

# **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 whether it is best to use your factories to produce credits, protect you against virus damage, or attack the Virus Pool in front of you. Whilst the gameplay is strategic and quick, the rules are simple to learn. You can play a match in just about 15-20 minutes, either as a solo experience or 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 the multiplayer mode the first person to reach this goal wins.

If no player can get 8 antidotes, then the player with the most antidotes at the end of the game wins.

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

## SETUP

Each player gets: Two factories and a single Green Corona Token at their Virus Pool (place these components in front of you).

Each player will also filling a Virus Bag with:

**15x Green Corona Tokens (standard virus);**

**2x Red Corona Tokens (aggressive gene 1);**

**2x Orange Corona Tokens (aggressive gene 2); and**

**3x Blue Corona Tokens (protective gene)**

Throughout the game, players will randomly pull Corona Tokens out of the bag.

## RULES AND GAMEPHASES

### 1) Choose Factory mode:

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

**Normal/production mode:** Will produce 1 credit

**90° rotated/cover mode:** Will deliver protection against virus attacks

**Upside down/assault mode:** Will produce respirators, masks, and toilet paper in giant quantities dealing 1 point of damage to the Virus Pool.

### 2) Factory production:

Players will get one 1 credit token per factory set to the normal/production mode.

### 3) Buy factories:

Players can choose to buy a single or multiple new factories for 3 credits each. New factories will start in cover mode and be rotated 90°. Players are never allowed to own more than 5 factories in total.

### 4) Buy antidotes:

If players have remaining credits after the 'Buy factories' phase, they **MUST** buy antidotes if they can afford it. Each antidote costs 3 credits each.

## **5) Draw Corona Tokens:**

Now each player must draw one random Corona Token out of his bag and place it in his Virus Pool. The player will then draw another random virus token out of his bag and place it in his own Wasted Pool.

Players with 4 antidotes or more have to draw an additional virus token and place it into their Virus Pool.

If the player happens to draw all of his Corona Tokens out of the bag for the first time, then the pandemic war escalates and reach Wave Two. This means that the player has to place all of the Corona Tokens from the Wasted Pool back into his bag. If the player is unable to draw all of the required tokens before he emptied out his bag, then he will draw out the missing tokens of the new filled bag. Since the tokens in the Wasted Pool have now been return to the players bag which means Wave 2 is reached, the player will need to place both drawn Corona Tokens in his Virus Pool instead placing the second at his Wasted Pool.

Throughout Wave Two, players will need to take 2 Corona tokens each turn, with the possibility of taking even 3 Corona Tokens if they already have discovered 4 antidote tokens, as explained previously.

In the case where a player draws an orange, red, or blue Corona Token, whilst having that same colour in their Virus Pool, they must discard that token bag into his bag and draw a new one. They will repeat this until they no longer have a duplicate. Please note, that this rule does not extend to Green Corona Tokens, which can be draw even when there are existing Green Corona Tokens in the player's Virus Pool.

## **6) Attack the Corona pool:**

In the game, factories can enter an assault mode. When the factory enters assault mode, it allows the player to apply a single damage point against Corona Tokens in their Virus Pool. Green Corona Tokens only have one hit-point, but the red, orange, and blue tokens have two hit-points each.

When players use the factory's assault mode, they are free to choose which token they want to damage by the assault action. However, if the player's Virus Pool contains a Blue Corona Token, then they must first apply the damage to the Blue Corona Token. This will continue until the player no longer has any Blue Corona Tokens in their Virus Pool.

After this action, players will enter into the erasing phase. At the start of the erasing phase, if the player has at least 4 Corona Tokens in their Virus Pool, then Green Corona Tokens will have their hit-points reduced from 1 hit-point to just half a hit-point. This rule will therefore allow players to ability to erase two Green Corona Tokens with a single point of damage, instead of the normal case where the player could only erase a single Green Corona Token.

When a Corona Token is erased, they will go into the player's Wasted Pool in Wave One, and into the player's bag in Wave Two. When the player only has 1 attack point to spend, but only has two-hit point tokens (blue, red, or orange) in their Virus Pool. Then that attack point is forfeited, as the player is unable to erase the blue, red or orange Corona Tokens with a single point of damage.

### **7) Handle attack of Corona Tokens:**

Players will not take any damage when their Virus Pools are empty, or only contain green or blue tokens. However, if they have a Red Corona Token in their Virus Pool, then that Red Corona Token will deal 1 point of damage and it will trigger each Green Corona Token in their Virus Pool to also deliver 1 point of damage.

For Example: 1 Red Corona Token and 2 Green Corona Tokens will deal 3 damage points in total.

Orange Corona Tokens have the same effect as Red Corona Tokens and will deal 1 point of damage. However, when both the red and orange tokens are both present in the player's Virus Pool, then that will double the damage dealt by green tokens.

For Example: A Virus pool containing 1 Orange Corona Token, 1 Red Corona Token and 2 Green Corona Tokens will deal 6 damage points in total.

Blue Corona Tokens do not deal any damage.

Please note that, factories in cover mode will lower the damage dealt to the player by 2 damage points. Players can also decide to reduce their damage by an additional 2 damage points, but doing so will completely destroy the factory providing cover.

When players take damage, they must take a Death Skull. Players immediately lose the game when they take their 10<sup>th</sup> Death Skull.

### **8) End game:**

If a player is able to get 8 antidote tokens without taking 10 Death Skulls he won the game.

Players that have 10 Death Skulls have lost the game.

Players will continue to play new rounds until either the winning or losing condition are satisfied.

### **MULTIPLAYER**

Players all play each game phase simultaneously and progress together through each phase. Players have their own bag to draw Corona Tokens from and their own Virus Pool. The first player to get 8 antidote tokens without taking 10 Death Skulls wins the game. If no player is able to obtain 8 antidote tokens without taken 10 Death Skulls, then the player with the most antidote tokens wins.

## **EXTRA RULES**

To increase the difficulty you may decide to increase the win condition from 8 to 9 antidote tokens.

Another way to increase difficulty would be for players to deactivate the rule that halves Green Corona Token hit points when there are at least 4 Corona Tokens in their Virus Pool.

## **UPDATES AND FEEDBACK**

With more and more player all over the world playing this game, I am getting a lot of amazing feedback. With this feedback I have been progressively refining the rule to the game and look forward to continue to refine the gameplay. Please check out the newest Rules at **[WWW.3DARTLAB.DE/GAMESINABOX.HTML](http://WWW.3DARTLAB.DE/GAMESINABOX.HTML)** to get the newest version.

If you have any feedback, suggestions, fixes, house rules, or grammar corrections - Please let me know! through **[CONTACT@3DARTLAB.DE](mailto:CONTACT@3DARTLAB.DE)**

## **CREDITS**

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