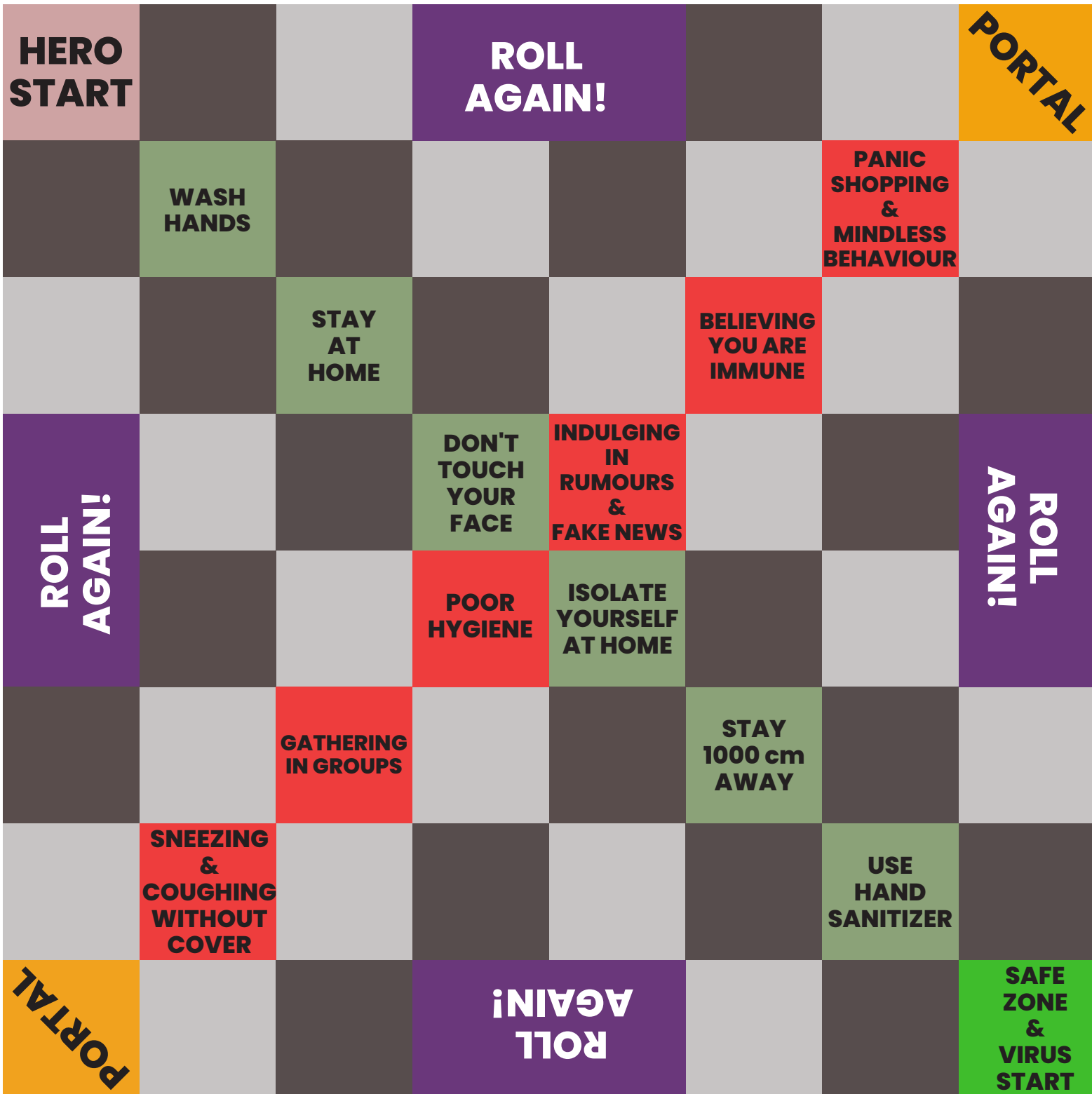


CATCH ME IF YOU CAN CORONA VIRUS EDITION



PUT THE PLAYER FIRST



Game Design
Arvindh Sundar, Put The Player First

Questions/Feedback: arvindh@puttheplayerfirst.com

Get the latest version of the game at: <https://PutThePlayerFirst.com/virus>

Catch Me If You Can: Corona Virus Edition

A print & play, 2 player game designed by Arvindh Sundar. Each game should last between 2 to 5 minutes.

Objective

The objective of the game is for the hero to reach the safe zone without getting caught by the virus.

Requirements

- One Hero token
- One Virus Token
- One 6 side die (Regular dice)
- A printout of the first page of this document

Setup

Place the hero token and the virus token at their respective starting positions.

Normal Gameplay

On your turn, roll the dice.

- If you rolled a 1, 2 or 3 - move the corresponding number of squares vertically and/or horizontally; You cannot move diagonally.
- If you rolled a 4,5 or 6 - **your opponent** moves 1, 2 or 3 squares vertically and/or horizontally. They cannot move diagonally.
- Passing a red square reduces the hero's movement range by 1 and landing on a green square increases the hero's movement range by 1.

- Passing a green square reduces the virus's movement range by 1 and landing on a red square increases the virus's movement range by 1.
- Moving from one portal square to another is counted as one step.
- If you land on a purple 'Roll Again!' square, roll again.

Continue until the hero reaches the safe zone or the virus catches the hero.

Quarantine (Hard Difficulty) Gameplay

The game proceeds as described in the 'Normal Gameplay', but the movement of the virus and the virus's dice rolls are hidden. The virus token's position is updated on the board every other move. The player using the virus token should write down dice rolls and movements on a separate sheet of paper - or you could just be honest!

Pandemic (Insane Difficulty) Gameplay

The game proceeds as described in the 'Quarantine Gameplay' - except that the virus's position is never revealed.

Winning The Game

If the hero reaches the safe zone, the hero wins. If the virus catches up with the hero before they reach the safe zone, the virus wins.

Notes

- You cannot revisit a square in the same turn.
- If the hero occupies the same square as the virus, the game is over and the virus wins.
- The hero cannot pass over a square occupied by the virus.
- The virus does NOT need to land on the same square as the hero to infect. It just needs to catch up.
- If you're moving because of your opponent's roll, 'roll again' bonus does not apply.

Game Design

Catch Me If You Can: Corona Virus Edition was designed by Arvinth Sundar from Put The Player First. For questions and/or feedback send an email to arvinth@putthepayerfirst.com or use www.twitter.com/arvinthsundar.

License

This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License.