



PARASITE

Shared Rules

read this first – together

v1.00 - final fastaval

*In cold, dark, lonely space a shapeless parasite crashes
into a high-tech space station.*

The parasite is cold, hungry and afraid.

It fights for sustenance, its life, and to evolve.

*The station does everything possible to retain full functionality
in spite of the sudden assault.*

Together, they each struggle to survive.

Thanks to

Christoffer for pushing me to finish the first prototype,
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To the color-blind, I apologize.

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Welcome Parasite – Welcome Station

In *Parasite* one of you will take the role of the PARASITE, the other will take the role of the STATION. The game begins just after the PARASITE has crashed into the STATION and you both have to fight for your survival.

The PARASITE is trying to fulfill their need of sustenance and entertainment by CLAIMING dice. What exactly the needs of the PARASITE are is unknown, even to them, at the beginning of the game, and will only be revealed as they find NEED CARDS among their cards.

The PARASITE will win if they have FULFILLED all four of their NEED CARDS at the end of the game.

The STATION fights to fulfill its function while under attack. In order to win the STATION needs to either dislodge the PARASITE by removing all TENTACLE PIECES or wait out the attack and hope that the PARASITE will be able to FULFILL their needs without preventing the STATION from performing its tasks.

The primary functions of the STATION are represented by DIRECTIVE CARDS with conditions the STATION has to avoid.

Sadly simply waiting will not allow either to win, as time is running out. But maybe, just maybe, they can both survive the encounter.














On Communication

While it might be possible to share a victory in *Parasite*, it is not within the spirit of the game to reveal to your opponent what you want them to do. If you want to communicate, it will have to be through your actions in the game.

Components








Components are limited.

If a type of component runs out, you cannot place more of that component until one has been removed from the game.

- A board with 6 MINOR STATION ACTIONS, 11 LOCATIONS and 1 PARASITE LOCATION.
 - 11 LOCATION MARKERS:
with front sides     and reverse side .
 - 24 TENTACLE PIECES of 4 TYPES:
   
 - 84 dice in 4 colors: 36×  24×  12×  12× .
 - 26 PARASITE ACTION CARDS.
 - 7 NEED CARDS.
 - 3 STARTING NEED CARDS.
 - 11 STATION ACTION CARDS.
 - 6 DIRECTIVE CARDS.
 - 14 EVENT CARDS.
 - 1 END OF PILE EVENT CARD.
- } same card backs
- } same card backs

Setup

All components are randomized when they are assigned.

- 0: Place the game board. Place the dice nearby.
- 1: Shuffle 3 LOCATION MARKERS    and place them on the three LOCATIONS closest to the STATION.
- 2: Shuffle the remaining LOCATION MARKERS and place one face-up on each other LOCATION.
- 3: Place a TENTACLE PIECE on each border of the PARASITE LOCATION. Two towards the STATION. One otherwise. Each TENTACLE PIECE must be a different TYPE.
- 4: Roll and place 22 dice. 11×, one on each LOCATION. 3× 4× 4×, a random one on each LOCATION.
- 5: Shuffle all EVENT CARDS and place the END OF PILE EVENT CARD at the bottom of the pile.
- 6: The STATION draws 3 random DIRECTIVE CARDS.
- 7: The STATION shuffles all STATION ACTION CARDS and draws 3 at random.
- 8: The PARASITE places a random STARTING NEED CARD face-down in front of them.
- 9: The PARASITE shuffles all PARASITE ACTION CARDS and draws 5 at random.
- 10: Take 3 random NEED CARDS, place them face-down to form three PARASITE DRAW PILES.
7 PARASITE ACTION CARDS are placed on top of each.

The leftover DIRECTIVE and NEED CARDS are not used.



9



10



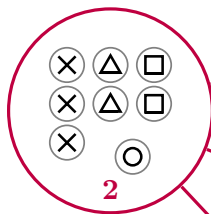
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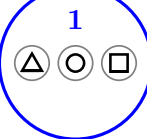
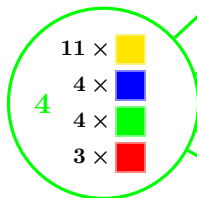
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starting
need

3



2



1



7



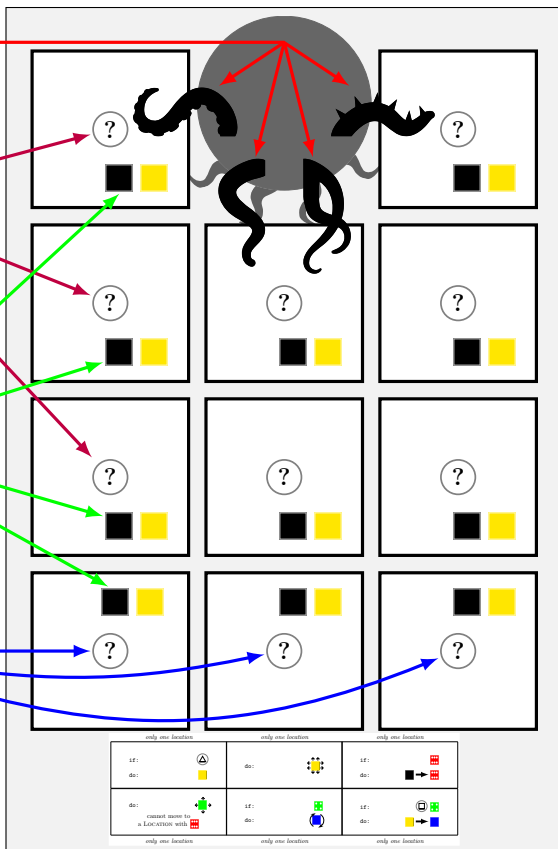
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6

5

event



let:	let:	let:
do:	do:	do:
do:	let:	let:
do:	do:	do:

Turn Structure

First the PARASITE will take their TURN, then the STATION. After each STATION TURN an event card will be resolved and then you will alternate taking TURNS until the game ends.

Event Cards

After every STATION TURN the top EVENT CARD is drawn, RESOLVED, and discarded. When a player is told they *must* do something, as much as possible has to be done. If there are not enough components then the STATION will decide where components are placed, unless the card instructs otherwise.

When the END OF PILE EVENT CARD is drawn, follow the instructions on the card. Form a new pile of EVENT CARDS from the discarded EVENT CARDS, and from now on an EVENT CARD will be drawn and RESOLVED after each PARASITE TURN as well as after each STATION TURN.

Victory & End of Game

The game will end when one of the following happens:

- 4 NEED CARDS have been FULFILLED.
- 3 DIRECTIVE CARDS have been RESOLVED.
- No TENTACLE PIECES are left on the board.

The STATION wins if it has *not* played all of its DIRECTIVE CARDS.

The PARASITE wins if they have FULFILLED all needs. If the game ends by 3 DIRECTIVE CARDS played, the PARASITE will perform a FINAL GRAB and maybe FULFILL their remaining NEED CARDS.

Dice

Dice are always either on a LOCATION, CLAIMED or out of the game. When a die with no specified value is to be placed, roll it while placing it. Dice can be moved orthogonally from a LOCATION to an adjacent LOCATION.

As soon as any die is moved to the PARASITE LOCATION, it is immediately CLAIMED by the PARASITE, and cannot be moved again. Dice CLAIMED in other ways are immediately moved to the PARASITE LOCATION.

Tentacles

TENTACLE PIECES are always placed on the borders between two adjacent LOCATIONS. Each TENTACLE PIECE is considered to be on both bordering LOCATIONS.

TENTACLE PIECES of one TYPE are placed in a chain. You can only place a TENTACLE PIECE at a LOCATION if it connects to another TENTACLE PIECE of the same TYPE. The PARASITE LOCATION is an exception: TENTACLE PIECES can always be placed next to the PARASITE LOCATION, but only one of each TYPE.

TENTACLE PIECES of one TYPE can never loop back to a LOCATION they are already at. So no more than two TENTACLE PIECES of each TYPE can be at the same LOCATION.

If a TENTACLE PIECE is no longer connected to the PARASITE LOCATION by pieces of the same TYPE, it is removed at the end of the current TURN.

Discard Piles

Discard piles are face-up for practical reasons. Either player may examine them although there is no significant benefit to doing so.

Glossary

Do not read this section, it is only for looking up game terms.


Any word written in THIS FONT can be found below.

ACTION	There are two types of ACTIONS: STATION ACTIONS, either MINOR STATION ACTIONS or on STATION ACTION CARDS, and PARASITE ACTIONS on PARASITE ACTION CARDS.
ACTIVATE	The STATION ACTIVATES STATION ACTIONS. These can be MINOR STATION ACTIONS or STATION ACTIONS on STATION ACTION CARDS. Several STATION ACTIONS on the same STATION ACTION CARD can be ACTIVATED in the same TURN.
ACTIVE	A NEED CARD can be ACTIVE, placed face-down in front of the PARASITE. The PARASITE may play a NEED CARD at any time and make it the ACTIVE NEED CARD. If a NEED CARD is already active it is returned to the hand of the PARASITE.
ACTION CARD	There are two types of ACTION CARDS, STATION ACTION CARDS and PARASITE ACTION CARDS.

BOOST

PARASITE ACTION CARDS are BOOSTED by placing other PARASITE ACTION CARDS underneath them, thus showing only the BOOST SYMBOLS on the BOOSTING cards. BOOSTING PARASITE ACTION CARDS either enables the EFFECTS of the card or makes the EFFECTS happen several times.

BOOST SYMBOL

There are four different BOOST SYMBOLS: , always located at the top of PARASITE ACTION CARDS.

CLAIM






The STATION may CLAIM dice, either when instructed to do so by an effect or at any time a die is moved to the PARASITE LOCATION. CLAIMED dice are never affected by any EFFECTS. They are removed from the board when a NEED CARD is FULFILLED or becomes the ACTIVE NEED CARD.

CONDITION

Most STATION ACTIONS have a CONDITION, marked with **if**, which must be fulfilled at the LOCATIONS where the EFFECT is to be RESOLVED.

DIRECTIVE CARD	A game component. DIRECTIVE CARDS must be played by the STATION if the condition at the top is ever true or when the END OF PILE EVENT CARD is RESOLVED. In both cases, the lower part of the DIRECTIVE CARD gives the STATION a bonus STATION ACTION to be RESOLVED.
DISCARD PILE	There are two DISCARD PILES: the STATION DISCARD PILE and the EVENT DISCARD PILE.
DRAW PILE	There are five DRAW PILES: the STATION DRAW PILE, the EVENT DRAW PILE and three PARASITE DRAW PILES.
EFFECT	There are several EFFECTS in the game. PARASITE ACTION CARDS are split into two EFFECTS. EVENT CARDS have one EFFECT. Each STATION ACTION consists of at least one EFFECT marked with do . Each EFFECT must be fully RESOLVED before the next is initiated.

END OF PILE EVENT CARD	A game component. Initially placed at the bottom of the EVENT DRAW PILE. After has been revealed and RESOLVED it will be shuffled into the EVENT DRAW PILE.
EVENT CARD	A game component. EVENT CARDS are drawn and RESOLVED after each STATION TURN. After the END OF PILE EVENT CARD has been RESOLVED, EVENT CARDS are drawn after every TURN. If there are not enough components available to fully RESOLVE the EFFECT on the card and the EVENT CARD is not clear about who makes the decisions, the STATION decides where components will not be placed.
EVENT DISCARD PILE	A pile of face-up EVENT CARDS placed next to the EVENT DRAW PILE. Will be shuffled to form a new EVENT DRAW PILE when the END OF PILE EVENT CARD is drawn.
EVENT DRAW PILE	A pile of face-down EVENT CARDS. Will be renewed when the END OF PILE EVENT CARD is drawn.

FULFILL	Each NEED CARD specifies conditions to be FULFILLED. When a NEED CARD is FULFILLED, it is placed face-up and all CLAIMED dice are removed from the PARASITE LOCATION.
FINAL GRAB	<p>If the game ends due to the STATION playing the third DIRECTIVE CARD, the PARASITE is allowed to perform a FINAL GRAB.</p> <p>The PARASITE reveals all UNFULFILLED NEED CARDS (both ACTIVE and not), may CLAIM any and all dice at LOCATIONS with TENTACLE PIECES and then attempt to FULFILL all UNFULFILLED NEED CARDS.</p>
LOCATION	There are two types of LOCATIONS: the PARASITE LOCATION and 11 normal LOCATIONS.
LOCATION MARKER	<p>A game component. LOCATION MARKERS are placed at LOCATIONS (initially face-up). During the game, they may be flipped or removed but never moved. There are four different types of LOCATION MARKERS:    , all with a reverse side .</p>

MINOR STATION ACTION	MINOR STATION ACTIONS are printed on the game board. The STATION may ACTIVATE these, but in contrast to other STATION ACTIONS they can only be RESOLVED at a single LOCATION.
NEED CARD	A game component. Initially placed at the bottom of the PARASITE DRAW PILES. May become the ACTIVE NEED CARD and later FULL-FILLED.
PARASITE	One of the two players.
PARASITE ACTION CARD	A game component. PARASITE ACTION CARDS consist of three parts. On top are BOOST SYMBOLS, below is an EFFECT, which is BOOSTED by BOOST SYMBOLS, and below is another EFFECT which must be carried out after the topmost EFFECT.
PARASITE DRAW PILE	There are three PARASITE DRAW PILES. The PARASITE discards to the bottom of these and draws from the top.
PARASITE LOCATION	The PARASITE LOCATION is a LOCATION. The STATION can never manipulate dice placed on the PARASITE LOCATION.

PARASITE TURN

During the PARASITE TURN the PARASITE plays PARASITE ACTION CARDS and BOOSTS these. Then the PARASITE discards all played cards and any from their hand, all to a single PARASITE DRAW PILE. Finally the PARASITE draws cards from a single PARASITE DRAW PILE until they have 5 cards in hand.

RESOLVE

The STATION RESOLVES STATION ACTIONS at one or more LOCATIONS. The PARASITE RESOLVES PARASITE ACTION CARDS. EVENT CARDS are RESOLVED by the players together or by the player named on the card. The STATION ACTION at the bottom of DIRECTIVE CARDS are RESOLVED by the STATION.

STARTING NEED CARD

A game component. There is only one STARTING NEED CARD in each game. It starts as the ACTIVE NEED CARD. It is considered a NEED CARD.



















STATION

One of the two players.

STATION ACTION	STATION ACTIONS are printed on the board (MINOR STATION ACTIONS), on STATION ACTION CARDS and on the lower part of DIRECTIVE CARDS. The STATION RESOLVES STATION ACTIONS at one or more LOCATIONS if any CONDITIONS are fulfilled.
STATION ACTION CARD	A game component. Each STATION ACTION CARD consists of a title and several STATION ACTIONS separated by the word OR.
STATION DISCARD PILE	When the STATION discards STATION ACTION CARDS, they are placed face-up on the STATION DISCARD PILE. When the STATION DRAW PILE is empty, the cards in the STATION DISCARD PILE are shuffled to form a new STATION DRAW PILE.
STATION DRAW PILE	A pile of face-down STATION ACTION CARDS. The STATION always draws cards from here.

STATION TURN	During the STATION TURN the STATION plays, ACTIVATES and RESOLVES STATION ACTIONS. The STATION may keep or discard any used STATION ACTION CARDS. Finally, the STATION draws STATION ACTION CARDS until it has 3 STATION ACTION CARDS in hand.
TENTACLE PIECE	A game component. Always placed at borders between LOCATIONS. Comes in four TYPES.
TURN	There are two types of TURNS: PARASITE TURNS and STATION TURNS.
TYPE	There are four TYPES of TENTACLE PIECES. Each TYPE is functionally identical to the other TYPES.

Component Symbols

   	Front side of LOCATION MARKERS.
	Any face-up LOCATION MARKER.
	Reverse side of a LOCATION MARKER.
	A TENTACLE PIECE of any TYPE.
   	Dice with any value.
	Die of any color with any value.
  	Dice with specific values.
  	The absence of a component.


First Two Rounds

TURN	PARASITE	STATION
1	Play only 1 card.	Only 1 ACTION.
2	Play up to 3 cards.	Up to 2 ACTIONS.
3+	Play up to 5 cards.	Up to 3 ACTIONS.

Turn Structure

PARASITE TURN
 maybe EVENT CARD
 STATION TURN
 EVENT CARD

Game End

- No  on the board.
- 4 NEED CARDS played.
- 3 DIRECTIVE CARDS played.