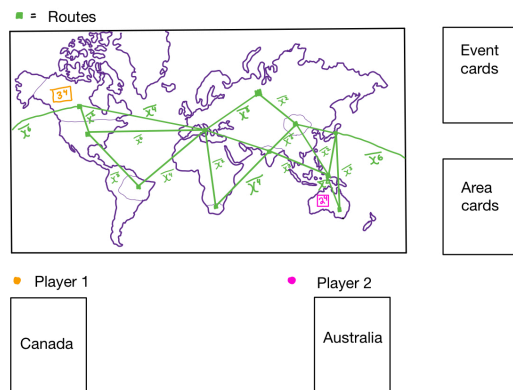


General Rules

The objective in Epidemic Exponents® is to fully infect as many countries possible before the game ends. Each country has a maximum capacity for powers, which is reached as a sum of all the powers inside. Once a country reaches maximum capacity, the player with more powers inside fully infects the country. All places have a maximum capacity of 5 powers. The way that you can tell your virus apart from your opponents is by the base. A virus is your if it has the base you rolled at the start. If the game ends and the players are tied, the player with the highest single exponent wins. Write powers on virus chips (the small squares of pink paper). When the event card deck runs out of cards, the game ends, and whoever has fully infected the most countries wins.

Setup

To setup the game, place the game board on a flat surface and place the event deck and the area deck beside the board. You will also be given a calculating sheet. Example:



Starting the game

Both players pull an area card to see where they start. The youngest player becomes player 1. player one starts with the base of 3 and player 2 has a base of 2. Player 1's exponent is 3^4 , and player 2's exponent is 2^4 . When starting the game the exponent is always four.

To create the exponent the player writes it down on a virus chip. Example:



How a Turn Works

There are two stages in a turn: spreading and pulling a card.

Spreading: in this part of a turn, you can create a new exponent by sending more of your virus across a green route. For example, player 1 sends their virus from Canada to the USA across a route labeled $\div x^2$. They fill in the equation like so: $3^4 \div 3^2 = 3^2$, and they add the new exponent 3^2 to the USA. The original

Pulling a card: after moving, pull an event card and follow what the card says. Once you are finished place the card in a discard pile.

Bases: If your base changes that equation is no longer your virus (causing it to die)

In addition, if your exponent becomes a zero your power will equal a one, causing it to change bases, meaning it will die off. Example: $2^2 \div 2^2 = 2^0 = 1$

Event Cards

Vaccine card

If you pull a vaccine card, you choose a region you have an power in and change the exponents in that region to zero (including your opponents viruses). Because of -the zero exponent rule, the exponents are now is worth 1 and are removed from the board.

Anti-Vaccine card:

When you get an 'Anti-vaccine card' it adds bracket to your power. You then roll the die to make an exponent outside of the brackets . This is the use of the exponent law called "power of a power".

Example:

$$(3^4)^{\textcircled{2} \text{ die roll}}$$

Quarantine:

If a quarantine card is pulled you will miss a turn.

Public unrest:

When you pick up the 'public unrest' card you chose two powers. You then add the powers together, using the exponent law "product of power". Example:

$$3^4 \times 3^2 \text{ a}$$

Protest:

When you pick up the 'Protest Card' you will have your base, then you roll the die to create another base. Once you have done that add brackets to the two bases. Then roll the die again to create an exponent, then make two powers with that equation. If you roll your opponent's base roll again. Example: you have a base of a and roll the base of b:

$$(ab)^2 = a^2 b^2$$

Virus PSA

When a virus PSA card is pulled, choose a power and make it's exponent 1.

Lockdown

When you pull a square root card, you have to turn an exponent to a square root (you must chose an exponent that has a square root). If none of your exponents can be turned into a square root or you exponent is higher than 10, the square root card doesn't have an impact on you. Example: $3^2 = 9$