unique number on them that players need to pay attention to when they draw
 - When Infected, the player that owned the Rest card that gets chosen must be aware of what number they had on their card
- Infect
 - Infect a player that used a Rest card on the same shift
 - The owner of the next Rest card drawn becomes an Infected player
 - If there aren't any Rest cards drawn after the Infect card, start over from the beginning of the shift deck
 - If there are no Rest cards or the owner of the Rest card is already Infected, nothing happens

TASKS

Task Name	Number of points needed	Minimum number of players
Angelwing	4	5
Stiletto	4	5
Madeline	5	5
Quicksilver	5	5
Brutus	6	5
Hawking	6	6
Guardian	7	6
Ronin	7	7
Whiskers	8	7
Chrome	8	8

HOW TO PLAY

The game is split up into Days and Shifts. There are three Shifts in a Day (morning shift, day shift, and night shift). Each Shift has players submit an Action card from their hand. These cards don't get replenished until the start of the next Day.

At the start of the game, make sure that the number of Role cards is equal to the number of players. This needs to include one Leader, one Patient Zero, and the remainder are Survivor cards. Each player draws a card from the Role deck and keeps it in their hand. The Leader reveals themselves, placing the card in front of them face up. They then take a Survivor card for their hand.

At the start of each Shift, the Leader chooses two available Tasks for players to focus on. Completed Tasks do count as available Tasks, though they can be Sabotaged to no longer be completed. Completing

these Tasks again gives the Survivors another repair choice. Players can then discuss what their plans are for the Shift and for the remainder of the Day. Once this is done, players must submit an Action card to the Leader.

Survivors and the Leader can only play Complete Task cards and a Rest card. Infected players can play a single Complete Task card of their choice, a single Sabotage card of their choice, and a Rest card. Patient Zero can play Sabotage Cards, an Infect card, or a Rest card. The chosen Action card is given to the Leader face down.

Once all Actions have been received, the Leader shuffles the deck and draws from it one at a time, placing the cards face up in a single pile next to the Action deck. Complete Task cards add a completion point to the corresponding Task. Sabotage cards remove a completion point from the corresponding Task, and if the Task is reduced below 0 points from this, it becomes destroyed and is no longer available to complete until another Task is completed. If a Complete Task card comes after a Sabotage card has reduced the completion points below 0, the Task returns to 0. The total for the Shift must be below 0 for a Task to be destroyed.

Rest cards are required at some point during the Day from all Survivor players. It does not matter which Shift they are used on. The Infect card will make the owner of the next Rest card become an Infected player. Do not announce this change if it happens to you. If the owner is already Infected, or if there are no Rest cards, nothing happens. If there were Rest cards in the deck that came before the Infect card, but none after it, the owner of the first Rest card drawn becomes Infected.

When a Task is completed, players can choose a Destroyed Task to be repaired after the next Shift. For example, if a Task is destroyed during the day shift, and another is completed, the destroyed Task can be repaired during the night shift, and will become available for the Leader to choose for the morning shift of the next Day.

At the end of every Day, if all Tasks are completed, the Survivors have won the game. If not, all players close their eyes and place their Role card face down in front of them. The Leader tells Patient Zero to open their eyes, and then to have the Infected players signal who they are without opening their eyes. Patient Zero then replaces their Role with Infected if they aren't already. All players close their eyes again, and then the next Day begins.

At the beginning of every Day except the first, players can choose to vote a player out. If Patient Zero is voted out, the Survivors have won the game. If not, the player is removed from the game and reveals their role and if they were Infected. Players that are voted out can play a single Complete Task or Sabotage card from their hand per day. This card must follow the rules for play for their role when voted out. This vote can be skipped if players don't feel they have enough information or if there is a tie.

At the beginning of every Shift, if there is only one Task available for the Leader to choose, the Infected team have won the game. At the beginning of every Day and before the vote, if there is only one Survivor left, the Infected have won the game.