

CORONA BATTLE AGAINST COVID-19

3DARTLAB - GAMES IN A BOX SERIES – NR.1

VERSION

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CONTENT

28 credit tokens. Clear. 7 per player.

20 factory tokens. Black. 5 per player.

36 death skull tokens. red. 9 per player.

32 antidote tokens. blue. 8 per player.

92 Corona tokens. Per player: 16x green, 2x red, 2x orange, 3x blue

4 bags

1 wooden game box

WARNING! Choking Hazard – not for children under 3 years!

Before the first game please remove the plastic foil on both sides of all laser cutted acrylic glass parts.

ABOUT

Fight against the pandemic Corona Virus alone or together with friends. This strategic game is thrilling and amusing. Each turn you decide if you use your factories to produce credits, protect you against virus damage or attack the Virus Pool in front of you. The rules are simple the gameplay is strategic complex and quick. You can play a match in just about 15-20 minutes no matter if you are alone or play with friends. Be prepared and do something against this pandemic Virus!

VICTORY CONDITIONS

Try to get 8 antidotes and survive the active turn to win.

In multiplayer mode the first who reach this goal wins.

If all players losing the one with the most antidotes win the game.

If you get your tenth death skull you have lost the game.

SETUP

Each player get: Two factories and a single green Corona Token at his virus pool (Lay it open in front of you).

Fill a Virus bag for each player which contains:

15x green Corona token (standard virus)

2x red Corona token (aggressive gene 1)

2x orange Corona token (aggressive gene 2)

3x blue Corona token (protective gene)

The player will later on randomly throw Corona tokens out of it.

RULES AND GAMEPHASES

1) Choose Factory mode:

Each player chooses the status of each of his factories by rotating them:

Normal/production mode: They will produce 1 credit

90° rotated/cover mode: They will deliver protection against virus attack

Upside down/assault mode: They produce respirator masks and toilet paper in giant quantities and will deal your virus pool a damage of 1 point.

2) Factory production:

If you have normal status factories you now get 1 credit token per factory.

3) Buy factories:

Buy a single or multiple new factories for 3 credits each if you wish. They come 90° rotated / in cover mode into play. Its not allowed to own more as 5 factories.

4) Buy antidotes:

You now HAVE to buy antidotes if you have enough credits left. Each antidote costs 3 credits.

5) Draw Corona Tokens:

Now you draw one random corona token out of your bag and place it in you virus pool. Then draw another random virus and place it at your wasted pool at your table.

If you already have 4 antidotes you have to draw an additional viruses into your virus pool.

If you draw all corona tokens out of your bag first time you reach wave two of the pandemic war which means you have to place all corona tokens from your wasted place back into the bag and draw only the missing tokens if you not was able to draw all required tokens this turn before the bag getting empty. Starting with the next turn you will draw 2 instead of 1 Corona token for your pool each turn. There is no wasted pool anymore and destroyed coronas you directly throw back into the bag and mix them by shaking them. Drawing 2 Corona tokens because of reaching wave 2 will be even expended to drawing 3 Corona tokens if you already reached the 4 antidotes as explained below.

If you draw a second orange, red or blue Corona token during you have the same colored token already inside your Virus Pool you have to throw this token away and draw a new one. Green Corona tokens can be present without limits.

6) Attack the Corona pool:

Erase Corona Tokens if factories are in assault mode: Each factory in assault mode grants you a single damage point you can deal now against Corona Tokens in your Virus Pool. Erasing Green Coronas require a single damage point, erasing red, orange or blue Coronas requires 2 damage points. You can choose which Corona Tokens you attack but if there is a blue Corona Token present you have to destroy this token first. If at the begin of the erasing phase are at least 4 Corona Tokens in your virus pool you are allowed to erase green Corona Tokens for a price of 0,5 points that way you can erase two green Corona Tokens for just 1 point and so on. Erased Corona Tokens comes into your wasted pool or if you already reached wave two directly back into your bag. If you only have one attack point but a blue, red or orange Corona Token which takes 2 damage points as target nothing will happens and your attack point gets lost.

7) Handle attack of Corona Tokens:

If you have non or only green and blue Corona Tokens in your pool nothing happens.

If you have a red Corona Token in your pool it will deal you one damage point and also triggers each green Corona Token to causing you one damage point as well. Example: A red and two green Corona Tokens will dealing you 3 damage points.

Orange Corona tokens have the same effect as Red ones but its possible that you have a red and a orange Corona token at your pool at the same time. In that case the red and orange Corona token dealing one damage each, but each green Corona token will now get triggered two times and will dealing two damage points each that way. For example 1 Orange, 1 Red and 2 Green Corona tokens will deal you 6 damage points in total.

Blue Corona tokens don't deal any damage.

Before you have to take the dealt damage each of your factories in cover mode will lower the damage by 2 points. You can also decide for each factory to reduce the damage by 2 more points but that will destroy the factory completely.

For each damage point you have to take a death skull. If you get 10 death skulls you lost the game.

8) End game:

If you got 8 antidote tokens and you have few than 10 death skulls tokens, congratulations, you beat the virus!

If you get 10 death skulls you lost the game.

If neither conditions are meet, start with a new round.

MULTIPLAYER

Each player handle every game phase at the same time and then progress together to the next phase. Each player have a own bag to draw Corona tokens from and a own virus pool. First player getting 8 antidote tokens, wins the game. If all players lost the game, the winner is the one with most Antidote tokens.

EXTRA RULES

To increase the difficulty you may decide to play until reach 9 antidotes.

You can also deactivate the rule which allows to delete green Corona tokens for 0,5 damage points if the pool have it least 4 tokens in it to increase the difficulty.

UPDATES AND FEEDBACK

Still more and more player all over the world playing this game and a lot of feedback still improve the rules. There's no reason to close developing and we decided to make this game even better. So check out the newest Rules at WWW.3DARTLAB.DE/GAMESINABOX.HTML to get the newest version.

Any feedback, suggestions, fixes, house rules, or grammar corrections? Please let me know!

CONTACT@3DARTLAB.DE

CREDITS

Gamedesign: Markus Geiger

Alpha tester: Jiraporn, Ryu and Markus Geiger, Luca Heil, Stefan Spöcker

Translation: Allen Boisclair, Jose M^a Nuñez