


Virulence – An infectious card game

Duration:	15 – 20 min	
Number of players:	2-5	players
Materials/ Tools needed:	Cards	
Publisher:	Genius Games	
Game Designer:	John J. Coveyou, Paul Salomon	
Language	English	
Links:	https://genius-games.eu/products/virulence-an-infectious-card-game? pos=1& sid=01eb24810& ss=r	
Type of game:		Main topic:
<input type="checkbox"/> board <input checked="" type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other		Biology / Science
Short description/ Goal of the game:		Image:
<p>In Virulence, each player is a virus competing to infect a host cell and replicate their own viral components to score points. Each round, players secretly choose one Bidding Card from their hand, place it face down on the table, then simultaneously flip these cards to reveal each player's Bidding Card strength (or virulence).</p> <p>In order from the highest to the lowest virulence, players then take turns choosing from the available Viral Component Cards, which are each worth a varying number of points.</p> <p>The player with the most points at the end of the game wins!</p>		
Educational value/ Learning Objectives:		
<ul style="list-style-type: none"> The game is aimed at understanding the spread of viruses and how to counter them. 		

Recommendations for use:

- You can play this game to get insight into viruses.
- There is a special gameplay for 2 persons.

Pro's & Contra's:

- Easy rules
- Because it's a fast bidding game, the substantive subject matter can be lost sight of. It is up to the game leader to keep an eye on this.

Tips and Tricks for Facilitators

How to adapt game for different groups, topics, occasions/needs

- Make this part of your lesson series on viruses.
- Play in teams to stimulate discussion and use the corresponding vocabulary.

Notes & More Pictures:

