



PARASITE

Rules booklet

THE STORY

At a remote scientific outpost in the Arctic, a team of nine studies their harsh environment.

***10 hours ago**, the team discovered an ancient creature trapped in ice.*

***6 hours ago**, the creature was cut from the ice and brought back to the base for examination.*

***3 hours ago**, the creature's body rapidly liquefied into goo.*

***1 hour ago**, one of the scientists started acting strangely and then disappeared.*







***10 minutes ago**, one of the buildings at the base burned down, the missing scientist was found in front of it, horribly disfigured.*

Suddenly, it attacked but before it could cause any harm, the commander killed it.

***2 minutes ago**, an unidentified body was discovered within the ashes. Another body... but no one was missing anymore...*



Most of the food and gear was lost in the fire. The commander begrudgingly gave the order to gather supplies and prepare for evacuation by helicopter...

COMPONENT LIST

1 x	Rules booklet
1 x	Game board
1 x	Leader token card
1 x	Test Results card
1 x	Dog Reference card
9 x	Character markers
9 x	Character cards
24 x	 Office cards
24 x	 Storehouse cards
24 x	 Laboratory cards
22 x	 Helipad cards
20 x	 Infection cards
72 x	 Infection tokens (8 x for each character)







GAME SETUP


1. Shuffle  cards and take the indicated number of cards at random to form the deck on .



4-6 players = 10 cards

7-8 players = 12 cards

2. Shuffle each // deck separately.
3. Each player chooses a Character card, takes the corresponding Character marker and  tokens.

Each player then draws their Starting cards according to the Character cards.

If the Starting card contains  icon:
That card must be discarded and a new card must be drawn in its place.

4. **Form an Infection deck** according to the number of players.
Deal each player one card facedown and place the rest of the deck near the board.
Players look at their  card without showing it to other players, and place it facedown in front of them.
5. The player who has been sick most recently takes the **Leader token**.
6. All players place their Character marker on  Location.
























FORM AN INFECTION DECK



 Parasite Infection card

 Human Infection card

Separate  and  into own piles

Players	Draw randomly and shuffle together
4	    
5-6	       
7-8	         





Adjust the difficulty
by adding more  or  cards

Deal one card to each player

Shuffle the rest of
the Infection cards into a deck

GAME BOARD & LOCATIONS

There are four Locations on the board, each with its own deck of cards with a colour-coded Location icon on the back.

-  - **Office**
Provides guidebooks for teamwork and a chance to help other players.
-  - **Storehouse**
Provides equipment and weapons.
-  - **Laboratory**
Provides information about the players and healing during tough times.
-  - **Helipad**
Contains crises and missions that define the players' fate and finally enable their Escape when the deck runs out.



Player's hand cards, Infection tokens,
Infection card and Character card
after the Game Setup



Infection deck

ROUND SEQUENCE

START OF
THE ROUND

The Leader takes
the first Turn

The Leader token is
passed clockwise to
the next player

Going clockwise, each
player takes their Turn

INFECTION
PHASE

GAME
PHASE

Players in
the same Location
exchange ☣ tokens

When a player would
pass the Turn to
the current Leader,
the Game Phase ends

ESCAPE
PHASE

The Leader reveals
the top card from ☣ deck
and reads it to everyone

The Leader resolves
the active 🧑 card
(if there is one)

When the Leader reveals ☣ card:

⚠ cards must be resolved immediately.

🧑 cards must be placed near the board
and resolved at the beginning of the next
Escape Phase.

The game ends if one of
the following conditions is fulfilled:

☣ deck is empty OR All players are dead

GAME PHASE

CHECK HAND LIMIT

The hand limit is three cards.
Discard or give cards to another player in your Location until you have three or fewer cards in your hand.

ACTION (optional)

Choose one of the following actions:

Play ⚡ card or use ⚡ ability

OR

Choose another player in your Location to become Distressed

End

Start

MOVEMENT (optional)

Place your Character marker on a Location of your choice.

ACTIVATION

Activate your current Location.

If the Location is / / :

Draw two cards. Keep one and discard the other one.

If the card contains  icon:

The card must be revealed and resolved immediately.

If the Location is :






Look two cards. Leave one on the top of the deck and discard the other one.

If the Location is  card:

Nothing is drawn.

CARDS & DECKS

decks contain:




- Basic cards marked by a grey border, and    icons.
- Item cards marked by a yellow border, and  icon.
- Event cards marked by a dark border, and  icon.


deck contains:

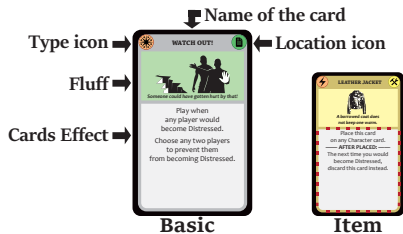
- Crisis cards with  icon
- Mission cards with  icon

When playing a card with multiple choices, the player must choose one of them.


If the player cannot fulfill the requirements of a choice, they cannot choose it.

If    deck only contains one card, the player can keep or discard it.

If  deck only contains one card, the player can discard it or place it on top.



HAND CARDS

Only    cards held by a player are counted as hand cards.

Event cards cannot be held as hand cards.

Item cards already placed on a Character card do not count as hand cards.

Only hand cards can be discarded when a card requires a player to discard cards.

When giving cards at the end of the Turn, cards must be given without showing them to other players.

DISCARD PILES

Each deck has its own discard pile.

After a card has been played and resolved, it is placed to the discard pile.

Cards are always discarded facedown.

The discard pile must be shuffled before drawing or looking at cards from it.

When a deck is empty, do not reshuffle its discard pile to form a new deck.



CARD TYPE ICONS



- Action

Can be played when taking an Action during the **Game Phase**.



- Reaction

Can be played whenever specified by the card.

The card is resolved immediately, but it cannot prevent other actions from happening.



- Interrupt

Can be played whenever specified by the card.


The card is resolved immediately, and it can prevent the triggering card or Action from happening. It is resolved before the triggering card or Action is resolved.



- Event

Must be revealed and resolved immediately when drawn or kept by a player.

If a player is only looking at the cards,  cards are not revealed and resolved.

If a player draws or keeps multiple  cards, all must be revealed and resolved in the order chosen by the player.



- Crisis

Must be resolved when revealed at the end of the **Escape Phase**.






- Mission

Must be placed near the board when revealed at the end of the **Escape Phase**.

It stays there until it is resolved in the beginning of the next Round's **Escape Phase**.

The card acts as a temporary Location. Players can move there during their Movement, but they draw no cards when Activating it.

If the number of players on the card is equal or greater than the number of players indicated with  icons, then the PASS effect occurs. Otherwise, the FAIL effect occurs.

After the card has been resolved, players will remain on the card until the start of the next **Game Phase**. For the remainder of the current Round's **Escape** and **Infection Phase**, the temporary Location stays in play. At the start of the next Round, anyone on a temporary Location returns to the  Location and  card is discarded.

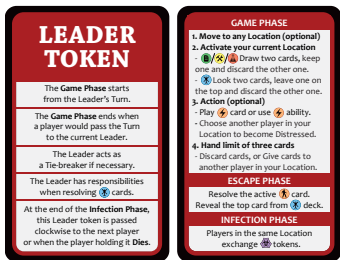
LEADER TOKEN

The **Game Phase** starts from the Leader, and ends when a Turn would be passed on to the current Leader again.

The Leader has the most power and responsibilities when resolving ☒ cards during the **Escape Phase**.

A token card is used to keep track of which player is the current Leader. The Leader token is passed to the next player during the **Infection Phase** or when the player holding it **Dies**.

In case of a tie during any situation, the Leader acts as a Tie-breaker and decides the outcome from the given choices.



Leader token

Quick rules

CHARACTER MARKER

Indicates the Location of the player. Players can move their Character markers between Locations during the **Game Phase**.

CHARACTER CARDS

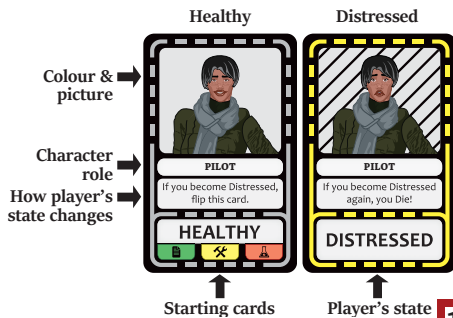
Contains the role, image and number of Starting cards for each Character.

Each Character card has two sides: **Healthy** and **Distressed**.


Players begin the game with their Character card **Healthy** side up.


Character cards, Character markers and ☒ tokens are colour-coded.


Starting cards are drawn during the **Game Setup** according to the Character card.





INFECTION CARDS



Infection cards are represented by  icon. The same icon is featured on the back of the infection cards.



 cards are divided into two types, Humans and Parasites. Each with unique **Win & Lose Conditions**, Abilities, and a priority number ranging from 00 to 99.

If a player has two or more  cards, the card with the highest number always takes priority.


Players cannot show their  cards to other players, even if a player **Dies**. Players may only look at other players'  cards by using the Test Results card.

Some  cards may have Abilities that allow them to be revealed at a given time. When revealing  card, it is placed faceup near the Character card.


If a player has revealed their  card by using its Ability and would draw a new  card, check if the drawn card has priority.


If the revealed  card no longer has the priority, it becomes unrevealed, is turned facedown and is no longer in effect. The new higher priority  card is not automatically revealed.

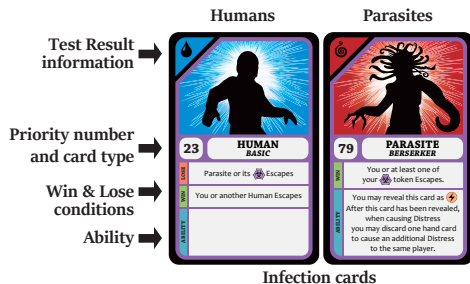
TEST RESULTS

The Test Results card is the only way to gain any reliable information about other players'  cards.

The Test Results card can be used only when called upon by other cards, and only the player who played it can look at the information.


If a player has two or more  cards, only the card with the highest number is combined with the Test Results card.

Players are free to communicate any information gained by examining the combination of the Test Results card and  card.




INFECTION TOKENS


Infection tokens are represented by  icon.


 tokens keep track of which players have been in contact with each other.



Infection token

During the **Infection Phase**, players in the same Location exchange  tokens of their own colour with each other, unless they already have a token of that colour.

 tokens from other players must be kept visible and faceup next to the player's Character card. Each player can carry only one token from each other player.

When choosing to Escape, all  tokens carried by that player also Escape.

HEALTHY & DISTRESSED

When a player becomes **Distressed**, they flip their Character card onto the **Distressed** side.



When a player becomes **Healthy**, they flip their Character card onto the **Healthy** side.


If a player becomes **Distressed** while already **Distressed**, they **Die**.

Dead players cannot become **Distressed** or **Healthy** without being **Revived** first.

DYING

When a player **Dies**, discard all of their cards and remove their Character marker from the board. If that player had a Leader token, it moves on to the next player.

However, the player keeps their Character and  cards,  tokens, and other players keep that player's  tokens.

Dead players do not have Turns and cannot Escape, but they can still Win depending on the Win Conditions on their  cards.

Unless specified in the card, cards cannot affect Dead players, and Dead players cannot be chosen as any or another player.

Players that are either in **Healthy** or in **Distressed** condition are considered as Alive players.

BEING REVIVED

When a player is **Revived**, the player returns back to the game either in **Healthy** or in **Distressed** condition, depending on the card that **Revived** the player.

The **Revived** player must immediately place their Character marker back on the board in a Location of their choice.

HOW THE GAME ENDS



The game can end in three different ways.

deck runs out of cards

During the **Escape Phase**, when the Leader has to reveal the top card from  deck and there's no more cards in the deck:

1. Starting from the Leader, each player who is still **Alive** must choose to:

Escape OR **Stay behind**

2. Those who chose to **Escape** reveal all of their  cards.
3. The rest of the players reveal their  cards, and then all players check if their **Win** or **Lose Conditions** are fulfilled.

All players are Dead

The game ends without a Winner.

Ability ends the game

Some  cards contain Ability that can end the game if that  card's **Win Condition** is fulfilled during the game.

WINNING THE GAME

Any player who fulfills their **Win Condition** is considered a Winner.

A player cannot Win if their **Lose Condition** is also fulfilled.

There can be multiple Winners, and there can be no Winners at all.

If you win, that what is most important to you manages to survive another day in this world. If you lose, all you care about perishes.

COMMUNICATING

Good communication between players enables better gameplay, and generally makes the games more livelier.

Players are encouraged to discuss and question other players' motives and actions.

Players are not allowed to show their cards to other players, unless specified by a card or a rule (e.g. Test Results card).

THE DOG EXPANSION

The Dog is a non-playable character that will assist players and wants to get petted, but if mistreated the dog will punish violent players. Like all players the dog can be a **Human** or the **Parasite**.

The Dog should be played with 4-5 players, with a higher number of players, it may cause the game to be chaotic.

At the Game Setup, deal one 🐾 card to the Dog, and give the Leader the Dog's Character card, the Dog's Reference card and place ☠️ tokens near by.

During the game, the Dog is treated as a player but cannot receive new 🐾 cards. The Dog's 🐾 card can be looked at with a Test Result, but when combining 🐾 card and Test Result, combine them blindly without looking at 🐾 card.



Dog's Character card



Dog's Reference card

The Dog's Reference card contains instructions on how the Dog moves, and what are the benefits when the Dog is in the player's Location. The card is tied to the Dog's Character card sides.

At the start of the **Game Phase**, the Dog moves to any Location that contains another player that matches the criteria on the reference card. If no criteria matches, the Leader decides the Location.

When the Dog is **Healthy**, the Dog will assist players in 🏠/🔧/🧪 Locations to draw additional cards when Activating the Dog's Location. Players also have an option to use their ⚡ to become **Healthy**.

When the Dog is **Distressed**, the Dog will punish players who cause other players to become **Distressed** in the Dog's Location.

During the **Infection Phase**, players in the same Location with the Dog exchange ☠️ tokens with the Dog.


At the **End of the Game**, the Dog will Escape if the Dog Lover or Leader chooses.

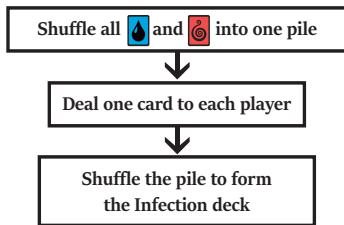
Dog Lover - Human - Infection card is a special 🐾 card that can be added to the Infection deck when the Dog is in the Game.

RULE VARIANTS

Rule variants are meant to spice up the game after the players have familiarized themselves with Parasite's normal rules.




Arctic Pot-luck -variant













During Game Setup shuffle all  cards together when Forming the Infection deck:



Forming the Infection deck this way can make the game chaotic and unpredictable.


Untidy -variant



During Game Setup create // Locations' decks by randomizing cards from different Locations.

Deck	Draw randomly and shuffle together					
	12 	6 	6 			
	6 	12 	6 			
	6 	6 	12 			

Creating the Locations' decks this way does not affect anything else other than that the decks now contain cards from multiple different Locations.

Unknown Infections -variant


During the Game, all exchanged  tokens will be kept hidden from other players.

Once a player gets  token, they cannot show it to other players. Only at the end of the game and when removing  tokens, can the player show and remove the token.


Like normally each player can carry only one token from each other player.





F.A.Q.

What is the difference between “looking and keeping  cards” and “drawing  cards”?

When looking at  card, you only get the information from it. It's effect is only triggered if you keep the card.

When drawing  card, its effect triggered.



When discarding or drawing cards from another player, can those cards be  cards?

No, only // cards can be discarded or drawn.  cannot be discarded, or taken from another players.


What happens if // deck runs out of cards?

When a deck runs out of cards, a new deck is not formed, the Location now has only the discard pile. During the Activation nothing is drawn in that Location.

After revealing  card, can the card become unrevealed again?

Yes, if you draw a new  card with a higher priority number, or when  card **Just Between Us** is played.

What happens when  card like Scalpel or Ice Pick is played?

Some cards like  cards have the power to prevent and interrupt other cards' effects if the player who played them dies. For example: In a situation where Player A uses their Action to cause Player B to become **Distressed**, and Player B decides to play **Scalpel** card and causes Player A to become **Distressed**. If Player A dies from this, Player A's Action never finishes and Player B never becomes **Distressed**. However, if Player A does not die, Player A's Action finishes and Player B becomes **Distressed**.

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CARD ICONS



Action



Event



Reaction



Interrupt



Crisis



Mission



Office
card



Storehouse
card



Laboratory
card



Helipad
card



Infection
card



Infection
token



Symbol for
Human



Symbol for
Parasite



Mission indicator
Number of players required
on the card in order to Pass.