

COVID-19

The game Version 3.0

Single player only

Try playing this challenging 40-day quarantine game with strategy and patience.

What do you require to play?
Print this page in letter size, a pencil and have three dice. (If you only have one die, it doesn't matter; you will repeat the roll three times in turn).

How to play?

The game is very simple. You will start a quarantine due to the covid-19 and you must take care of yourself. During the game you must acquire food to live every day. You must get money to buy a mask and alcohol gel and thus be protected. And you will need to stay home as well as a safe conduit if you need to move.

The game is divided into 40 days. Every day is a turn and you will have to roll the dice. Only for the first day you throw 2 dice. During the rest of the turns you will roll 3 dice. The result of this first roll will place you in a position of the 36 in the Pandemic Circle. If the result of the dice is different, you can choose one of two options indicated inside the circle by means of the black 'setup' dice.

Example: The player rolls both dice and gets a 1 and a 3. He decided to choose position 3-1 instead of 1-3 and he will mark the number of the day in the first circle.

You cannot be more than three times in the same position, otherwise, the game is over by contagion.

You start the game with seven meals and some of all the other items. To spend an item, you must cross out the item.

If you don't have food, you lose one health per day at the beginning of the turn. After paying a meal you must execute the action of your position. In the example above you have 2 options: cross out 1 money in exchange for 2 meals; or vice versa, cross out 2 meals for 1 money. To purchase an item, mark a point in the center of the square, and in order from left to right and from top to bottom in your items reservation. If you cannot do the action for lack of the two requested items, you lose one in health. Once you do the action for the day, you go to the next turn. Before going next turn, consider having at least one item in money, if you don't have it, you lose one in health too. From the second day you throw 3 dice. There are actions that you only receive items without exchanging (green + sign).

Example: The player rolls all three dice and gets a 2, 4, and 5. So he can advance 6 (2+4) or 7 (2+5) or 9 (4+5) spaces clockwise to the new position.

The player chooses one of the options by looking at the resulting actions that each option has and which is best for the player, writing down the number of the day in that new position. Continue the same process. If the result of the dice is the same in its three results, such as a triple six, you will repeat the roll of the 3 dice.

The game has events and they are produced by acquiring items or performing an action in the Pandemic Circle. You must roll a die, and execute the action of the event and that affects mostly in losing health, so be careful!

Special powers
The "Safe Pass" and "Stay Home" are items that give important powers... (continue)

Print & Play

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SCORE OF MY PERFORMANCE:

A Did I catch it? log score
 B Sum of my items (0-12)
 C My health was:
 My age:
 Smoker? (see table):
TOTAL

All items purchased and not crossed out are considered and added.

LOG OF MY QUARANTINE

At the beginning of each day, roll three dice and make one ticket a day. Choose the sum of two dice and with this result advance in the Pandemic Circle.

| | | | |
|----------------------|----------------------|---------------------|----------------------|
| Day 1 → 68 points | Day 11 → -68 points | Day 21 → -3 points | Day 31 → 17 points |
| Day 2 → -212 points | Day 12 → -57 points | Day 22 → -2 points | Day 32 → 23 points |
| Day 3 → -192 points | Day 13 → -47 points | Day 23 → -1 point | Day 33 → 30 points |
| Day 4 → -173 points | Day 14 → -38 points | Day 24 → 0 point | Day 34 → 38 points |
| Day 5 → -155 points | Day 15 → -30 points | Day 25 → 1 point | Day 35 → 47 points |
| Day 6 → -138 points | Day 16 → -23 points | Day 26 → 2 points | Day 36 → 57 points |
| Day 7 → -122 points | Day 17 → -17 points | Day 27 → 3 points | Day 37 → 68 points |
| Day 8 → -107 points | Day 18 → -12 points | Day 28 → 5 points | Day 38 → 80 points |
| Day 9 → -93 points | Day 19 → -8 points | Day 29 → 8 points | Day 39 → 100 points |
| Day 10 → -80 points | Day 20 → -5 points | Day 30 → 12 points | Day 40 → 120 points |

PANDEMIC CIRCLE

From the position you have, advance the chosen number clockwise. Write down the day in this new position, you pay a "meal" and you must execute the action.

Items reservation

food

mask

safe pass

stay at home

gel alcohol

money

MY HEALTH 173 155

EVENTS Roll a die and then cross out the health circles you lose, if so.

| | | | |
|---|--|---|---------------------------------------|
| 1 | You start to have fever. -5 | 8 | Do you have alcohol gel? Yes +0 No -1 |
| 2 | A person in your family became infected. -2 | 5 | Do you have a mask? Yes +0 No -1 |
| 3 | You don't respect physical distance. -1 | 3 | |
| 4 | | 2 | |
| 6 | | 1 | |

Only availability of the requested item is required.

Attention: If at the end of the day you run out of money, cross out a health.

| | |
|----------------|-----------|
| Einstein clone | ≥ 240 |
| Smart | 239 → 210 |
| Enthusiastic | 209 → 180 |
| Normal | 179 → 150 |
| Average | 149 → 120 |
| Strained | 119 → 90 |
| Passive | 89 → 60 |
| Limited | 59 → 30 |
| Indolent | 29 → 0 |
| Idiot | -1 → -100 |
| Mindless | < -100 |

CHILEAN INGENUITY

(continuation Special powers)

...give important powers to change the result of the dice. If you don't like the result of a die, you can cross out a "Safe Pass" to roll that die again. Also, you can cross out a "Stay Home" to rotate the die 180° to have the opposite side of the die as a result. You can occupy it earlier in the day when you roll all three dice or when you run an event. If for occupying a power you get the same number as a result in the three dice, you repeat the throw of the dice.

End of the game

The game ends as soon as one of the following three conditions is met: a) The player is infected, or b) Exceeding 40 days of quarantine, or c) That the virus mutates and becomes a "good person", (mmm, this last option will not happen). There are three forms of contagion: The first is to have crossed out all the health spaces, the second is to have no option of an available circle where to write down the day based on the result of the dice. And the third is to have no option to write down a purchased item since the squares for this item were sold out. When this happens, count all the score obtained. Good luck and let's protect each other!