

Plague Inc.

ARMAGEDDON



6 Evolution Slides
(5 Bioweapon/Fungus,
1 Extra Player)



6 Country Cards
12 Event Cards
13 Trait Cards



1 DNA Point Marker
16 Plague Tokens
(Orange Colour)



24 Dominant/
Recessive Genes
(Double-sided)



6 Super DNA Counters



1 Armageddon End
Game Bonus Card

GENES

During the game, players get unique Genes which power radical tactics and give opportunities to specialise your disease.

SETTING UP GENES

Decide if you want to use Dominant or Recessive Genes. We recommend using Dominant Genes (which significantly change the game) but you can use Recessive Genes if you want smaller changes.

No. of Players	2	3	4	5
No. of Genes	3	4	5	6

Gene Set Up

When setting up the game, randomly select the correct number of Genes for the number of players in your game (see table to the left) and place these face up next to the Card Mat.

GETTING GENES

Play the game as normal until the first Country is killed. At the end of the current Player's turn, every player gets to choose a Gene.

- The amount of DNA points each player has determines the order in which they get to choose their Gene.
- The player with the most DNA points gets to choose from the Gene pool first, followed by the player with the second most DNA points and so on.

Note: If tied, the closest clockwise player to the killer goes first.

DOMINANT GENE

This gene counts as an extra
Evolution space

Gene Example

USING GENES

Every Gene is unique and permanently changes your disease. Once you have a Gene, place it near your Evolution Slide. **You must always do what the Gene says.**

NEW DISEASE TYPES

Armageddon comes with two new disease types to play as, each one adding new abilities and requiring different tactics to succeed.

During setup, each player decides which disease type they want to play as and then select the appropriate Evolution Slide. They then play the game as normal.



It is fine to mix disease types

Note: If the Country Card drawn from Spore Burst can't fit on the board then discard it but do not refresh your hand of Trait Cards.

Note: When Puffball triggers, you can place some or all of the stored Tokens. If you evolve a Trait over the Fungus' Puffball ability, all stored tokens return to your pile.

Note: Armageddon modifies Lethality before any other actions are taken.

HOW TO PLAY VIDEOS HERE:
WWW.PLAGUEINC.COM/RULES

TOMORROW'S WORLD COUNTRY CARDS

These are optional and not recommended for new players. If you want to, add them to the Country Deck and follow the rules below.



To avoid a paradox, a Tomorrow's World Country Card can only be placed on the World Board if its normal equivalent Country Card has not been placed or killed (and vice versa).

If a revealed Country Card has already been placed/killed, then immediately remove it from the game. Replace it with a random Country Card (from the unused Country Cards that were discarded during game set up).

OTHER COMPONENTS

New Event and Trait Cards - Shuffle them into their respective game decks and play as normal.

Armageddon End Game Bonus Card - You can choose to include this card during game setup to award extra End Game Bonuses at the end of the game.

Super DNA Counters - Give these to players whenever they score over 100 DNA points to keep track of their score.

FIFTH PLAYER RULES

The game plays exactly the same with 5 players. The only differences are in the game set up.

NUMBER OF COUNTRY CARDS IN THE COUNTRY DECK

When setting up the Country Deck count out the correct number of Country Cards for the number of players (see table).

No. of Players	2	3	4	5
No. of Cards in Country Deck	24	27	32	30

Country Deck Set Up

Note: You can make the game longer or shorter by changing the number of cards in the Country Deck.

STARTING DNA POINTS

Players start the game with different amounts of DNA Points depending on the turn order: Player 1 starts on 0 DNA, Player 2 on 1 DNA, Player 3 on 2 DNA, Player 4 on 3 DNA, and Player 5 on 4 DNA. Players place their DNA Points Marker on the DNA Points Track (outer edge of World Board).

OPTIONAL RULE

GENE AUCTION

For a more competitive way to play with Genes! After the first Country has been killed, Gene Auctions are held to determine the order in which players get to choose their Gene.

Gene Auction Steps:

- Start with the **player who killed the Country**, and then **go clockwise**. Skip any player who already has a Gene or has passed.
- Each player in turn states how many DNA points they would pay in order to choose their Gene next (it is ok to bid zero DNA).
- Players must either beat the highest bid by at least 1 DNA or pass.
- Once everyone else has passed, the winner pays the DNA cost and chooses their Gene.

Repeat the Gene Auction until everyone has a Gene.

Note: You can bid more DNA than you have. To show negative DNA - move your DNA marker backwards on the DNA Points Track and replace it with a Plague Token i.e. 98 with a Plague Token represents -2.



For how to play videos, more optional rules, information about expansion packs and more - get the free Companion App here:
www.plagueinc.com/rules