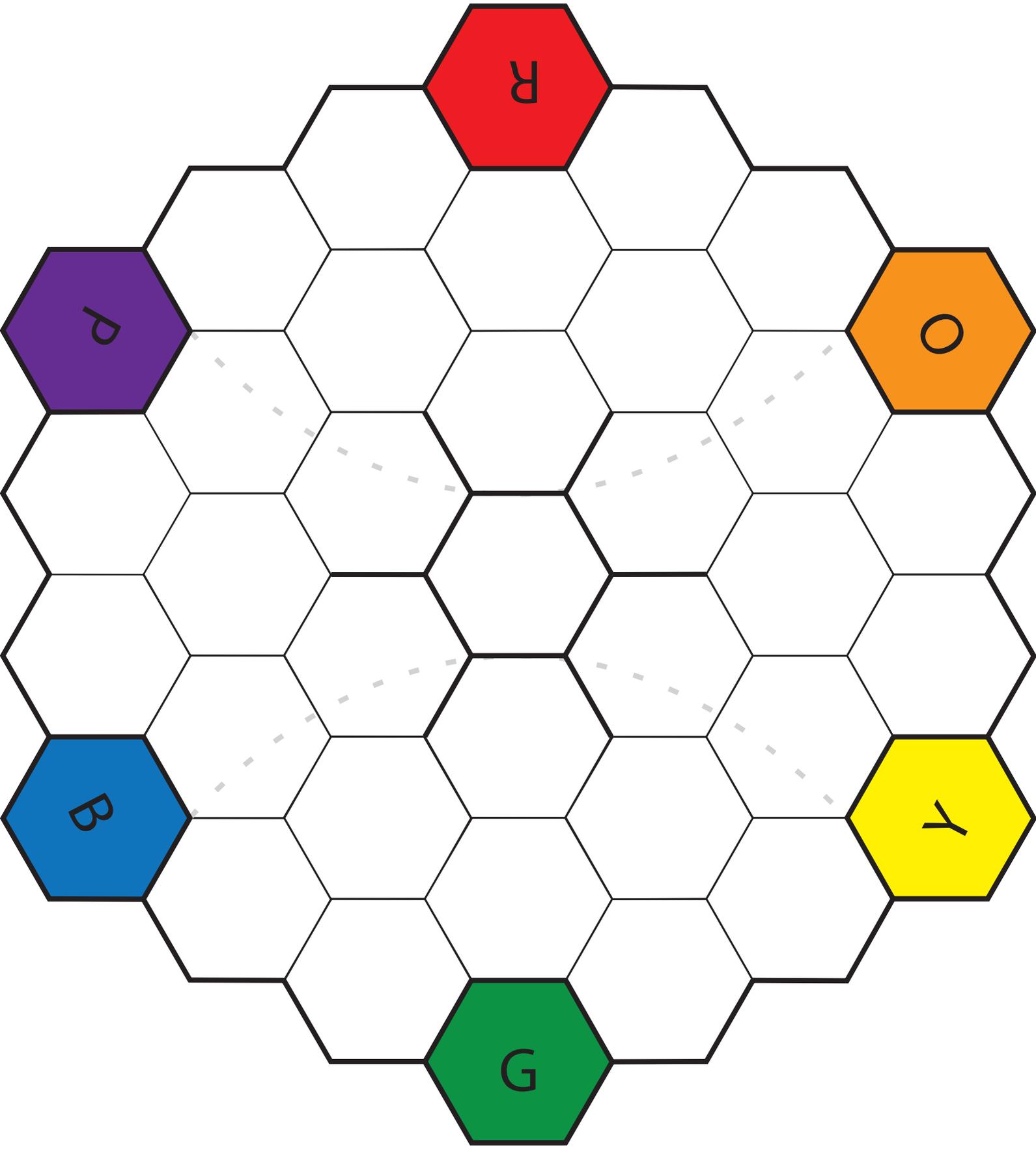
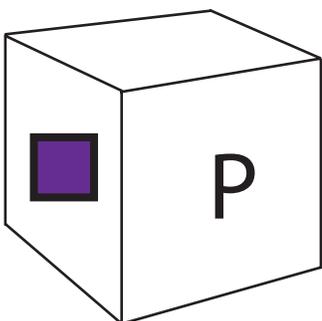
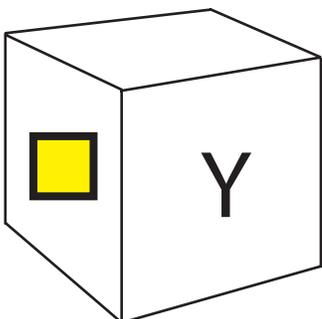
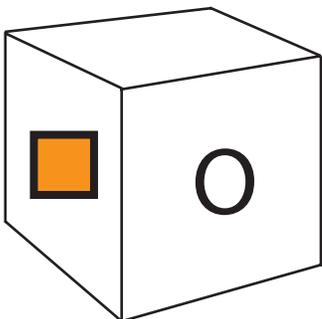
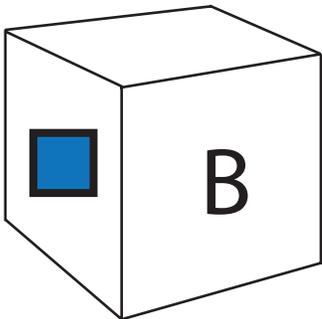
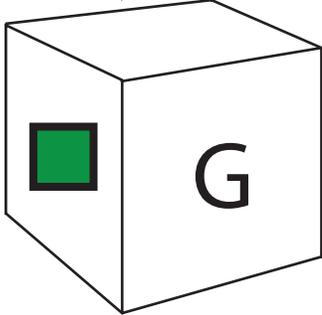
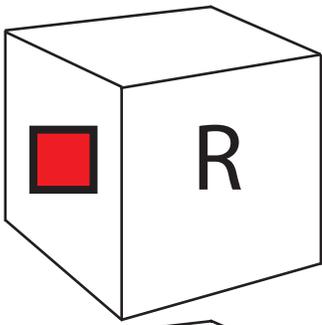


INFECTION



EXTINCTION

GENERAL CONCEPTS



Each player controls creatures. Creatures of the same species represented by game pieces of the same color. Each creature has one of two character traits, as indicated on the bottom of their game piece. A marked game piece represents a creature that is a FOE, while a game piece without a mark is a FRIEND. The character of each creature is not visible to other players, and it may not be shown to other players. However, players can make verbal assurances – true or false – about their creatures and their strategies. No side bets are allowed.

In each game turn, each player makes a number of moves. This number is determined differently in each game. The player can use a move to place the creature in an adjacent space, or to swap out the creature with another creature of the same species – either a friend or foe. A player can move more than one creature per turn by splitting up the allowed number of moves between them.

Two creatures of the same species cannot enter the same space, and a creature cannot pass through an occupied space.

When a creature enters a space occupied by a player of a different species, there is an interaction. (See below)

Each species has a home base. When a creature enters the home base of another species, that creature is annihilated, along with one creature in that home base (if any). This creature is chosen at random by the player whose creature entered the home base.

A species goes extinct when there are no more creatures of that species on the game board.

INTERACTION RULES

What happens in an encounter of two creatures of different species:

When an interaction happens, the game pieces are turned over to reveal their character to all players.

Foe meets Foe: The two foes immediately annihilate. Both pieces are removed from the board.

Foe meets Friend: The friend is annihilated. The foe remains in the space, and player controlling the foe chooses two new creatures to add to their home base.

Friend meets Friend: The two friends remain on the space and each player involved adds a new creature (either friend or foe) to their home base.

After an interaction of two friends, both remain on the same space at the end of the turn. This is the only situation in which a space can be shared at the end of a turn. However, the two friends do not have another interaction if left in the same space. An interaction happens only when one creature moves into a space occupied by another. (One of the creatures can leave the space and return to make another interaction.)

If a foe of a distinct species enters a space occupied by two or more friends, the foe remains, the friends are all annihilated and the foe's species gains two new creatures (either friend or foe) to their home base.

If a friend of a distinct species enters a space occupied by two or more friends, each of friends remain in the space and each player involved adds a new creature (either friend or foe) to their home base.

PLAY

Two Player Game: Infection

Each player controls two species. After determining the start order, each player arranges four creatures of each species inside the arc marked on the game board, filling up the eight enclosed hexes. Each of the two species has a home base to the left and right of this arc, and it should be indicated at the start of the game which home base belongs to which species. Any new creatures generated by the interaction rules appear in their respective home base.

The object of the game is to take creature to the hex in the back of the opponent's home arc, marked R and G. The first player to do so wins.

The two species controlled by each player can interact normally with each other: For example, each player can make a friend of one species interact with a friend of the other species, which produces a new creature in each home base.

Each player receives five moves per turn. Moves may be split between creatures of both species controlled by that player.

The outcome of any encounter is settled at the end of a move, before other moves are made. For example, if foes meet on the second move of a turn, the hex is cleared before the last three moves are made. An individual creature can participate in at most one interaction per turn.

Variant 1: Players in this game can choose to forego secrecy and show openly which of their creatures are friends and foes.

Variant 2: The number of moves can be changed from five to a number generated at the start of each turn by a die roll.

Three to Six Player Game: Extinction

Each player controls a species of creatures. At the start of the game, four chosen creatures begin in their home base. If there are three players, their active home bases are labeled R, B, Y. In a four player game, P, O, B and Y are used as home bases. Unused home bases are treated as ordinary game spaces.

A die roll determines the starting player. Turns are passed in the clockwise direction.

At the start of each turn, the roll of a six-sided die determines the number of moves available to that player's creatures.

A player whose creatures go extinct is eliminated from the game.

The game ends when only two species of creatures remain. The player with the larger number of remaining creatures is the winner. If the two remaining players have the same number of creatures, they are co-winners.

