

# TP HUNT

## A “Roll” And Write Game

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### GOAL

There’s a bug going around town, rumor has it all the stores are going to close and you do not want to run out of toilet paper! You’ll need to drive around, grab money as needed and buy up as much TP as possible. Ya never know, it could become the scarcest resource in the future!

In **TP HUNT** 2-6 players compete to hit up all the local stores for inventory before all the TP runs out, stopping by the ATM for money as needed and avoiding danger zones and, of course, other people. Social distancing y’know. The winner is the person with the most TP once all the stores have run out of inventory!

### SETUP

- 12 x 12 grid of graph paper
- Two different color 12-sided dice (aka “d12”)  
*Don’t have d12’s? Page 5 offers a way you can use Google instead.*
- Tokens to denote each player’s car. Small coins work fine in a pinch.
- Paper to track TP rolls acquired and money available in your wallet

Mark out a 1-12 grid horizontally and vertically on the paper and write down the color name of one of your d12 along the top and the other down the left side. (see last page for example grid)

Roll the two dice (or use your mobile phone, see page 5!): each roll denotes a specific grid location.

## **CREATE THE NEIGHBORHOOD MAP**

1. Roll the two d12 **TWELVE** times and mark each result as a store location. This is geometry; one die indicates the number of spaces across from the top left corner, the other indicates the number of spaces down from the top left corner. If you would mark a space that's already occupied, roll again. Mark each store with an empty circle.
2. In an identical fashion, roll the dice ten times to identify and mark down **TEN** ATMs. If you roll a space that's already occupied, roll again. Mark them with a "\$".
3. Now roll seven times to identify **SEVEN** danger zones. Mark them with an "X" and lightly shade the adjacent 8 squares. They're Adjacent To Danger (ATD) zones. Danger zones can't be in the same space as a store or ATM, but ATD zones can and most likely will overlay a store or ATM. Just something you'll have to cope with in the game.

Every square not otherwise identified is assumed to be a house, park, apartment complex or other area that's benign and safe to drive through at top speed on your mad dash for toilet paper.

**SEE LAST PAGE FOR SAMPLE SETUP GRID, READY TO PLAY!**

*Note: For a harder game have less stores and more danger zones!*

## READY TO PLAY

Each player starts with \$5 money in their wallet and their token on any of the edge spots of the neighborhood map. The person who most recently washed their hands goes first and play then continues clockwise.

## EACH PLAYER'S TURN

Roll a D12: That's how many squares you can move on this turn. You must move at least one square but otherwise can stop at any point on your route. You can't end up on the space you started and once stopped you cannot move again.

Important: You can never pass through an occupied square nor can you end up on the same square as someone else: social distancing, 'natch.

## IF YOU REACH A STORE:

If you're the **first person** to visit this store:

Roll both D12. Congrats! You can purchase up to the larger number of rolls of toilet paper. Write down the second die's value on the store space itself. Keep in mind that TP costs you \$1 per roll and there are no loans or credit options. TP you can't afford or choose not to buy vanishes from the game. Bummer.

If you're the **second visitor** to the store:

You have the option of buying up to the number written on the store rolls of toilet paper. TP still costs \$1/roll, a bargain! Unpurchased rolls vanish. Mark an "X" on top of the store space to denote that it's now depleted of inventory! Where's that supply chain when you need it?

Subsequent visitors:

You've kind of wasted your stop but at least you can grab a bottle of hand sanitizer! Oh, you can't, they've run out of that too. On the bright side,

you do find a dollar bill on the ground, so add \$1 to your wallet. Assume that the wallet decontaminates anything you add to it. Phew!

### **VISIT AN ATM:**

Roll two D12 then subtract the smaller from the larger value. (example: you roll 11, 5, which means you get \$6). Withdraw that many dollars and add them to your wallet. Rolled doubles? Apparently this ATM is busted right now and won't dispense money, a definite bummer.

### **IF YOU DRIVE THROUGH A DANGER ZONES:**

Automatically stop if you drive through the center of a danger zone. You lose 1 roll of toilet paper. Strange times indeed.

**ATD zone squares:** You can pay \$1 for a temporary ATD zone access pass. This lets you drive through as many adjacent to danger ATD zones this turn as needed for your route.

**OPTIONAL LAW OF THE JUNGLE RULE:** Stop on the same grid spot as another player. Each rolls a D12. The person with the higher value gets to steal 1 roll of toilet paper from the other. Aggressor wins ties because, well, the law of the jungle. Stinks, doesn't it?

**OPTIONAL SPREADING INFECTION RULE:** At the end of each player's turn roll both d12. If the sum is  $> 20$ , roll again and use that result as the coordinates to add another DANGER ZONE and corresponding ATD area to the map. Maybe people should have stayed home after all, eh?

### **GAME END**

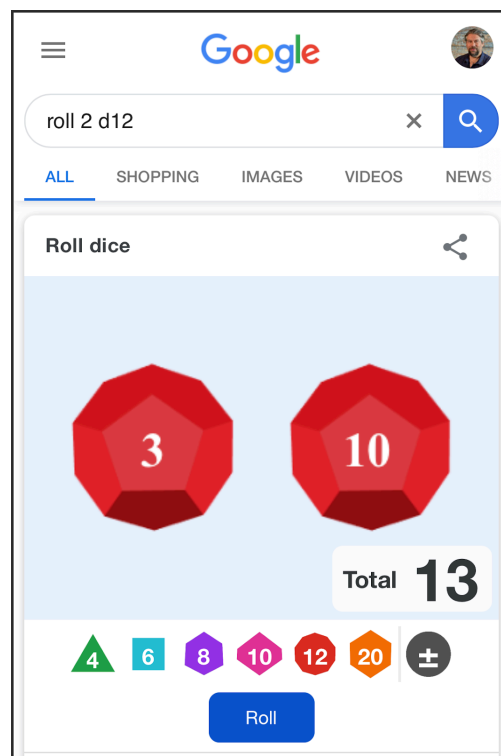
As soon as the last store has depleted its TP inventory the game is over. Time to tally up your score, after quickly driving back to your starting spot (you can ignore all ATD zones on this last mad dash home) and sheltering in place.

## SCORING

Count up rolls of toilet paper acquired: The person with the most TP wins!  
Celebrate by running around the house and cheering madly!

## SPECIAL NOTE: DON'T HAVE 12 SIDED DICE?

You can have Google roll for you! Search for “**roll 2 d12**” in your mobile device’s Web browser. Now you’ll have this result:



Tap “**roll**” each time you need to roll two d12. Need just one? Use the first of the two shown! Easy enough...

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*But seriously, have fun, be safe out there and  
don't hoard toilet paper. Don't be weird.*

# TP HUNT NEIGHBORHOOD MAP

blue d12

	1	2	3	4	5	6	7	8	9	10	11	12
red d12	1	X						0				
	2			\$					X		0	
	3						0			0		
	4	\$						\$				
	5					X			0			\$
	6		0									
	7		X			0			\$			
	8					\$						0
	9			0				0		X		
	10	0				X						\$
	11								0			
	12					\$						X

store: 0      atm: \$      danger: X

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