Outbreak on Hypatia

Outbreak on Hypatia is a solitaire trick-taking game, where the goal is to evacuate as many humans as possible before the starship *Hypatia* is consumed by a semi-sentient alien fungus called the *Phage*.

By sending humans around the ship to fight back against the *Phage*, you will clear the path to the lifeboats, rescue crew members from cryo-sleep, and hopefully help most of your crew to escape.

For information, rules clarifications, and helpful videos, visit:

www.barkingdoginteractive.com/hypatia

Components

There are four types of cards in the game:

Station cards, with the win/lose paragraphs, represent areas of the ship. They define "tricks" you will try to win.

System Status cards, with the black header bars, track special rules as they change. Each can be flipped over to change its effect on the game as a result of winning or losing a trick at a station.

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5 ♥

Science Sentinel
Reveal all Phage as they enter this station.

Human cards represent crew members. You will play these to try to win the "tricks" to reach your goals or to take other actions. Your goal is to get as many of them off the ship as possible.

10 ♣

Phage cards represent the alien presence. They will try to win "tricks", too, to try to hinder you. Your goal is to destroy the ship before they can escape it.

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Setup

Place the *Command Tower* in the middle of the table, and place the following stations, unpowered side up when applicable, around it to form a 3x3 matrix of stations in any order:

Medical	Cryonics
Hangar	Infestation Locus
Labs	Logistics Bay
Oxygen Scrubbers	Reserve Power Plant

Leave ample room between stations.

Remove the four "XO Suit" *Humans* cards (the sevens), and set them aside *Munitions*. Then, shuffle the remaining *Humans* cards and separate them into one pile of 20 and two piles of 10. Set

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one pile of 10 next to *Cryonics* to form the *Cryosleep* deck. This represents crew members who are in cryonic suspension. Place the other pile of 10 next to the *Infestation Locus* to create the *Cocoon* deck, representing crew cocooned by the *Phage*. The remaining 20 go on the *Command Tower* to form the *Crew Deck,* which represents the active and available crew.

Shuffle the *Phage* deck and set it nearby.

Place all the *System Status* cards in play nearby with the *Start* side face up. You should review them to see what special rules are in play at the beginning.

Leave room for discard piles for both the *Crew* and *Phage* decks, and draw five cards from the *Crew* deck to begin.

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Core Mechanic: Trick Taking

Both the *Phage* and the *Human* cards consist of four suits of numbers ranked Ace (low) through King (high), with the 6's and 8's omitted.

Your goal is to take "tricks" at stations on the ship. You will play *Human* cards face up into stations, and the enemy deck - the *Phage* - will play cards face down to the stations. When a total of **five** cards have been played into a station, the trick immediately *resolves*.

Reveal all face-down *Phage* cards. Each *Phage* card that matches the trick's suit kills one *Human* card at the station, if any. You may choose which human to kill. *Eruption* cards are special; they kill a *Human* card regardless of the station's suit.

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Then, determine the winner of the trick, if any. One side wins only if it has the "best" value card of the station's suit (the highest value card if it is a "High" station, and the lowest value card if it is "Low").

If neither side has cards that match the station's suit, or if the best cards are a tie, neither side wins. *Exception:* If there are only humans at a station when it resolves, *Humans* win by default.

Each station has a *Win* and a *Lose* effect. If humans win the trick, apply the *Win* effect. If the *Phage* wins, apply the *Lose* effect. If neither side wins, neither effect is put into play.

After a trick resolves, any surviving cards are returned to their respective discard piles.

Gameplay

You will alternate between a *Phage* phase and a *Crew* phase until the game is over. The game starts with the *Phage* phase.

Phage Phase

During the *Phage* phase, the semi-sentient zombies of infected crew members will attempt to enter and overtake the various systems on the ship.

Draw three *Phage* cards face down. These cards will be placed on stations in the ship. To determine where they go, you will draw additional *Phage* cards face up, one for each face down card that needs placement.

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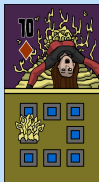
Most *Phage* cards have a 3x3 matrix on them showing stations of the ship, with one cell highlighted. Place the face-down *Phage* card in the location shown in the matrix on the face-up card, then discard the face-up card.

Eruption cards do not have the 3x3 matrix. If an *Eruption* is revealed when checking where to place a new *Phage* card, instead you will add another face-down *Phage* card to be placed that turn. Discard the *Eruption* and draw again for placement.

Fully handle any tricks that resolve before placing the next *Phage* card.

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Crew Phase

During the *Crew* phase, you may select a card from your hand and play it in one of three ways:

- Play it into any of the eight stations around the *Command Tower*. This may cause that station's trick to resolve.

- Play it as a *Tower Action*. Each *Human* card has a special *Tower Action* it can perform based on its suit. The *System Status* cards indicate the available *Tower Actions* for each crew type.

- You can play a card as a *Sentinel* on one of the stations. Place it above the station sideways facing left. This card will have a special effect on that station while it remains there.

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The effect of *Sentinel* cards depends on the suit, and are summarized on the cards. See the section on *Sentinels* for more information.

If you have no cards in your hand to play, then you must choose a station with at least one human or *Phage* card and *resolve* its trick.

Once you have played your card and resolved any effects, you may discard one card, and then you must draw cards from the *Crew* pile until you have five cards in hand or there are none to draw. If you need to draw and there are no cards in the draw pile, shuffle the discard pile to form the draw pile.

Play then continues with the *Phage* phase again.

Ending the Game

The object of the game is to get as many humans off the *Hypatia* as possible, and destroy the *Hypatia* so the alien fungus cannot spread. To do this:

- Power up the *Hangar* station and start winning tricks there. Every time the *Hangar* trick is won while powered up, instead of moving the humans to the discard pile, you instead move them off the *Hypatia* to the *Rescued* card.

- When you are running low on crew, win a trick at the *Infestation Locus* to begin the self-destruct sequence. If the *Phage* can't escape before the last station is destroyed, you win.

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The game ends when there are no surviving humans on the *Hypatia*. If the *Phage* was destroyed, the players get one point per person rescued. A score of 12 or more is great!

The game is lost if the *Phage* ever win the *Hangar* trick while it is powered up, or if the game ends without the ship being destroyed. You cannot allow the *Phage* to spread!

Other Rules

Discard Piles

If you ever need to draw from the *Crew* or the *Phage* deck and it is out of cards, shuffle the deck's discard pile to create the new deck and draw from that.

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Results of a Trick

Sometimes, a card indicates that you should "Kill a human" or "discard a Phage". When this happens, you may choose between all available *Human* or *Phage* cards that are in play at stations or in your hand, but not in any draw or discard decks. You cannot kill a human that is in the *Cryosleep* or *Coccoon* deck.

Powered Stations

Some stations have two sides - a *powered* and an *unpowered* side, each with different win and lose effects for their tricks. You can win tricks at the *Reserve Power Plant* to flip these cards over. All stations start the game powered down.

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"Killing" Cards

If you are instructed to "kill" a card, it is removed from the game. Put it back in the box; it will not emerge again during play.

Sentinels

When you play a card as a *Sentinel*, you will place it sideways above a station, facing left. When a trick is resolved there, it is rotated to face right. When a second trick resolves, it is discarded. While the sentinel is above the station, it applies an effect.

- **Science** sentinels reveal all *Phage* that enter that station.

- **Operations** sentinels prevent tricks from resolving during the *Phage* phase, giving you

an opportunity to play a card before it resolves.

- **Engineering** sentinels allow you to play an extra card to that station at the end of every *Crew* phase.

- **Security** sentinels work a little differently. They prevent a *Phage* card that would be placed at that station from being placed, discarding it instead. If the *Phage* card that is discarded matches the suit of the station, or if it is an *Eruption*, then the *Security* sentinel is killed. Otherwise, the sentinel is rotated to face right, or if it is already facing right, it is discarded.

Tower Actions

Tower Actions are actions crew can take by discarding (or sometimes destroying) them during the *Crew* phase instead of playing them to a trick.

- **Science** crew can reveal three *Phage* cards in play. If the *Infection Trackers* have been unlocked by winning a trick at *Medical*, they instead reveal four *Phage* cards in play and the top four cards of the *Phage* deck.

- **Engineering** crew can be killed to play two cards from your hand instead of one. If the *Ad-Hoc Mechanism* has been unlocked by winning a trick at the *Labs*, they can be discarded to play two cards or destroyed to play three.

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- **Operations** crew can move one *Human* card in play or in hand to any station, as if played as part of a trick. If the *Routing Uplink* has been unlocked by winning a trick at the *Logistics Bay*, they may also move one *Phage* or one extra *Human* to any station.

- **Security** crew can be killed to discard a *Phage* card. If the *Flamethrower* has been unlocked by winning a trick at the *Labs*, they can instead be discarded to discard one *Phage* card or be destroyed to discard two.

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XO Suits

The humans have access to *XO Suits,* (*Human* sevens). You can get them by powering up the *Logistics Bay* and winning tricks there.

XO Suits may be used in the normal manner, but can also be used in special ways at any time (even immediately after revealing the *Phage* cards while resolving a trick):

- Discard an *XO Suit* to discard an *Eruption Phage* card at its current station.

- Kill an *XO Suit* to discard any other *Phage* card at its current station.

XO Suits do not have a *Tower Action*.