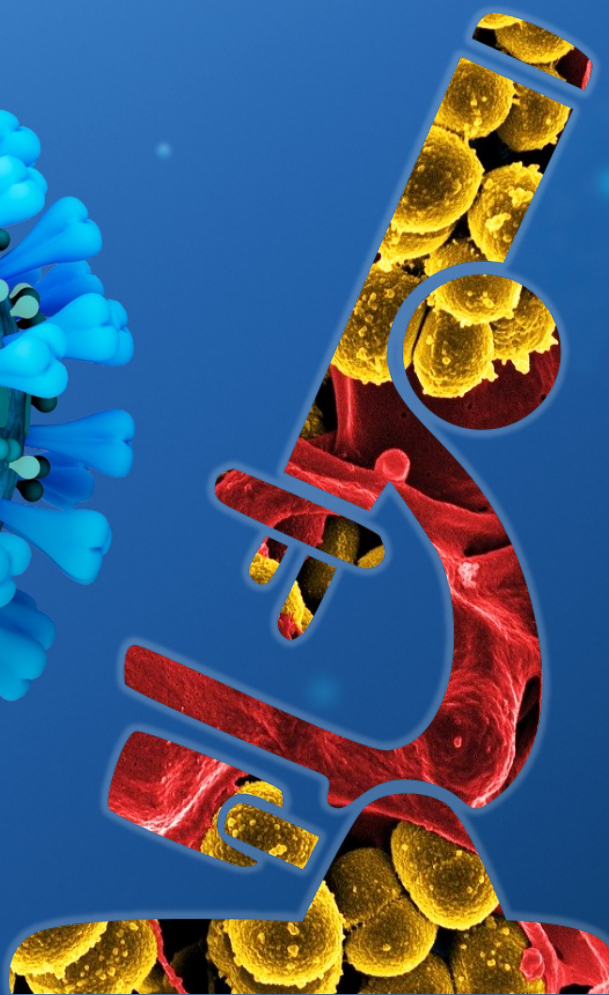
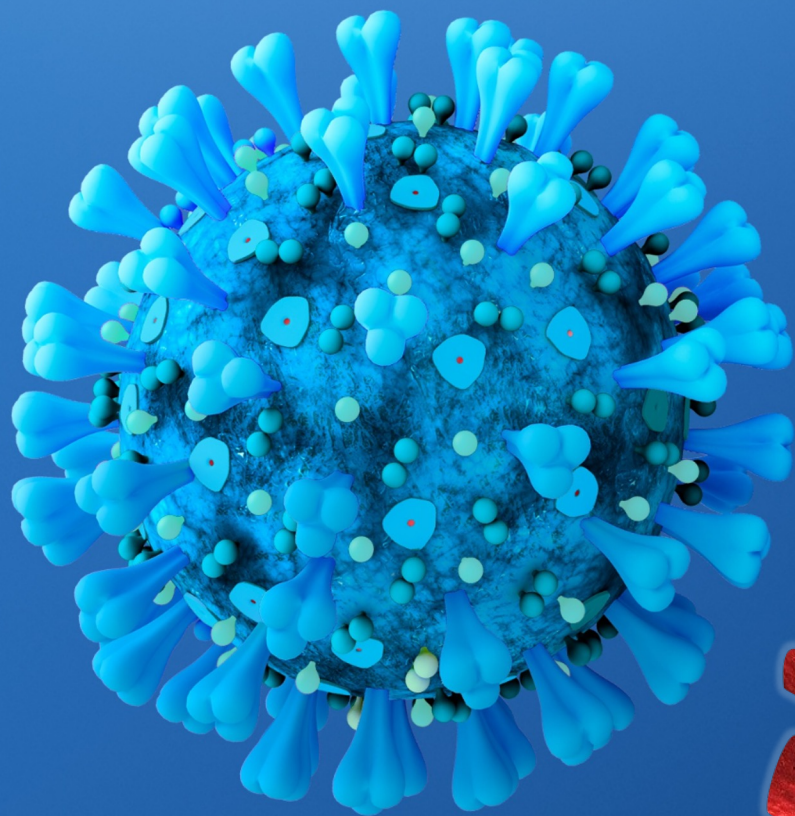


IMMUNIZATION

The Game



RULEBOOK

IMMUNITARIUM™



GAME PLAY OVERVIEW

In a world threatened by persistent diseases and rapidly spreading outbreaks, you lead a pharmaceutical company developing next-generation vaccines. Your goal is to protect the most at-risk populations against infectious diseases. Develop effective vaccines by discovering optimal antigenic formulations and managing successful clinical trials. Scale up your production capacity while developing pricing strategies that consider public opinion and market impact. Leverage your technologies and expertise to make strategic decisions and build a successful vaccine portfolio to save lives!

GAME MODES

- **Competitive Mode** (see p.3): Players compete to immunize the most people and earn Victory Points 
- **Quick Competitive Mode** (see p.13): Players lead companies with pre-defined technologies and expertise to dive straight into advanced vaccine development without the initial technology & expertise acquisition phase. 
- **Cooperative Mode** (see p.13): Players work together to eradicate diseases 

GAME COMPONENTS (Scholar Edition)

- 5 erasable Disease boards
- 12 erasable Vaccine Development cards
- 22 Technology & Expertise cards
- 48 Toxicology & Clinical Study cards (12 x Tox “Animal model”, 12 x Tox “In vitro model”, 12 x PhI/II Clinical Study, 12 x PhIII Clinical Study)
- 4 Production Capacity and Public Opinion dual-layer boards
- 11 Dices:
 - 1 Vaccine Need dice (orange dice)
 - 3 Antigen 10-sided dice (1 blue, 1 red, 1 white)
 - 1 Vaccine Price dice (green dice)
 - 1 Incompatibility dice
 - 1 Tox dice (purple dice)
 - 4 Clinical Dices
- 110 coins (18 x “1000”, 23 x “500”, 23 x “100”, 23 x “50”, 23 x “10”)
- 120 Reagent tokens (30 x “2”, 30 x “10”, 30 x “50”, 30 x “80”)
- 12 Microscope wooden tokens (3 x red, 3 x blue, 3 x yellow, 3 x green) used as markers and Victory Points
- 8 cubes (2 x red, 2 x blue, 2 x yellow, 2 x green) used as Production Capacity and Public Opinion markers
- 1 First Player Token
- 1 Funding token
- 5 wooden pawns (1 red, 1 blue, 1 yellow, 1 green, 1 white)
- 1 Scoring board
- 4 Confidentiality screens
- 4 Dry erase markers
- 1 Scorepad
- 4 Action summary cards
- 1 Rule Book

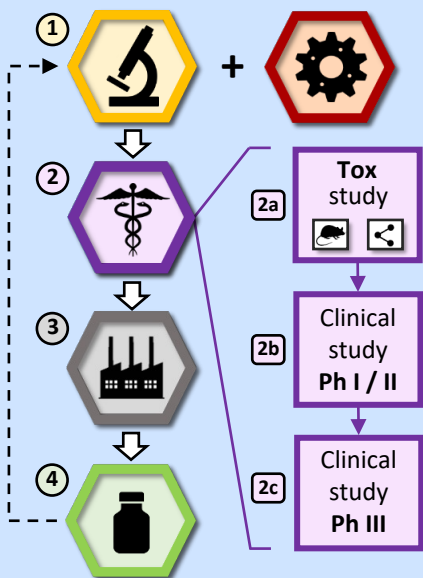
GLOSSARY

- | | | | |
|-------------------------|---------------------------------|----------------------|---------------------|
| - PO: Public Opinion | - TA: Target Antigen | - Tox: Toxicology | - VP: Victory Point |
| - RP: Recommended Price | - T&E: Technologies & Expertise | - VNs: Vaccine Needs | |

GAME OBJECTIVE & PRINCIPLE

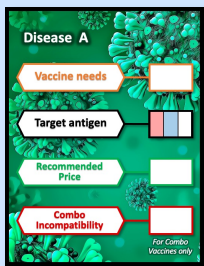


Competitive mode



- Develop and manage a portfolio of vaccines. The player who immunizes the most people and earns the most Victory Points (VPs) wins the game.
- The development of a vaccine follows 4 key steps:
 - 1 **Research** the vaccine formula using **Reagents** and **Technologies/Expertise**
 - 2 Conduct **Preclinical & Clinical Validation** (Tox, Phase I/II, Phase III studies) to test the safety and efficacy of the vaccine
 - 3 **Produce** the vaccine (Manufacturing)
 - 4 **Launch** the vaccine on the market

PRINCIPAL GAME ELEMENTS



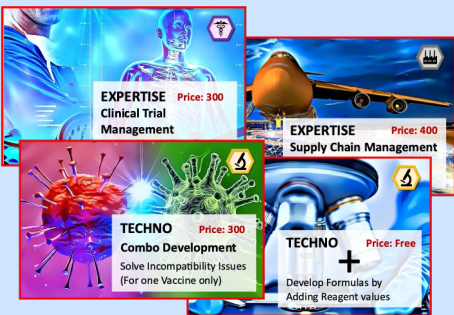
Disease boards

Disease boards describe each disease's characteristics. Vaccine Needs (VNs) represent the victory points earned when vaccines are distributed. Target Antigen (TA) values are used for developing vaccine formulas. Recommended Price (RP) provides guidance for setting vaccine prices. The **Incompatibility** parameter influences the development of "Combo" vaccines only.



Vaccine Development cards

Vaccine cards represent the vaccines players develop during the game. Each card shows the antigenic formula created from reagents and technologies, along with the vaccine's name, efficacy, toxicology study results, production quantity and player-defined price.

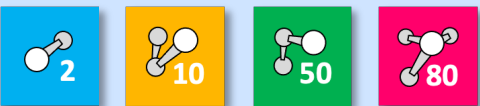


Technologies & Expertise cards

The Technologies & Expertise (T&E) cards support the vaccine development process and provide special abilities. All players begin with the basic Technology [+] & [x] cards. Additional T&E cards can be acquired throughout the game.

Reagent tokens (Compounds)

The reagents represent the compounds needed to develop vaccines. There are 4 types of reagents with different values: 2, 10, 50, and 80. Players purchase and use these tokens to create antigenic formulas.



Toxicology/Clinical Study cards

Before launching vaccines, players must conduct three mandatory studies: a Toxicology study (using in vitro or animal models), a Phase I/II clinical study, and a Phase III clinical study. Study cards represent these testing phases and must be performed to validate vaccine safety and efficacy



Production Capacity and Public Opinion dual-layer boards

The Production Capacity section displays the number of vaccine units a player can produce per turn. Production capacity can be increased through manufacturing investments and by acquiring relevant Technology & Expertise cards.

The Public Opinion (PO) represents your company's public reputation. PO levels change throughout the game based on player decisions and actions. Low PO levels negatively impact sales performance.

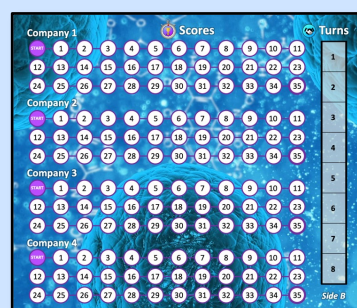
The Research Awards section is where players collect and store Microscope tokens as victory points.

Coins

Coins represent each player's Research & Development (R&D) budget. Players use coins to purchase reagents and T&E cards, and to finance Toxicology and Clinical studies.



Side A – Standard game



Side B – Quick game

Scoring & Turn counting board

The scoring board displays the number of people immunized based on the number of vaccines distributed by Companies (1 immunization point = 1 vaccine need addressed by the sale of 1 vaccine production unit).

The board has two sides: Side A is used for normal games, while Side B is designed for quick games where Technologies & Expertise are pre-assigned to players.

The board also tracks game progress over 15 turns for standard games or 8 turns for quick games.

GAME SET-UP

- A** Each player begins the game with the following elements (**Fig. 1**):
 - 3 Vaccine cards
 - 2 Technology [+] & [x] cards
 - 1 Confidentiality screen
 - 1 Production Capacity board (marker set to capacity level 5)
 - 1 Public Opinion Board (marker set to level 7)
 - 3 coins worth 1000 each (3000 total R&D budget)
- B** Shuffle the T&E cards and place 4 cards face-up where everyone can reach them to form the marketplace. Place the remaining cards face-down to form a draw stack. When a player purchases a T&E card, immediately draw a new card from the stack to replace the empty space.
- C** Organize reagent tokens by type into 4 separate stacks, accessible to all players.
- D** Organize Toxicology and Clinical Study cards by category into 4 stacks, accessible to all players.
- E** Place the 4 Clinical dice and Toxicology dice where all players can reach them. Use remaining dice to set up Disease boards (see **page 5**).
- F** Organize the coins into 5 piles to form the bank.
- G** Place each player's pawn on the scoring board starting space and place the white pawn on the space marked « Turn 1 ».
- H** The number of Disease boards is determined based on the number of players:
 - **2 or 3 Players:** 4 Disease boards
 - **4 Players:** 5 Disease boards
- I** Group the Microscope tokens into one stack.

Figure 1. Example of set-up for a 3-player game

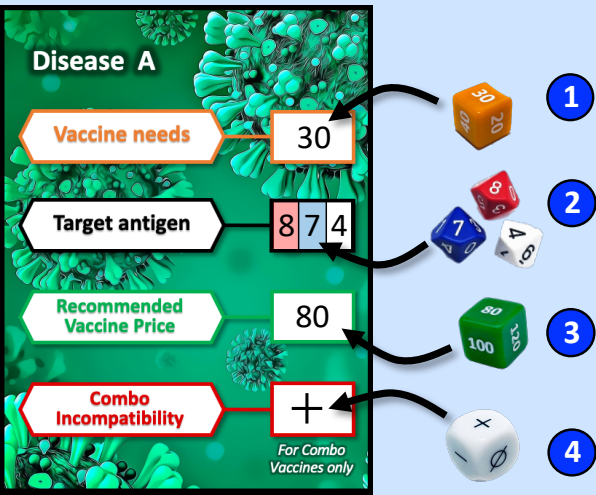


■ Disease Board preparation

Prepare each Disease board by rolling dice and recording the results as follows (Fig. 2):

- 1 Vaccine Needs (VN):** Roll the VN dice (orange dice) and write the result in the "Vaccine Needs" field
- 2 Target Antigen (TA):** Roll the 3 Antigen dice (red, blue, and white 10-sided dice) and write the result in the "Target Antigen" field
Note: the red dice determines the hundreds digit, the blue dice determines the tens digit, and the white dice determines the units digit.
- 3 Recommended Vaccine Price (RP):** Roll the RP dice (green dice) and write the result in the "Recommended Vaccine Price" field
- 4 Combo Incompatibility:** Roll the Incompatibility dice and write the symbol in the "Combo Incompatibility" field.

Figure 2. Preparation of a Disease Board



HOW TO PLAY

❖ Taking a game turn

A game turn is composed of 3 stages: **1** the Action Stage;
2 the Vaccine production & Price adjustment; **3** the Vaccine sales (Fig. 3)

Note: a fourth stage is added with the Outbreak expansion (see Outbreak rulebook)

A) Action Stage (1)

Players successively perform **up to 3 actions** selected among the following list:

- Purchase Research Reagents
- Acquire a Technology or Expertise
- Perform a Tox Study
- Perform a Clinical Study
- Increase Production Capacity
- Launch a new vaccine on the market
- Remove a vaccine from the market

Note: Players may perform the same action up to three times during their turn.

Action description



➤ Purchase Research Reagents

Players may purchase up to 3 reagents (different types or same type). Purchasing **3 reagents** counts as **one action**.

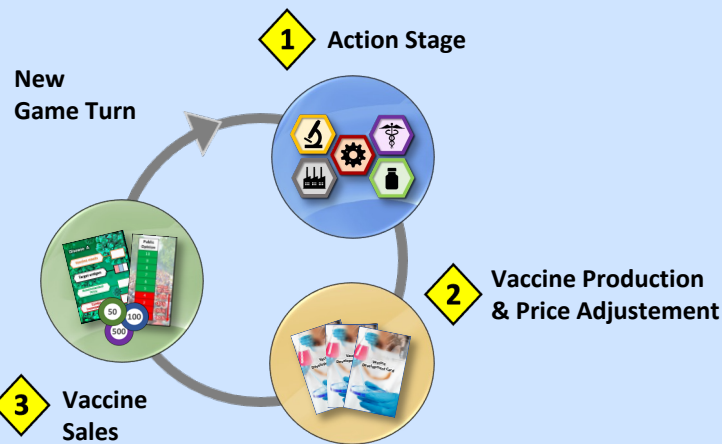


➤ Acquire a Technology or Expertise (T&E cards)

Players may purchase T&E cards from the market place (only 1 T&E card per turn).

Note: If a player runs out of R&D Budget, T&E cards can be sold back to the bank for their purchase price.

Figure 3. Game turn overview



Development of an Antigenic Formula

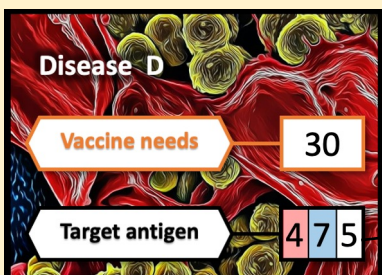
Vaccine formulation involves creating an Antigenic Formula as close as possible to the Target Antigen (TA) value of a disease using Reagents and Technologies (mathematical operators). Players compose mathematical operations on their vaccine card and calculate vaccine efficacy. The vaccine efficacy is calculated in two steps:

- **STEP 1:** Disease TA value **A** - Vaccine antigenic value **B** = **Antigenic Difference**
- **STEP 2:** 100 - Antigenic Difference = **Vaccine Efficacy C**

Note: if the Antigenic difference is negative in Step 1, reverse the subtraction terms by calculating (Vaccine antigenic value - Disease TA value) and continue with Step 2

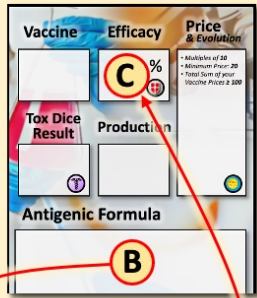
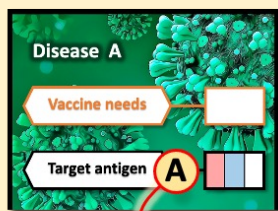
The vaccine efficacy is recorded as a percentage (%) on the vaccine card (Fig. 4). Players then select the Toxicology model to use (see p.7). Production quantity and pricing are determined during stage **2** (see p.8)

Figure 4. Example of calculation of vaccine efficacy



3 The Vaccine efficacy equals to 97%:
 $478 - 475 = 3 \Rightarrow 100 - 3 = 97\%$

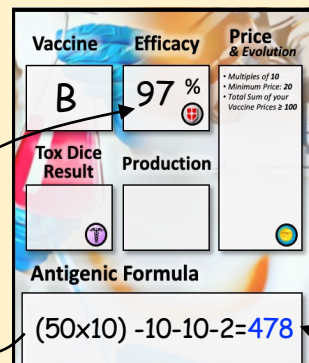
2 The Antigenic value of the vaccine equals to **478**



STEP 1*: **A** - **B** = Antigenic difference

STEP 2: 100 - Antigenic difference = **C**

***Note:** if (A - B) is negative, calculate (B - A)



1 James develops an Antigenic Formula based on 5 reagents (50, 10, 10, 10, 2) and two technologies [X] and [-]



■ Perform a Tox Study

Once a player has developed an Antigenic formula, a Toxicology study can be performed by paying the required cost.

Note: A Tox study must be performed before initiating the Clinical studies.

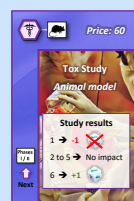
Players may choose between **two types of Tox studies**: studies **based on animal models**  and studies **based on in vitro models** .

In vitro models are more expensive and may generate weak predictions but **grant 1 Public Opinion Point**.

+1 PO
Point

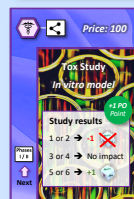
Note: Tox results predict the vaccine's efficacy-safety balance in humans on a 1-6 scale, where 1 represents a poor balance and 6 represents an excellent balance.

After selecting the Tox Study type, roll the Tox dice (purple dice) to determine the study result (Fig. 5). The Tox result may influence the execution of the Phase I/II and Phase III studies according to the following rules:



■ For a Tox study based on animal models :

- **Roll 1:** Remove one clinical dice during clinical testing.
- **Roll 2 - 5:** No impact on clinical studies.
- **Roll 6:** Gain one additional clinical dice during clinical testing.



■ For a Tox study based on in vitro models :

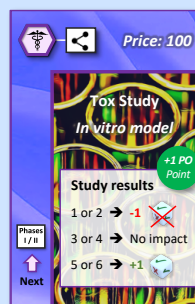
- **Roll 1 or 2:** Remove one clinical dice during clinical testing.
- **Roll 3 or 4:** No impact on clinical studies.
- **Roll 5 or 6:** Gain one additional clinical dice during clinical testing.

Players may record the Tox result on their vaccine card .

The Tox result influences both Phase I/II and Phase III studies.

Note: Players may repeat a Tox study if unsatisfied with the result. Repeating the study costs one action plus the required payment and can be performed during the same turn or a future turn.

Figure 5. Example of a Tox study



- 1 Kate performs a Tox study with an in vitro model and gains 1 Public Opinion point.

+1 PO
Point

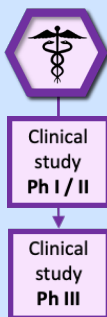
2

2

Kate rolls the Tox dice and obtains 2. She must remove one clinical dice during her PhI/II and PhIII studies.

3

Kate will roll only one clinical dice instead of two for a vaccine with 83% efficacy (see Clinical study section).



➤ Perform a clinical study

After completing a Tox study, players must sequentially perform a Phase I/II study and a Phase III study. Each clinical study costs one action plus the required payment.

The outcome of a clinical study is determined by rolling a specific number of clinical dice according to these rules:

- Case 1: If $70\% \leq \text{Vaccine efficacy} < 80\%$ => roll 1 dice
- Case 2: If $80\% \leq \text{Vaccine efficacy} < 95\%$ => roll 2 dice
- Case 3: If $95\% \leq \text{Vaccine efficacy}$ => roll 3 dice

Note: one clinical dice may be removed or added depending on the Tox study outcome (see Tox study section). If the Tox result causes the loss of the only clinical dice the player was planning to use (Case 1), the clinical study cannot be performed and the player must initiate a new Tox study.

A clinical study succeeds if at least one check mark is obtained. If the study fails (all red X results), it must be repeated with new financing, counting as a new action that may be performed during the same turn or a future turn.

Clinical
results

Success

IF at least 1



Failure

IF all dice



➤ Increase Production Capacity

Players can purchase up to **2 Production Capacity units per action**. The Production Capacity board is updated immediately upon purchase.



➤ Launch a new vaccine on the market

Once a vaccine has been successfully validated in a PhIII study, it may be launched on the market. We refer it as a licensed vaccine. Players reveal their licensed vaccine simultaneously at the end of a turn. Best-in-class vaccines will be determined during the Vaccine Sales (3).

Note: Each player who successfully launches a new vaccine receives a Microscope token worth 5 Victory Points. Players can own up to 3 Microscope tokens.



➤ Remove a vaccine from the market

A player may voluntarily decide to remove a marketed vaccine to optimize it or develop a new one. When optimizing the antigenic formula, the player may purchase additional reagents. New Toxicology and clinical studies must then be financed to launch the optimized vaccine.

B) Vaccine production & Price adjustment (Stage 2)

When all players have completed their actions, players with new vaccines or existing licensed vaccines may secretly allocate Production units per vaccine (Fig. 6). Vaccine Production units are allocated by writing the number of units in the "Production" field of the Vaccine cards 1.

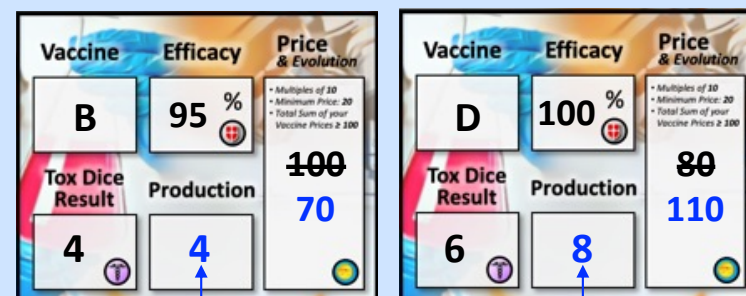
Players may also define or adjust vaccine prices by writing the information in the "Price" field of their Vaccine cards 2. These Vaccine cards are then placed face down on the market.

Vaccine Pricing Rules

Vaccine prices must follow 3 rules:

- Be a multiple of 10
- Cannot be lower than 20 coins
- The sum of all vaccine prices marketed by a player must equal at least 100 coins (Fig. 7)

Figure 6. Example of vaccine production allocation between two licensed vaccines



2

Kevin also decides to adjust the prices of his two marketed vaccines by setting Vaccine B to 70 and Vaccine D to 110

1

Kevin owns 12 Production units and decides to allocate 4 units to Vaccine B and 8 units to vaccine D



Figure 7. Examples of pricing strategies following the 3 rules

Examples of licensed vaccine prices assigned by a player



Number of marketed vaccines from a player



Example 1

				Sum ≥ 100	
1	✓	100	→	100	
2	✓	80	20	→ 100	
3	✓	60	20	20	→ 100



Example 2

				Sum ≥ 100
✓	120	→		120
✓	50	50	→	100
✓	30	80	20	→ 130



Example 3

				Sum ≥ 100
X	80	→		80
X	50	40	→	90
X	20	20	20	→ 60

Note: The number of vaccines launched by a player influences their pricing strategy. When launching only one vaccine, the price cannot be lower than 100 coins. When launching two or three vaccines, players may adjust their prices as long as the sum of vaccine prices equals or exceeds 100 coins, with the lowest individual price being at least 20 coins.

C) Vaccine sales (3)

All players simultaneously disclose their licensed vaccines with production units and prices. Based on vaccine prices, players must first adjust their Public Opinion levels before comparing vaccines and initiating sales (see Public Opinion section on p.10).

The **Vaccine Needs** for each disease are addressed by the vaccine with the **best efficacy** . Vaccines with lower efficacy (“**inferior vaccines**”) are automatically withdrawn from the market without counting as an action.

Comparison rules for competitive vaccines with equivalent efficacy

When vaccines targeting the same disease have equivalent efficacy , the player offering the **lowest price** may sell their vaccine. If prices are tied, the company with the **highest Public Opinion score** is selected for the sale. If Public Opinion scores are also equivalent, the vaccine with the **highest Toxicology score** is selected. If all factors remain tied, players roll the Toxicology purple dice, with the highest result determining the best-in-class vaccine.

Each player who successfully launches a best-in-class vaccine receives a **Microscope token** worth 5 Victory Points.

Note: the vaccines with equivalent efficacy that cannot be sold can stay on the market as “pending vaccines” without generating Immunization points. Players may adjust Prices and PO scores in future turns to win subsequent bids.

Players who launch “pending vaccines” receive a Microscope token. “Inferior vaccines” do not grant Microscope tokens.

For “Combo” vaccines, the comparison rules apply separately to each targeted disease. A combo vaccine may be best-in-class for one disease while being inferior for another. Players only gain Immunization points from the best-in-class portion of their combo vaccine sales (see the Combo vaccine section on p.11).

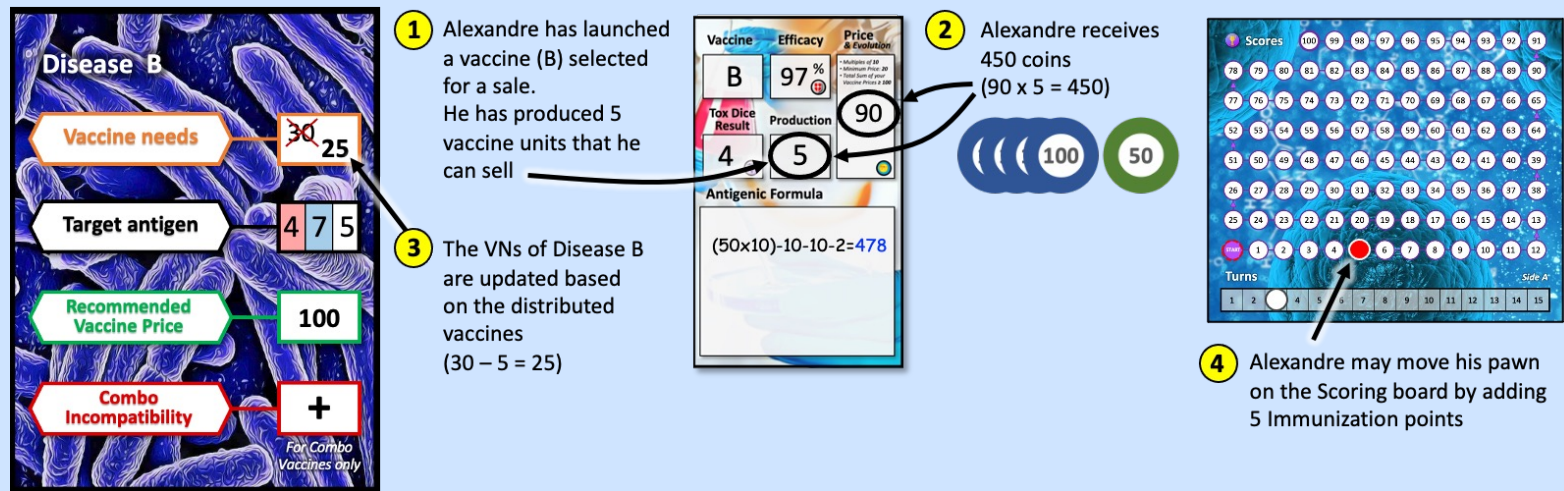


After identifying best-in-class vaccines for each disease, vaccine sales proceed as follows (Fig. 8):

Sales revenue is calculated by multiplying vaccine units sold ① by the player-defined price ②. The disease's Vaccine Needs (VNs) are then reduced by the number of distributed vaccines ③.

Each player totals their vaccines sold (Immunization Points = Victory Points) and update their scores on the Scoring board accordingly ④.

Figure 8. Example of a vaccine sale



Note: When vaccine units produced exceed a disease’s VNs, sales are calculated based on the remaining VNs only.

Diseases are eradicated when VNs reach zero, and can be removed from the game.

All licensed vaccines targeting eradicated diseases are automatically withdrawn from the market without counting as an action.

The game turn ends. Advance the Turn counting pawn to begin the next turn.

SPECIAL FEATURES

❖ The Public Opinion PO

The Public Opinion level represents your company's reputation and is tracked using the PO scale. Pricing strategy directly influences PO levels, with proportional impact based on vaccine launch prices and their evolution during gameplay.

At launch, the **Recommended Price (RP)** on Disease cards serves as the pricing reference. Players launching vaccines below the RP gain 1 PO point per 10-coin interval under the reference price. Conversely, pricing above the RP costs 1 PO point per 10-coin interval over the reference price (**Fig. 9**).

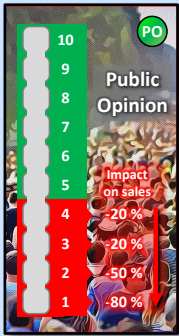
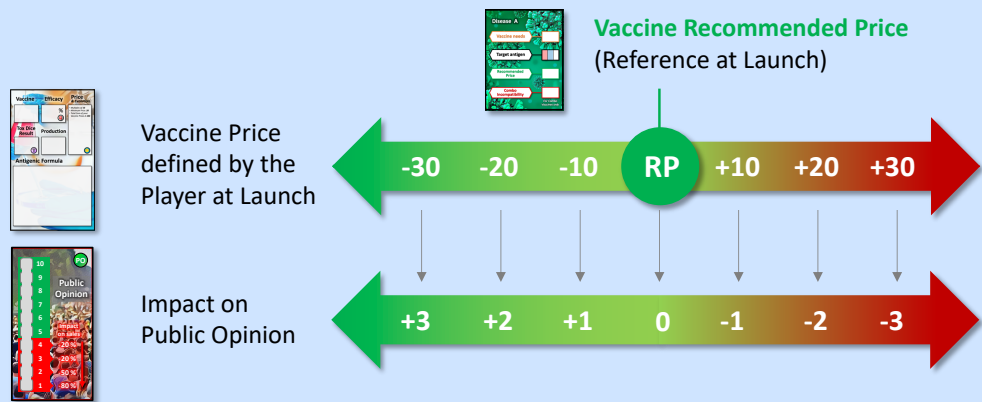
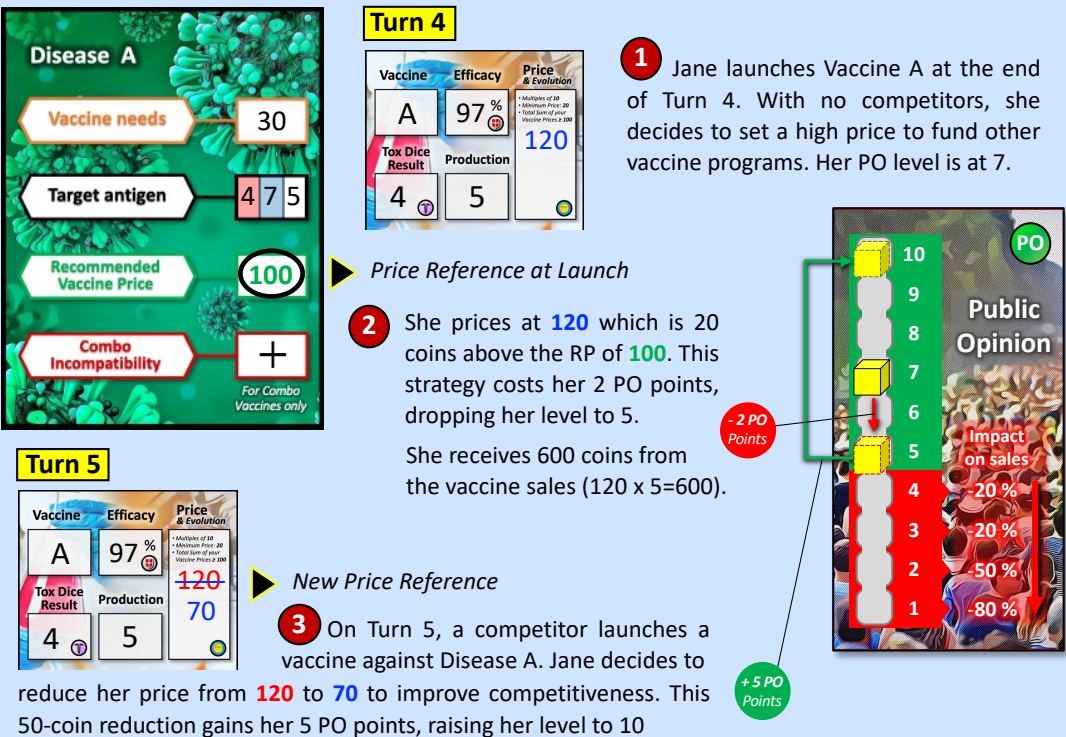


Figure 9. PO impact calculation based on launch pricing



After launch, previously set vaccine prices become the new reference point. Lowering prices from the previous turn gains 1 PO point per 10-coin reduction. Increasing prices costs 1 PO point per 10-coin increase (**Fig. 10**).

Figure 10. Example of pricing strategy and PO effects



PO impact on Sales performance

When PO levels drop below 5, sales are impacted:

- PO level = 4 or 3 => -20% of sales
- PO level = 2 => -50% of sales
- PO level = 1 => -80% of sales

A table of percentages and related impact on vaccine sales is shown in Table 1.

Table 1. PO impact on vaccine sales

Number of vaccine units on sale	Sale decrease percentage		
	- 20%	- 50%	- 80%
1	-1 (0)	-1 (0)	-1 (0)
2	-1 (1)	-1 (1)	-2 (0)
3	-1 (2)	-2 (1)	-3 (0)
4	-1 (3)	-2 (2)	-4 (0)
5	-1 (4)	-3 (2)	-4 (1)
6	-2 (4)	-3 (3)	-5 (1)
7	-2 (5)	-4 (3)	-6 (1)
8	-2 (6)	-4 (4)	-7 (1)
9	-2 (7)	-5 (4)	-8 (1)
10	-2 (8)	-5 (5)	-8 (2)
11	-3 (8)	-6 (5)	-9 (2)
12	-3 (9)	-6 (6)	-10 (2)
13	-3 (10)	-7 (6)	-11 (2)
14	-3 (11)	-7 (7)	-12 (2)
15	-3 (12)	-8 (7)	-12 (3)
16	-4 (12)	-8 (8)	-13 (3)
17	-4 (13)	-9 (8)	-14 (3)
18	-4 (14)	-9 (9)	-15 (3)
19	-4 (15)	-10 (9)	-16 (3)
20	-4 (16)	-10 (10)	-16 (4)

Number of vaccine units lost; Number of vaccine units that may be sold



Inaction Penalty

The public expects companies to actively fight diseases by launching at least one new vaccine each turn. Companies failing to meet this expectation receive an **Inaction Penalty of -1 PO point per turn**.

This penalty is waived for companies that have already launched 3 best-in-class vaccines on the market.

❖ Development of “Combo” vaccines

A Combo vaccine protects against multiple diseases simultaneously, unlike single vaccines that target only one disease. The development of Combo vaccines must follow these rules (**Fig. 11**):

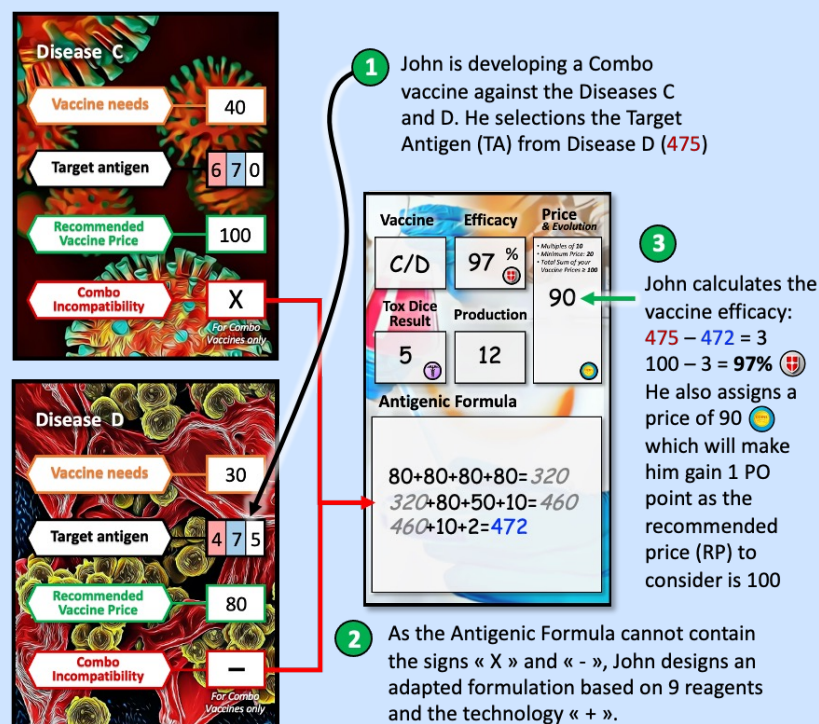
- **Only two diseases** may be targeted simultaneously.
- Players **choose** which **Target Antigen to use** for antigen design.
- The **Recommended Price** is the **higher** of the two RPs from the targeted diseases.
- The **antigenic formula cannot contain any mathematical operators** shown in the “Incompatibility” boxes of both targeted diseases.

Note: some diseases may not have any incompatibilities (Ø) and can be combined without restriction during combo vaccine development. All other rules still apply.

During Vaccine Sales **3** (see p.9), each Combo vaccine unit counts twice for both sales calculation and Immunization Points, since it addresses two diseases simultaneously. The Vaccine Needs of both targeted diseases are then reduced by subtracting the number of Combo vaccine units sold.

Note: a player may decide to optimize a single vaccine into a combo vaccine. If the single vaccine has been already launched, the player must remove the vaccine from the market to be able to change the antigenic formula (if necessary). Then, the Tox and clinical studies must be repeated to allow the launch of the “Combo” vaccine on the market.

Figure 11. Example of development of a “Combo” vaccine



❖ Description of the Technologies & Expertise

Sixteen types of Technologies & Expertise (T&E) cards are available to players. Each T&E card provides specific abilities and advantages in the vaccine development process (indicated by the symbol in the upper right corner). T&E cards may be used each turn (unless specified “for one vaccine only”).

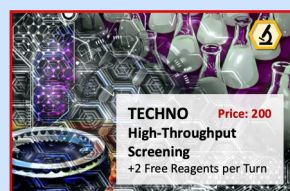
• Basic Technologies



➤ Technologies [+] [-] [x] [÷]

The basic technologies represent the mathematical operators that enable antigenic formula development. Their combination can improve the vaccine efficacy. The technologies [+] and [x] are available by default. The others need to be purchased.

- Technologies & Expertise conferring specific abilities



- **“High-throughput screening” Techno**
Provides two reagents of any type at no cost each turn without using an action.



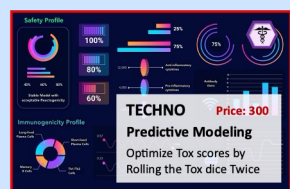
- **“Combo development” Techno**
Allows development of one Combo vaccine by bypassing incompatibility constraints. After vaccine launch, the technology can be used again for new vaccine development.



- **“Digital Manufacturing” Techno**
Allows players to purchase up to 3 Production units per action (instead of 2) to increase their production capacity.



- **“Rapid Response Platform” Techno**
Allows waiving Tox evaluation. The vaccine platform has been demonstrated as safe and receives a default **Tox score of 4**. Players are not obligated to use this technology during vaccine development.



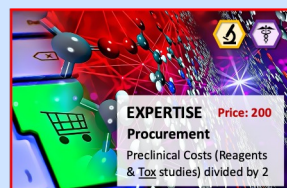
- **“Predictive Modeling” Techno**
Allows rolling Tox dice twice and selecting the highest score. It can be used every time a player performs a Tox study (in vitro or animal models).



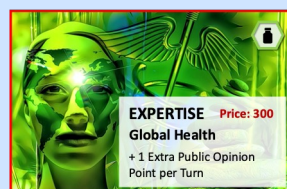
- **“Supply Chain Management” Expertise**
Immediately grants 2 Production units and expands maximum production capacity to 24 units (adding 6 units to the standard 18). Players must still purchase production units to reach the expanded capacity levels.



- **“Clinical trial management” Expertise**
Allows re-rolling Clinical dice one additional time after study failure. It can be used every time a player performs a PhI/II or PhIII study.



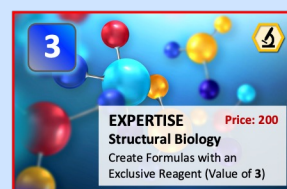
- **“Procurement” Expertise**
Reduces the cost of preclinical activities by half, including reagent purchases and Toxicology study financing. Clinical study costs remain unchanged.



- **“Global Health” Expertise**
Represents commitment to immunization campaigns in developing countries. Gains 1 PO point per turn through positive public recognition of humanitarian efforts.



- **“Quality by Design” Expertise**
Increases vaccine efficacy by 5% for one vaccine only. After vaccine launch, the expertise can be used again for new vaccine development.



- **“Structural Biology” Expertise**
Provides an exclusive reagent with **value 3**. This reagent can be used indefinitely in vaccine formulas without additional cost.



- **“Regulatory” Expertise**
Mastery of regulatory procedures enables players to launch their vaccines without counting as an action.

END OF THE GAME

The game may end in 3 different ways:

- (1) When all diseases are eradicated ;
- (2) When the last turn is completed on the Scoring Board;
- (3) When a player reaches the maximum number of immunizations on the Scoring Board.

The player with the highest Victory Points wins.

Victory Points are calculated by adding the following scores:

- **Immunization Points** earned by addressing Vaccine Needs(1 Immunization Point = 1 VN = 1 VP) 
- **Licensed vaccines** launched during the game (1 licensed vaccine = 1 **Microscope Token** = 5 VPs) 
- **T&E cards** owned at game end (1 T&E card = 2 VPs) 
- **Public Opinion bonus** (5 VPs if PO score = 9 or 10 at game end) 

Note: If players are tied for Victory Points, the player with the highest Public Opinion wins. If still tied, the player with the most Microscope tokens wins.

IMMUNIZATION GAME VARIANTS



The “Quick competitive” version

Unlike the standard version where Technologies & Expertise (T&E) cards are purchased from the market during gameplay, the Quick version begins with **pre-assigned T&E cards** for each player. The basic Technologies [+] and [X] are automatically assigned to every player. The remaining T&E cards can be randomly distributed or players can take turns selecting cards to build their company profiles.

The Quick version uses Side B of the Scoring Board with **8 turns** instead of 15. Players also start with an **R&D Budget of 2000 coins**.

A unique feature of the Quick version allows **players to perform their 3 actions simultaneously** during the Action stage. The stage concludes when all players have completed their actions, at which point each player announces the actions they performed. All other game turn phases follow the standard version rules.



The Undisclosed Chronic Disease

During Disease board preparation at the beginning of the game, **one Disease board** is set aside to be **prepared only at Turn 7 in standard games or Turn 4 in quick games**. This undisclosed disease represents a chronic condition that emerges during the middle of the game. This variant adds strategic depth by creating additional opportunities to optimize licensed vaccines into Combo vaccines.



The Cooperative Mode

If you prefer to fight diseases collaboratively, Immunization can be played in Cooperative mode by forming a coalition. In this configuration, **players openly develop vaccines together to eradicate diseases** before they spread around the globe. While Competitive mode showcases the full strategic depth of Immunization, Cooperative mode provides an excellent approach for familiarizing yourself with game mechanics and enjoying a teamwork experience.

GAME SET-UP

Cooperative mode setup follows the same process as the Competitive version (see **p.4**) with the following exceptions:

- **Confidentiality screens** are **removed**.
- Players start with an **R&D Budget of 2000 coins**.
- Each player receives the **Technologies [+] and [x]**. Remove any remaining [+] and [x] T&E cards from the deck, then shuffle the remaining T&E cards and **distribute 3 additional T&E cards** to each player.
- Use **Side B of the Scoring Board** to count turns. Immunization points are not tracked since **the objective is to eradicate all diseases before the end of Turn 8**.

GAME PLAY

Cooperative gameplay follows the Competitive version rules (see **p.6**) except during vaccine sales. In Cooperative mode, multiple vaccines can target the same disease without competing for sales. The "best-in-class" vaccine principle and comparison rules do not apply.

***Note:** During Cooperative games, players may use Microscope tokens to mark which diseases they are developing vaccines for. By identifying their targets, players can better coordinate their efforts to eradicate all diseases before the final turn.*



Solo Mode

Immunization can also be played Solo with the **same setting and objective as Cooperative mode**. Use 2 to 3 Disease Boards.

To enhance strategic depth in Solo mode, the player can use T&E cards as a skill-building deck by strategically selecting appropriate skills during the game:

- After completing Cooperative game setup, shuffle the remaining T&E cards and place the deck on the table.
- At the beginning of each turn, draw a T&E card from the deck and decide whether to acquire or discard it. If you acquire the new T&E card, you must discard another T&E card currently owned to maintain exactly **5 T&E cards in total during each turn**.
- When the T&E deck is empty, reshuffle the discarded cards to form a new deck.



Tips for Beginners

We recommend playing your first Immunization game in Cooperative mode without including Combo vaccines to familiarize yourself with the basics. You can then advance the game experience by playing a Quick Competitive version with the Combo vaccines feature. You will then be equipped with all the skills to enjoy the full potential of Immunization in any game configuration.

Credits

- **Game concept & design:** Dr. Delahaye - Anero
- **Edition:** Excelior Lab LLC
- **Production:** MagiCraft – China
- **Illustrations** adapted from Pixabay pictures and Freepik pictures
- **Special thanks** to all our testers and early believers