

Space Infection Cheat-sheet

Preparation.

1. Place characters checks to medical block.
2. Set virus propagation level to 2.
3. Place 4 markers of possible infection.
4. Place energy unit markers to generators.

Game

Make your turns in order.

Round consist of next phases:

1. Movement
2. Action
3. Incubation
4. Generation

Movement

Each player can move a character for 0-2 tiles. Player can use double-movement bonus from hand to move extra 1-2 tiles.

Action

There are 5 possible actions:

1. Check possible infection.
2. Transmit or receive energy from other player.
3. Heal — Use one energy unit to reset and stop incubation counter. Healing doesn't requires energy in the medical block. Only medical block can player when incubation counter reached value of 3.
4. Cleanup — Use two energy units to completely cleanup infected section.
5. Collect energy unit from generator.

You can refuse from using an action.

Incubation

Player must increase incubation counter if it isn't stopped. Incubation counter starts when player walks through or finishes a turn in the (possible) infected section. Incubation counter does not start when player enters to the section and uses disinfection action in same turn. When incubation counter reaches value of 3 player loses all his energy units and can't use any actions until healed.

Generation

When generator has no energy unit, it acquires counter point for each round. When counter reaches value of 4, counter points must be replaced with an energy unit.

Infection

Increase counters of possible section infections. Replace 4 counter markers with lock markers. Players can't enter to locked sections. You shall not replace counter with lock marker until all players leave that section. Increase virus evolution counter. If counter reaches value of 4 replace it with 1 virus level. When virus level increased you can add one random bonus to the board. Add to the board possible infection markers one for each virus level.

Victory

Players should collect $15 + [\text{virus level}]$ energy units and bring them to the medical block. Energy units can be delivered to the medical block by one or several players.

Lose

Players lose when virus level reaches 10 or they have no ability to bring energy to the medical block.