

## Game Introduction:



Welcome to the game. "Blight", in which you will be the Director of the Global Center of Disease Control to fight a raging Blight epidemic that threatens humanity. Apart from an intricate main storyline which covers the game from beginning to end, the game is composed of two primary phases: the **Global Command Center Phase** and the **Virus Research Lab Phase**. During the **Global Command Center Phase**, you will monitor and control the epidemic from a global perspective: building research centers, garnering financial support from different countries, managing international traffic, and handling the production of the cure. During the **Virus Research Lab Phase**, you will tackle the virus directly on a molecular level by successfully matching antiviral protein balls, which are randomly generated, with the virus molecule of the same color before your patient dies. As the game goes on, the virus molecules will mutate to become more complex, and you can buy a wide variety of equipment to increase the odds in your favor or heal your patient.

Your performance throughout the game will matter. After having successfully cured the disease, there are still **5 different endings to the game's story**, depending on how much infrastructure you've built and how good you are in keeping the global epidemic in check. Overall, "Viral" is a **game of resource and risk management**. There are always several ways you can allocate your resources, such as determining which virus molecule combos to go for, which countries to invest in, or how to allocate the cures you've manufactured, the game will force you to make decisions constantly. As the manner in which the epidemic spreads and virus mutates are random, coupled with constant decision-making and multiple endings to the story, **each game is guaranteed to be different!**

## Game Objective

### **Victory Condition:**

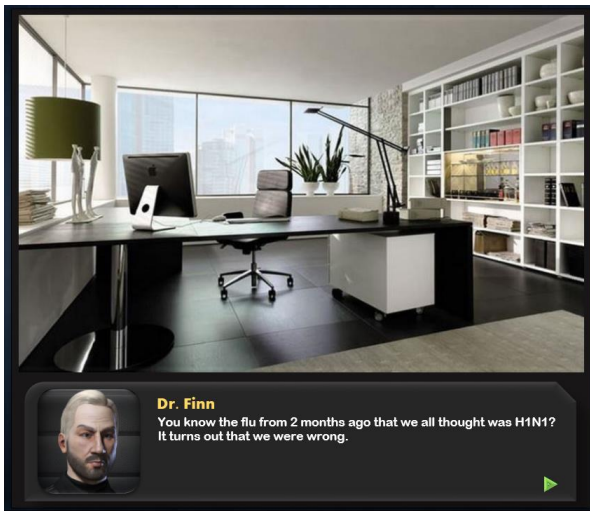
Develop the **Ultimate Cures for all 4 types of viruses** by contributing antidotes manufactured.

### **Losing Condition:**

1. **Global Determination** (starting at 15) drops to zero - The world has lost all hope of fighting the epidemic.
2. When **any** of the 4 **virus infection count** drops to zero - Everyone is infected and dying.
3. **48 weeks** have passed and all 4 Ultimate Cures are not yet developed – Takes too long and no more resources.

## Main Storyline:

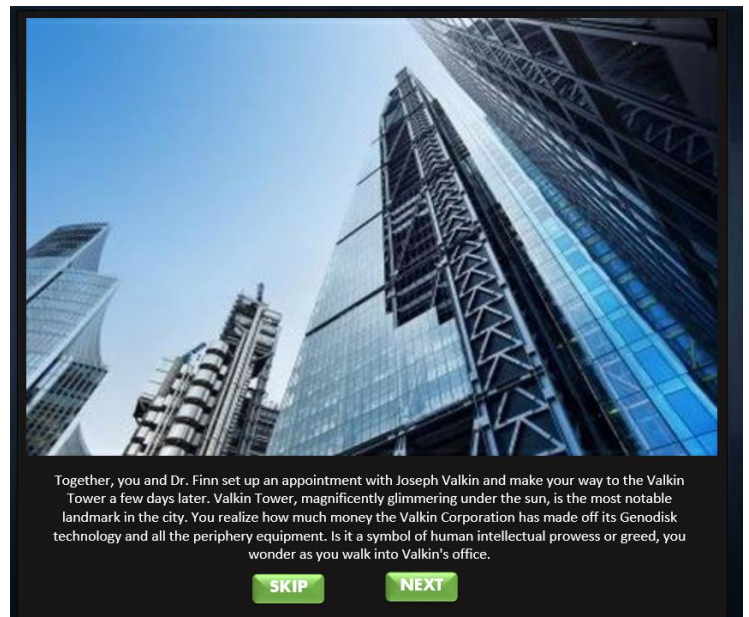
In the not-so-distant future, privatization of the bioengineering industry has led to huge advances in genetic engineering. Particularly, the **Valkin Corporation** pioneered the use of **Genodisk**, a newly invented tool that allowing for the decoding of crucial genetic data from cells and viruses. This has allowed doctors and researchers to develop and cure viral infections down to the molecular level.



You are Hank Holloway. Having just acquired your doctorate degree and graduated, you were immediately recruited by **Dr. Finn**, the **chief epidemiologist** of the **World Health Organization**. Working hard under the tutelage of the Dr. Finn, you quickly become his most-trusted assistant.

Recently there has been reports of a new strain of virus that seems to have spread to different parts of the world. The organization is alarmed by these reports and sets up a special task force to investigate....

During the game, besides fighting the epidemic on a global scale and the virus itself in the lab environment, you will also discover **the origin of the Blight virus** and **uncover sinister plot** that threatens the entire world. At the same time, you also need to deal with a clandestine group who calls themselves the “**Free Humans Coalition**”, led by the enigmatic ‘Pandora’, with unknown agenda. Your performance throughout the game, measured by how well you keep the epidemic in check and rally the support of the international community, will influence the development of the **game’s multiple-endings story**.



## Global Command Center Overview:

This is where you monitor and keep the global epidemic in check. You do this by building research centers, garnering financial support from different countries, managing international traffic, and handling the production of cures.



Each turn, which is a week in the game's time, randomly selected countries will be infected. Each infected country is infected by **1 of the 4 known Blight virus types**. On the world map, a country's **glowing color shows its infection severity status**:

**Green:** Light infection (1)    **Yellow:** Moderate infection (2)    **Red:** Heavy infection (3)    **Blank:** No Infection (0)

When a country already infected gets infected again, its infection severity will worsen by 1. However, when a country is already at its worst infection severity (Heavily infected) and gets infected again, an **Outbreak** would occur. During an **Outbreak**, the infected country would spread its infection to all countries connected to it through traffic. An outbreak would also **lower global determination by 1**.

*In the example to the right, if Turkey was to get infected again, Russia, Germany, and Egypt would get infected because they are connected to Turkey. Additionally you would lose 1 global determination point.*



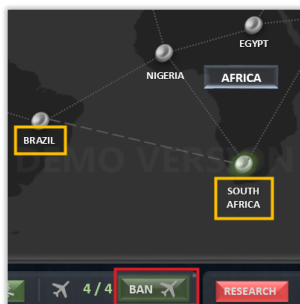


**Global Determination**, indicated by the fist icon on the top, matters because:

1. You can spend it to repeat failed research or research for more than once per week [see "**Researching an antidote**"].
2. Global determination **NEVER** goes up.
3. When global determination drops to 0, you lose the game.

**Traffic routes**, represented by light gray lines connecting countries on the map, can be banned or allowed at any time. Tap on the "-Ban Traffic" button to enter into edit traffic route mode and tap on any route to ban it. Banning a traffic route would allow you to prevent spreading of infection, in case of an

outbreak, between the 2 countries sharing that route. However, it would also impact the economy of the two countries and lower their funding to you. You can reopen any traffic route by tapping on the route again.



*In the example to the left, the traffic route between Brazil and South Africa is banned, shown by the wide dotted line between them. The traffic route between South Africa and Nigeria is active, shown by the denser dotted line. You may ban or allow traffic route between any two countries at any time after clicking on the "Ban Traffic" button.*

Building **Disease Control Centers** is the primary way of **getting funding** in the game. Each Disease Control Center costs \$100, and the country you build it on will join your effort and provide funding immediately. More developed countries will provide more funding than less developed ones. A country's funding, however, can **be affected by its infection severity and traffic route status**. The worse a country is infected, the less funding it will provide. Additionally, banning the traffic routes of a country also impacts its economy and results in lower funding. Country with disease control center built will have its button coded in blue.







**Continent Bonus** is acquired when you have built research centers on all countries on a certain continent. Different continents provide different bonuses and can be a game-changer when used wisely. Click on a continent name on the main map to see a description of what the bonus does.

*In the example to the left, building a disease control center on every European countries would increase global funding by 20%.*

**Curing the Virus** is composed of 3 steps:

1. **Researching an antidote:** Each infected country is infected by 1 of the 4 Blight viral types we've identified already. To develop the antidote for a certain viral type, click on "**Research**". You will be brought to the Virus Research Lab section to extract genetic data from the virus [see the section on **Virus Research Lab**]. If you fail to extract genetic data from the virus, you can **try again by spending 1 Global Determination point**. On the other hand, if you succeed, the next step would be to manufacture antidotes. Also, having successfully researching an antidote for a given type of a virus will cause it to mutate and become more complex the next time you encounter it.



*In the above example, Turkey is infected with viral type D (red) with heavy infection severity (3), to begin researching an antidote, click on the "Research" button. And you will be brought to the Virus Research Lab Phase.*

2. **Producing antidotes:** Each antidote requires a certain amount of industrial capacity (IC) to produce. The more genetic data you extract from a certain virus type during the research phase, the less IC is required and the more antidotes you can produce. For instance, "60 / 150" means each antidote requires 60 IC to produce and your current maximum IC is 150 IC. Therefore, you may only produce a maximum of 2 antidotes. You can also increase your maximum IC for a cost by clicking on ▲ button. After deciding how many units of antidote to produce and the associated cost, click on ◀ and ▶ button to set the desired amount and click on "Produce" to manufacture the antidotes.




*In the above example, the antidote has already been researched and costs 60 IC to produce. Click on "Produce" to manufacture 2 antidotes, for a cost of \$80.*

3. **Distributing antidotes:** After antidotes are manufactured, all the names of the countries infected with that type of virus will be highlighted in blue. You can click on any of the highlighted countries to **immediately lower its infection severity by 1**. Alternatively, you can allocate the antidote toward **developing the "Ultimate Cure"**, with one of each for the 4 virus types.



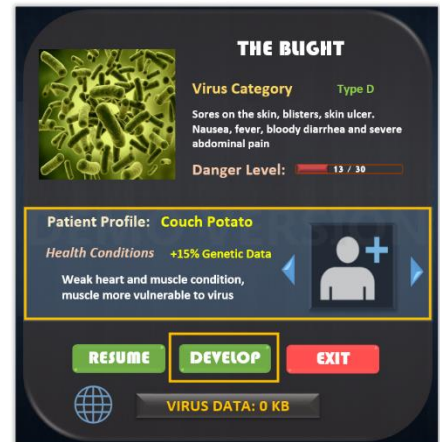
*In the example to the left, after clicking on the "Produce" button, 2 antidotes are produced and the "Produce" button will glow, indicating you are in the distributing cure phase. Click on the countries infected with this particular virus type, whose names are now highlighted in green, to immediately alleviate its infection severity by 1. Alternatively, you can click on the appropriate glowing test to contribute to researching the "Ultimate Cure" for this virus type.*

**Ultimate Cure** is important because:

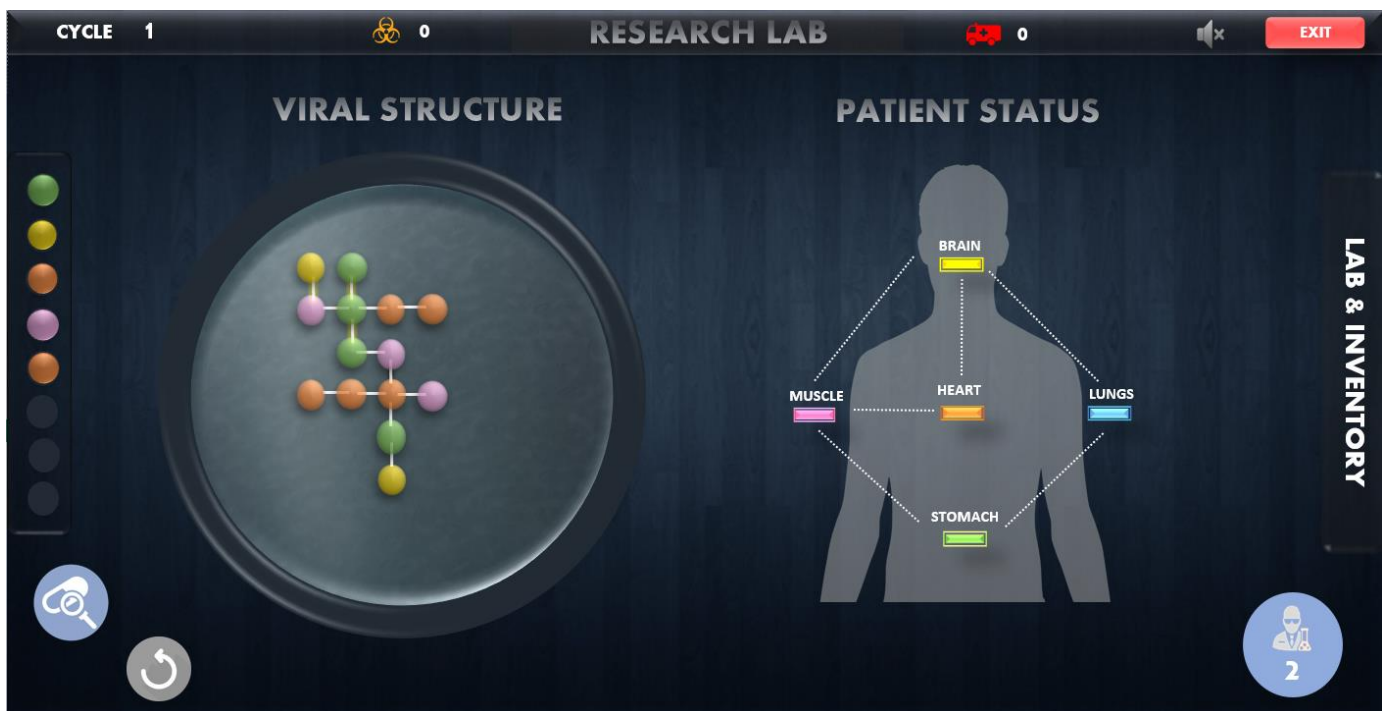
1. **Winning the game requires you to completely fill up all 4 ultimate cure test tubes.** It represents effort of scientists to extract key ingredients from the antidotes to develop an ultimate cure for a given type of virus.
2. When you've filled up an ultimate cure test tube for a given virus type, **no new country would be infected by that virus type** anymore. This helps tremendously later in the game when fighting to contain the epidemic.
3. The number of antidotes you have allocated to the Ultimate Cure will translate directly to starting **Research Point**  you get when researching antidote for the corresponding type of virus. This means you can purchase more equipment and special effects during the **Virus Research Lab Phase**.

## Virus Research Lab Overview:

When you click on the “**Research**” button on the Global Command Center screen, a window will pop up and show the **profile of the virus and the patient**. On the virus profile front, it will show the category of the virus (4 in total), virus danger level, and the symptoms of the infection. On the patient front, there are **8 patient profiles** in total, all with their unique body health conditions, especially the various vulnerability of the body organs. Weaker patients would be more challenging to solve the virus with, however they reward greater genetic data if you successfully research the virus and extract the data.



Tackling virus directly on a molecular level by successfully **matching antiviral protein balls**, which are randomly generated, **with the virus molecule of the same color** before your patient dies. Each time you successfully resolve a certain virus type, the next time you try to resolve the same virus type, it will mutate to become more complex. Fortunately, you can buy a wide variety of equipment to increase the odds in your favor or heal your patient. The Virus Research Lab screen is divided into two sections: **Virus molecular structure is shown on the left, and patient's health status is shown on the right.**



## Structure of a Virus

All viruses are composed of **5 types of molecules**, each of which infects a particular body organ:

- **Yellow molecules** infect the brain (nervous system)
- **Red molecules** infect the heart (circulatory system)
- **Blue molecules** infect the lungs (respiratory system)
- **Green molecules** infect the stomach and intestines (digestive system)
- **Pink molecules** infect the muscles and skeletons (skelelemuscular system)

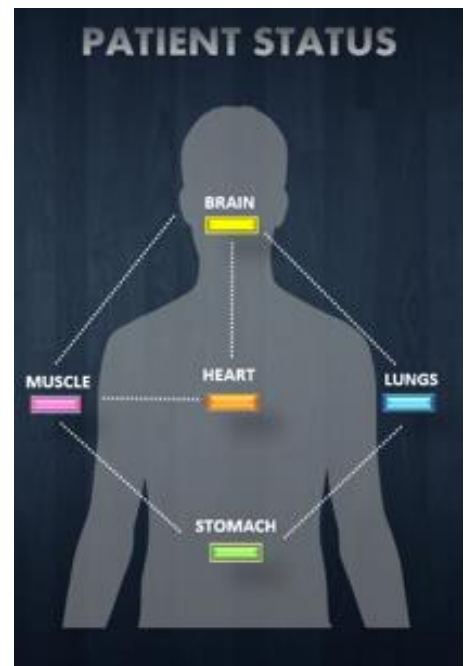


Virus molecules are connected together into either **horizontal or vertical strains** by the chemical links between them. When you successfully **match the color of antiviral protein balls** from the **Genodisk** with **all the virus molecules in a strain**, **all the links connecting those molecules will be destroyed**. Viral molecules that lose all their links will be dissolved. To develop an antidote, you must dissolve all the molecules in a virus (see "Developing a Cure"). A virus can mutate. When it does, a new molecule will be added to the virus or a new bond will be formed between two formerly-unconnected molecules. Therefore, mutation makes a virus more complex and thus much harder to defeat (for more details see the section on "**Genodisk and Destroying the Virus**").

## Your Patient's Health Status:

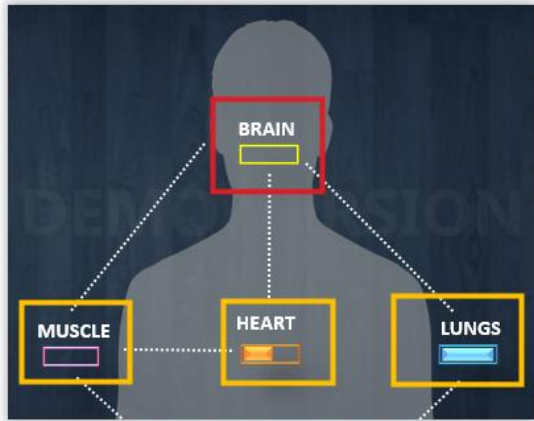
A patient's profile dictates the health bars of his/her body's organs and also how vulnerable they are. Terrible/weak organ means it is more susceptible to failing from viral attacks, and a vulnerable organ means it is easily infected from other connected organs.

A virus will harm the patient's health. When it deals damage to the organs of your patient, it will first damage the organ represented by the highest number of a molecule type in the virus. For instance, a virus composed mainly of blue molecules will damage the patient's lungs first. If a second damage is dealt, it will damage the organ represented by the second highest number of a molecule type in the virus, and so on. If a patient's particular organ is already weak and dying, it's vital to destroy the corresponding virus molecule of that color so damage won't be applied to that organ anymore.



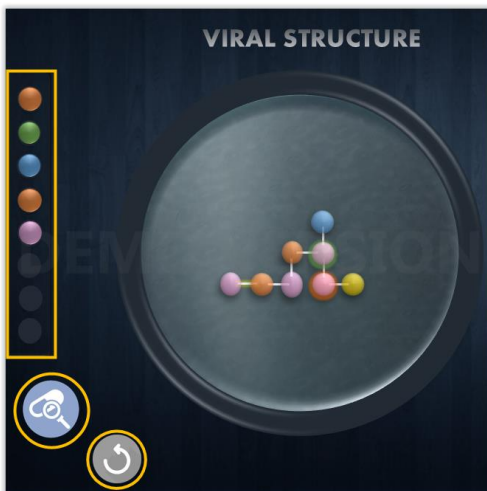


If an organ is already dead and it receives more damage, other organs connected to it will be infected and damaged as well. When all organs are dead, your patient dies and you would fail researching the antidote this round.



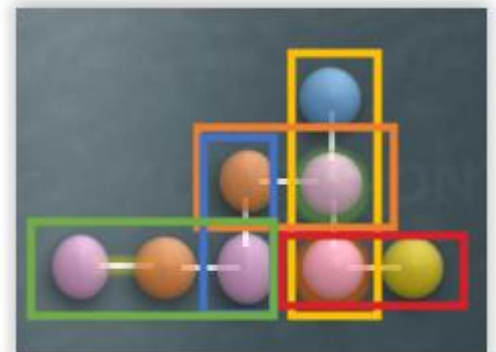
*In the example to the right, the brain's health is already depleted. If the brain is damaged again, 1 damage will be dealt to the muscles, heart, and lungs organ, since those 3 organs are connected to the brain. Different patient's body organs are connected differently. The more connections an organ has, the more susceptible the organ is to infections from other connected organ.*

### Genodisk and Destroying the Virus



In each cycle, you will click on the Genodisk button and receive a number of colored proteins (starting with 5). Click on the colored proteins on the Genodisk and click anywhere on the viral molecules of matching colors to lock onto them. You can permitted to lock onto a single strain (vertical or horizontal) per each cycle. You can keep on rolling until the desired color proteins show up, and when they do, use them to lock onto the viral molecules. Repeat the process until there's no more proteins on disk. You may refresh and restock the protein disk at any time by clicking on the refresh button, which will trigger the next cycle.

*In the example to the right, this virus has 5 strains in total: 3 horizontal strain and 2 vertical strain. You can only choose to solve one strain per cycle, and need to stick with that strain once you have locked onto a single virus molecule in that strain. In this example, if you want to solve the vertical strain circled in yellow, you need to roll Blue, Pink, Pink on the Genodisk. If you have only rolled a Blue, you can lock the Blue protein ball first onto the strain, and then keep on rolling until you get 2 Pink protein balls.*



*If solving a strain of 3 is too difficult, you may first try to solve a strain of 2, such as the horizontal strain circled in red. This would at least reward you with some Research Points which you may use to purchase equipment to help you even the odds.*

As a new cycle starts and when you first click on a viral molecule attempting to solve a strain, you are “committed” to solving that strain and cannot lock proteins on another strain until the next cycle. Since you can only solve one strain per cycle, deciding which strain to commit your effort on first is critical.

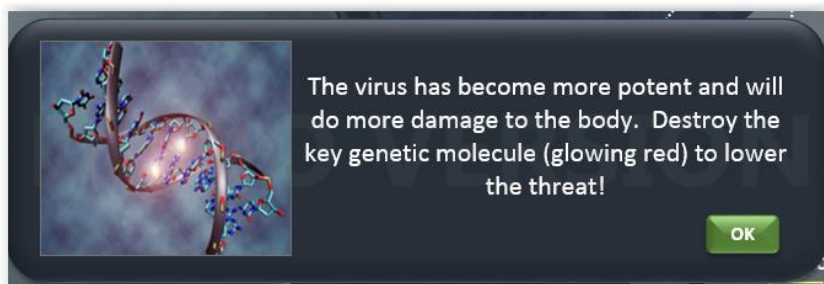
Every time you roll the Genodisk, there's a **probability that some protein balls will go bad**. Too many bad proteins will cause the virus to **either mutate or harm the patient**. You can keep the count of these bad proteins on the top of the Virus Research Lab screen. Mutations and health damage can be prevented if you have the relevant items.



*In the example above, the number on the left shows how many mutations will happen when the next cycle starts. When a virus mutates, new molecule or connections will be formed on the current virus. In this case, we know that 1 mutation will occur. The number on the right shows how many damage the patient will suffer when the next cycle starts. In this case, 2 damages will be dealt to the patient.*

### Particularly Lethal Virus Molecule

When each cycle starts, there's a certain probability that a particular molecule in the virus will mutate to be more lethal, making bad protein balls to cause accelerated damage or virus mutation rate. Destroy that particular glowing mutated molecule, through destroying the strains where it lies, to placate the virus back to normal. Don't wait too long to deal with the lethal molecule!




### When all links in a strain is destroyed:

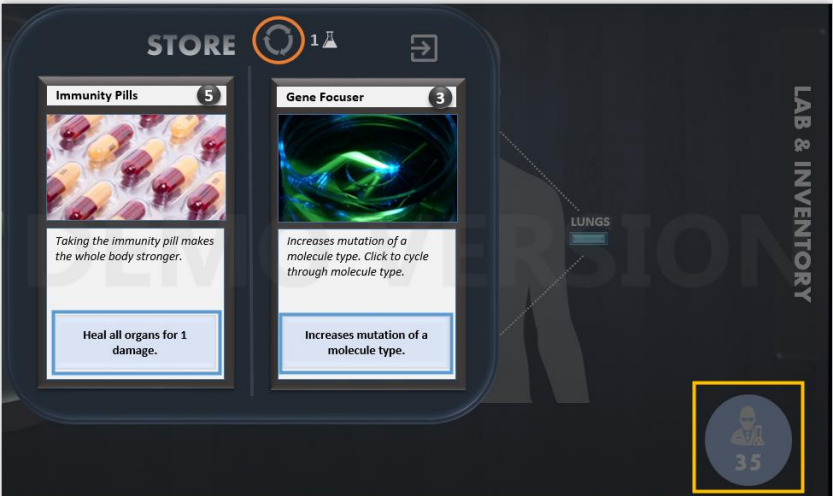
When you successfully lock on all the connected molecules in a strain, all the links connecting those molecules will be removed and the next cycle will automatically start. When a molecule has no link and is not connected to any other molecule, it will be eliminated. You will also earn research points, with more points rewarded for longer destroyed strain (see **Store & Items**). To successfully develop an antidote, you must destroy all the virus molecules.




*In the example to the left, if you are able to match a Yellow, Orange, and Yellow, the links connecting those 3 molecules will be removed. This will eliminate the Yellow and Green virus molecule, as they are no longer linked. However, the Orange molecule will remain since it is still linked to the Purple molecule.*

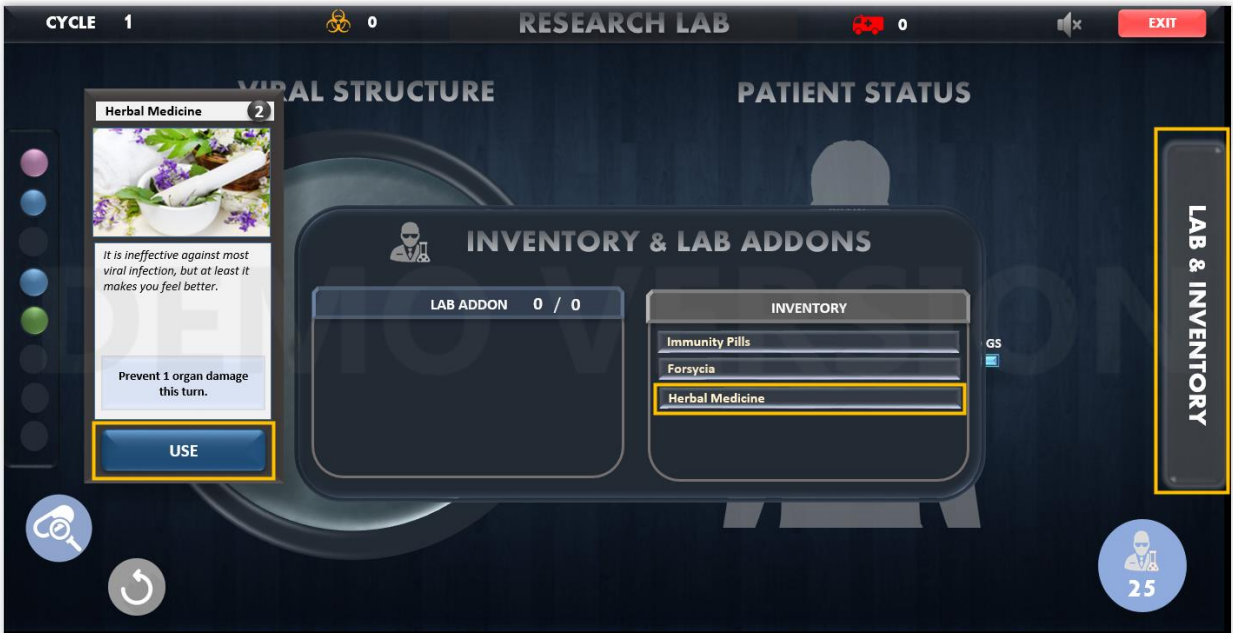
Store & Items:

**Research Points** earned from **destroying viral strains** can be used to purchase items from the **Store**. Items are useful for increasing the odds of rolling the Genodisk in your favor or healing your patient. To access the Store, click on the  icon on the bottom right corner. At any time, 2 items will be shown and made available for purchase. To purchase any equipment, you must spend the required number of **Research Points** as indicated on the upper-right corner of the item card. When an item is purchased, the Store is shuffled and 2 new items will be offered. Alternatively, you may also shuffle the items in the Store at any time by spending 1 research point.




On the bottom right corner, the number below the  icon shows that you currently have **35 Research Points** to spend. Clicking on the button would bring up the **Store** screen, where 2 items will be offered at any time. To purchase a particular item, click on the item Effect box (circled in blue), and the item will be purchased and moved into your **Inventory**.

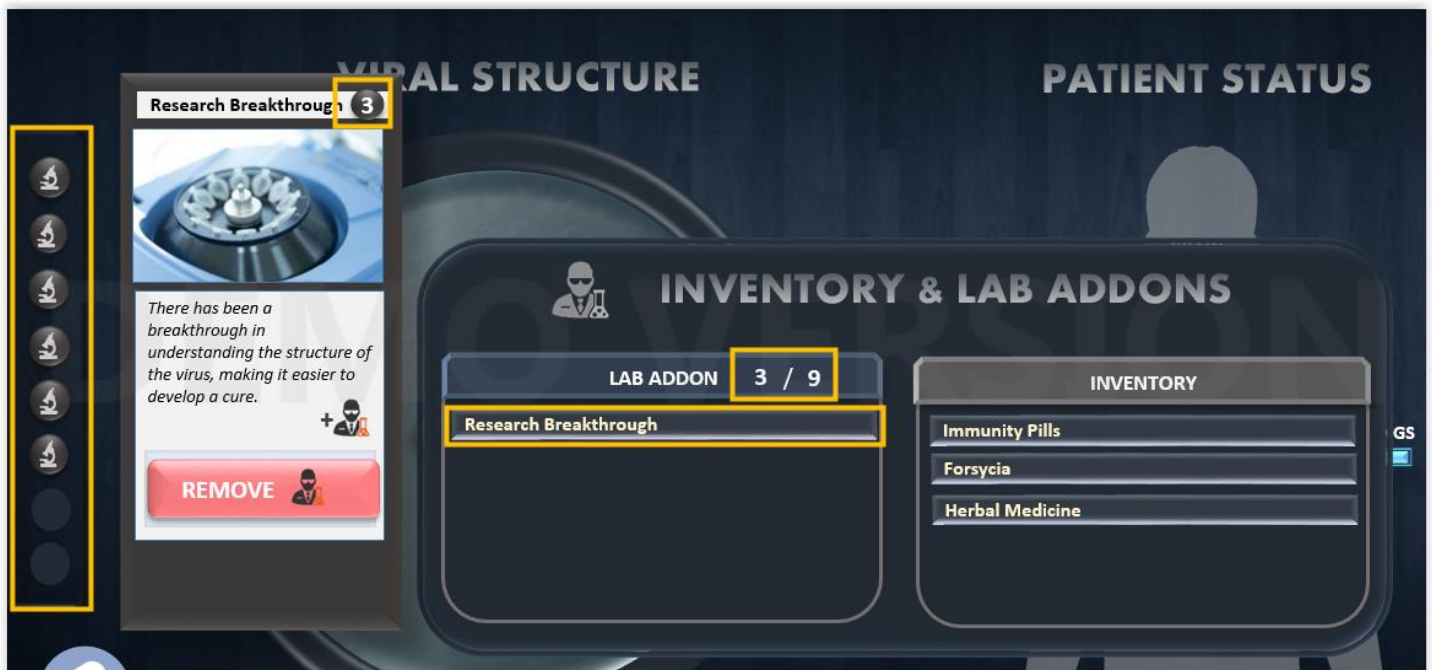
After an item is purchased, it is not used immediately. Instead, it is stored in the **Inventory**, which holds **a maximum of 5 items**. To use an item, you must open up the Inventory by clicking on “**Lab & Inventory**” bar on the side of the screen. Click on the item you wish to use from the list under “**INVENTORY**” to see the item card in detail, including the item’s name, picture, a brief description, and its effect. Once decided, you can click on the “**USE**” button to use the item.



## Lab Add-ons:

Some items have a **lab add-on icon**  on them, meaning you can use them like a regular item or convert it into a lab add-on. **Lab Add-ons** allow you to benefit from the **effects of equipment for the entire session**, unlike items which are just for one-time use. Therefore it is very powerful and extremely useful to deal with the more challenging virus later on.

Add-ons can be installed as long as there is enough **Lab Funding** to cover its cost, which is the number listed on the upper right of the equipment card. To **install a lab add-on**, the item must already be in your inventory, then **click on the "Lab Add-on" icon** to do so.



*In the example above, the Lab Add-on, "Research Breakthrough", is installed. It costs 3 Lab Funding, fortunately, currently you are granted a total of 9 Lab Funding. "Research Breakthrough" gives you 1 additional protein ball on the Genodisk, and since this is installed as an Add-on, the effect is permanent. You will be able to roll 6 protein balls for the remainder of the session. Thus Lab Add-ons is a very powerful tool to deal with tough viruses.*

**More Lab Funding** can only be acquired through the accumulation of genetic data you've extracted as the game progresses. Think of them like experience points. For **every 100 KB of genetic data** accumulated, you gain **1 Lab Funding**. You may remove any number of Lab Add-ons at any time to make room for different ones. The **higher the Lab Funding, the more Add-ons** you can install in your Lab.