

AntiBody

2 Players;

15-30 mins

AntiBody is an easy to make and play strategy game that takes inspiration from the fierce battle between the invisible armies of antibodies and antigens. Two players take two positions - offence and defence and fight fearlessly for the survival of the organism ... on a board ... with paper standees ... the only kind of fighting we like :)

To make the game, simply print the two pages from the Game Pieces section on the website. If you have access to thicker printing paper that would work well with your printer, use that. For this game we have created a colourful universe in only two colour print pages. No special print settings are required. We have made our prototype, using the normal document settings on a home printer (no special paper or photo print settings). If you prefer, you can print the game in black and white, but it will make the game play harder. The game is super easy to make - simply cut out the board pieces and cut and fold the standee pieces. We have also designed a box for AntiBody, so if you would like to make it, download and print the two pages from the Box section on the website and have a look at the Crafting instructions for Antibody. Hope you like it :)

Enjoy!

Play the Game:

The aim of the game depends on the role you will take. One player will play the Antigens and will be attacking. This player will be aiming to 'infect' and take over all the 'cells' on the board. The other player will play defence as the Antibodies. The defence player will be aiming to 'attach to' and take away all the antigens before they overtake all the cells. So here is how you play:

Quick dictionary of the terms you will encounter in the game:



Antigen - a toxin or other foreign substance which induces an immune response in the body, especially the production of antibodies.



Antibody - a blood protein produced in response to and counteracting a specific antigen. Antibodies combine chemically with substances which the body recognizes as alien, such as bacteria, viruses, and foreign substances in the blood.



Cell - the smallest structural and functional unit of an organism, which is typically microscopic and consists of cytoplasm and a nucleus enclosed in a membrane.



B-Cell = B-lymphocyte - a lymphocyte not processed by the thymus gland, and responsible for producing antibodies.



Set Up

The player who plays the antibodies (or the defence player) will start the set up:

1. Arrange the four board pieces as a square board. On the squares you will see 5 images of B-Cells. The B-Cells will be producing your antibodies, so make sure you arrange the pieces in a way that fits in with your preferred strategy.
2. Now you need to arrange your cells. You have 20 cell standees and they must all be placed on the board. A cell cannot be placed on a picture of a B-Cell.

Note: When you are arranging your cells, keep in mind that the antibodies will originally attack from one direction only, but you won't know which direction that is until after you have arranged the board.

Clusters of cells are easier to 'infect' and take over by antigens, so be careful how you arrange them.

The player who plays the antigens (the attacker) will then set up their pieces:

1. First you need to determine which side of the board you will attack from. Throw a dice if you have one to determine where you will start. If you throw 1 or 2, start from the side of the board closest to you. If you throw 3 or 4, start from the side to the right of you, if you throw 5, start from the side opposite from you and if you throw 6, start from the side to your left. Have a look at the Set Up example infographic at the end of these rules for more information.
2. Place 5 antigen standees just outside of the board on the side from which you are attacking as shown on the Infographic at the end of the rules. Start with the first square from left to right and then place a standee on every other square as shown in the example.
3. Move all 5 antigen standees in a straight line through the board until they meet a cell. The antigens will 'infect' the first cell they encounter as shown on the Infographic.
4. If any of the antigens do not meet a cell as they travel through the board, they are immediately added to another cell that has already been 'infected'. If more than two antigens do not meet a cell as they travel through the board, they can all be added to the cell of the attacker's choice.

The player who plays the antibodies (or the defence player) will finish the set up:

Now that some of the cells are infected, the B-Cells produce the right antigens and the defender has their pieces ready. Place one antibody standee on top of every B-Cell picture. Every time you move an antibody from their start position on the B-Cell, place another one in its place. All B-Cells will continue to produce antibodies until the game is over.

The game is set. Every time you play, the game will be set up slightly differently and will require a slightly different strategy from both players.



Play the Game

It is now time to implement your strategy. The players will take turns making a move, until one of two conditions is met - all the cells have been overtaken by antigens and the attacker wins or all the antigens have been captured by antibodies and the defender wins. Here is how it works.

Antigen

The antigen makes the first move. Now that your antigens have infected up to 5 cells on the board, these cells turn into factories for antigens. They will produce two more antigens over two rounds, then burst and disperse them. You can then take the original cell. Here is how it works:

1. At the beginning of every round, add one antigen from your extras on top of every infected cell. If you have a cell that now has 3 antigens on top of it, that cell bursts immediately. Move two antigens from that cell one space in any direction and take the cell with the third antigen. You have now claimed an infected cell.



Note: The antigen standees have been designed deliberately smaller than the cell standees. This will help you keep track of which antigens are alone and which are part of cell factories as well as how many antigens a cell has produced. To 'infect' a cell, place an antigen standee on top of a cell standee. When you place the next antigen standee on the next round, place it slightly to the right, so you can clearly see how many antigens you have on top of each other.

2. You can now make a move. You can move any stand alone antigen two spaces in a straight line. You can only move diagonally if you are about to infect a new cell.

Note: You cannot move an infected cell, only a standalone antigen.

Antibody

The player who plays the antibodies makes the second move. They can move any one antibody two spaces in any direction. Here is how it works:

1. Move any antibody up to two spaces in any direction. A new antibody will pop up in its place on the B-Cell.

Note: You cannot attack an antigen that has infected a cell. You can only take an antigen that is on its own on the board. Until there is a standalone antigen on the board, you won't be able to attack, so you need to just move your pieces in position.

2. If there is a stand alone antigen in range, (not one that is attached to a cell), you can take it. To do that, just move on top of it and take the antigen along with the antibody off the board.

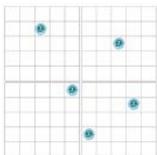
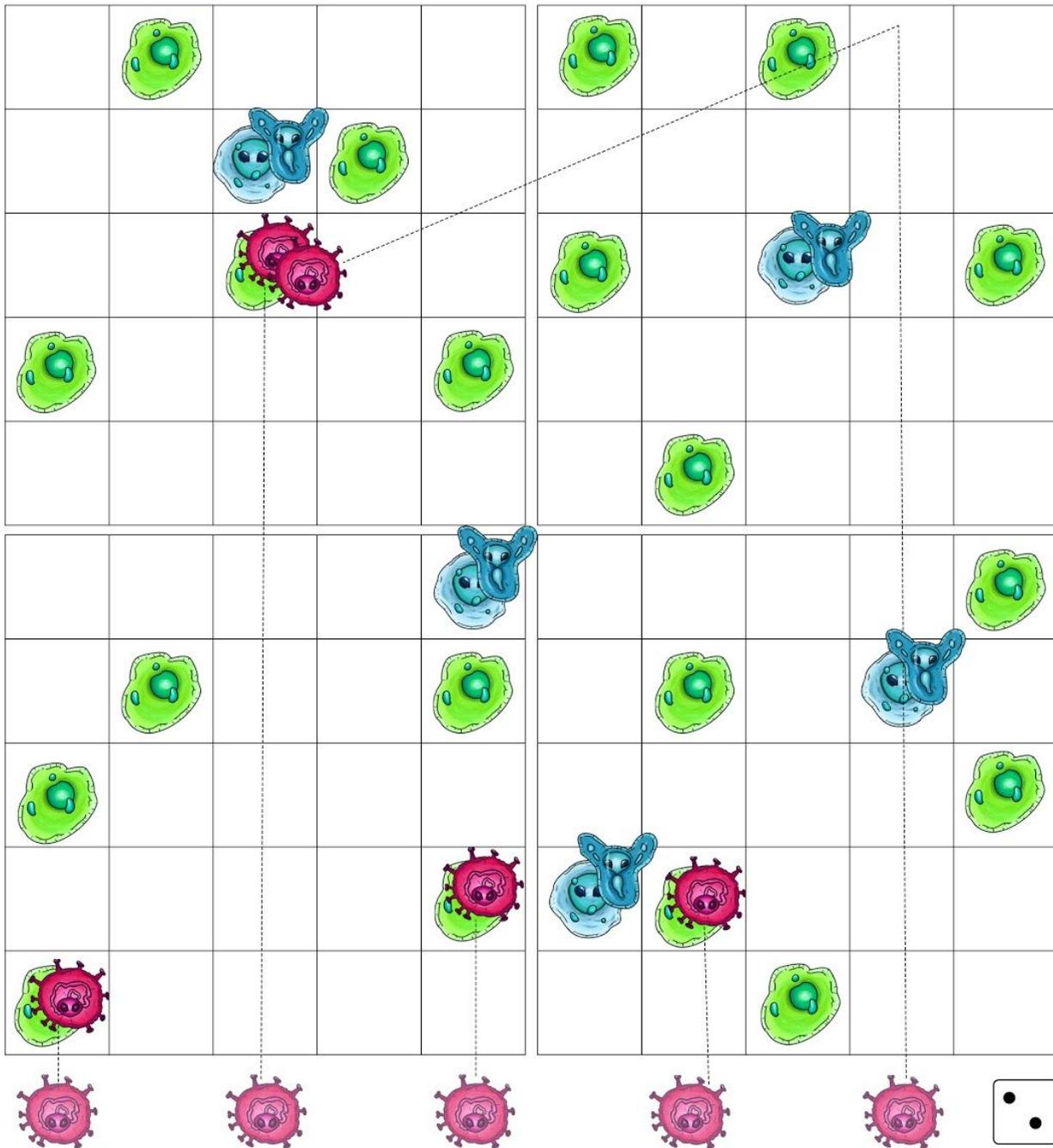
End the Game

Continue taking turns until one of two conditions is met - all the cells have been overtaken by antigens and the attacker wins or all the antigens have been captured by antibodies and the defender wins.

We hope you enjoy it :)

Let us know what you think!





1. Arrange 4 board pieces into 1 board.



2. Place all 20 Cells on the board.



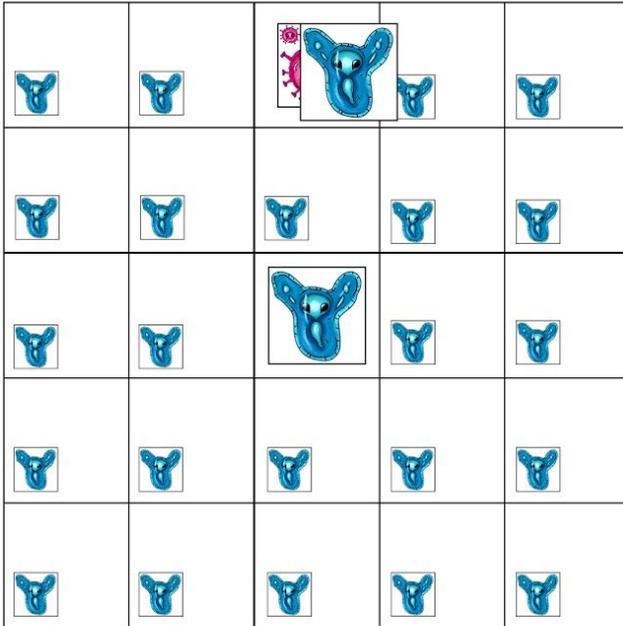
3. Throw the dice. If it shows:
 a) 1 or 2 - start at side closest to antigen player
 b) 3 or 4 - start at side to the right
 c) 5 - start at side opposite to antigen player
 d) 6 - start at side to the left of antigen player



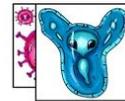
Place an Antibody standee on top of every B-Cell image.



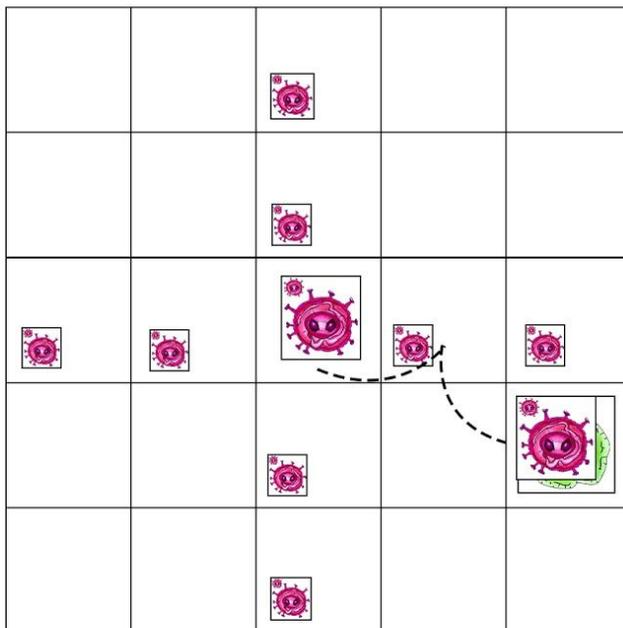
Possible Moves



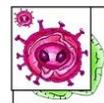
Antibody
can move one or two spaces in any direction.



If in range, you can take any standalone antigen.



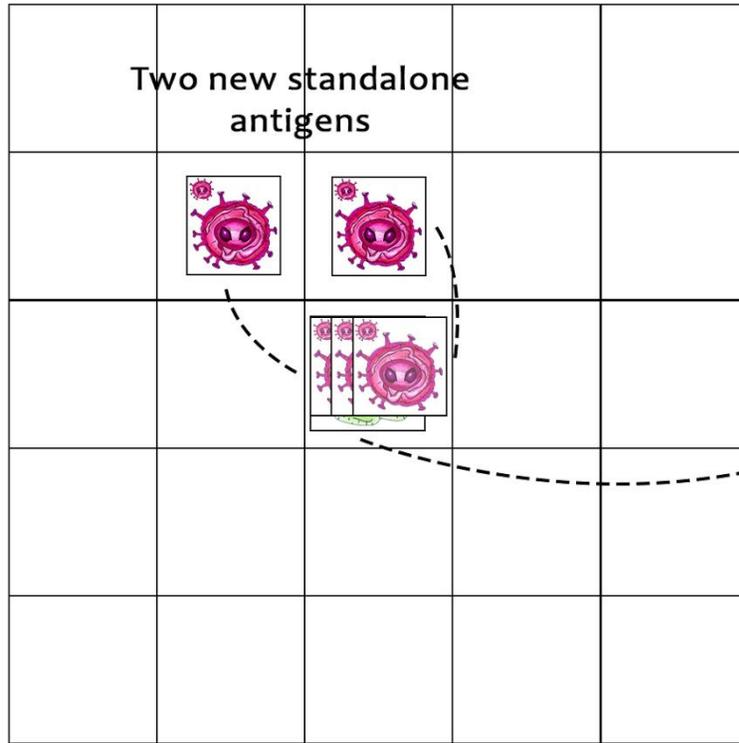
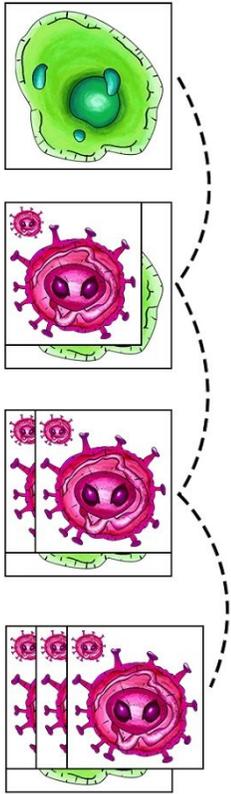
Antigen
moves two spaces in a straight line



can move one space diagonally if in range of a cell it can take



Cell Factory Burst



One cell claimed by attacker

