PPE: The Game

"Personal Pandemic Escape"

100 CCs of FUN!

PPE is a fast-paced dice game perfect for passing the time while quarantined and waiting for this pandemic to turn the corner and get lost!

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Introducing the Pandemic Blocks:

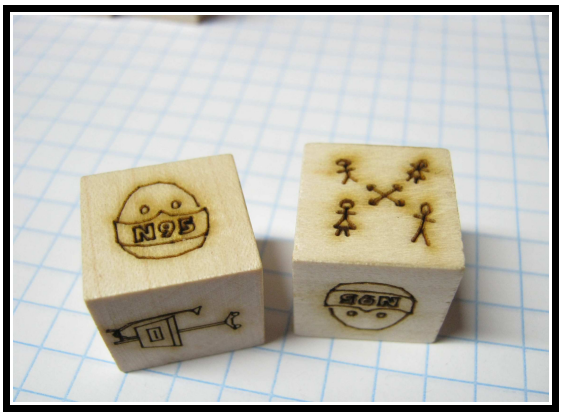
The 2 BAD blocks in the game are the Covid-19 **Virus** block and **THE Long Nosed Weird-haired Man** that helps the virus take hold.

There are 8 GOOD blocks.
The best 2 GOOD blocks in the game are the **Vaccine** block and the **Heroes** block. The **Heroes** block represents the doctors, nurses, first responders and all the everyday heroes that allow us to carry on while this pandemic rages!

The **Vaccine** block is one of 2 blocks that can counteract the **Virus** block. The **Heroes** block is the ONLY block that can counteract **THE Long Nosed Weird-haired Man** block.

Next are the **Ventilator** and **Face Shield** blocks. The **Ventilator** block is the second block that can counteract the **Virus** block....

Next up are the **Mask** and **Social Distancing** blocks. Apparently, only die-hard fans of **THE Long Nosed Weird-haired Man** believe that neither of these blocks are necessary during a Pandemic!



Lastly, the **Hand Sanitizer** and **Gloves** blocks. Both these blocks have worked against germs and microbes for years but they have proved to be very hard to find during this recent pandemic.

Suggested initial play:
Each turn consists of a single roll of the 6 Pandemic blocks and a scoring of the roll. This is the fastest playing game with the quickest possible game consisting of 4 “perfect” rolls of the blocks. The first player(s) to reach 19 points is the winner. Play doesn't end until each player has the same number of rolls of the blocks. If multiple players have successfully reached 19 points then the player with the most points wins. If multiple players end up with the same high score, then they become co-winners.

Oldest player always rolls first as they are the most at risk at the table. Roll all 6 'Pandemic blocks' at the same time. Select the obviously bad blocks and look for the good blocks that trump the

bad. (I know! That is exactly opposite what we are currently doing in real life!) Play consecutive rounds until the first player accumulates a score greater then 19 (quick games) or 190 or 1,900 or 19,000 or whatever grand total you might have time for...

Suggested scoring: GOOD things count 1 point apiece. Good things are:

Social Distancing	-	we all know it works!
Gloves	-	they work too but hard to find
Mask	-	everyone but Republicans knows these work!!!
Face Shield	-	a good second line of defense
Hand Sanitizer	-	REALLY hard to find...
Ventilators	-	a good thing, but avoid them if you can.
Heroes	-	Doctors, nurses, first responders, AND everyone else who help our lives carry on despite the ongoing pandemic.

Pandemic Block roll combinations:
GOOD things count 1 point apiece.

Now the BAD things:
If you roll **THE Long Nosed Weird-haired Man** (There is only one!), look for some **Heroes** to save the day. **Heroes** always trump **THE Long Nosed Weird-haired Man**. If you didn't roll a **Heros**, then your turn is over and you lose all your points from the current roll.

Vaccine & **Ventilator** blocks trump the Covid-19 **Virus** block. There are 3 **Vaccine** and 3 **Ventilator** blocks. If you roll the Covid-19

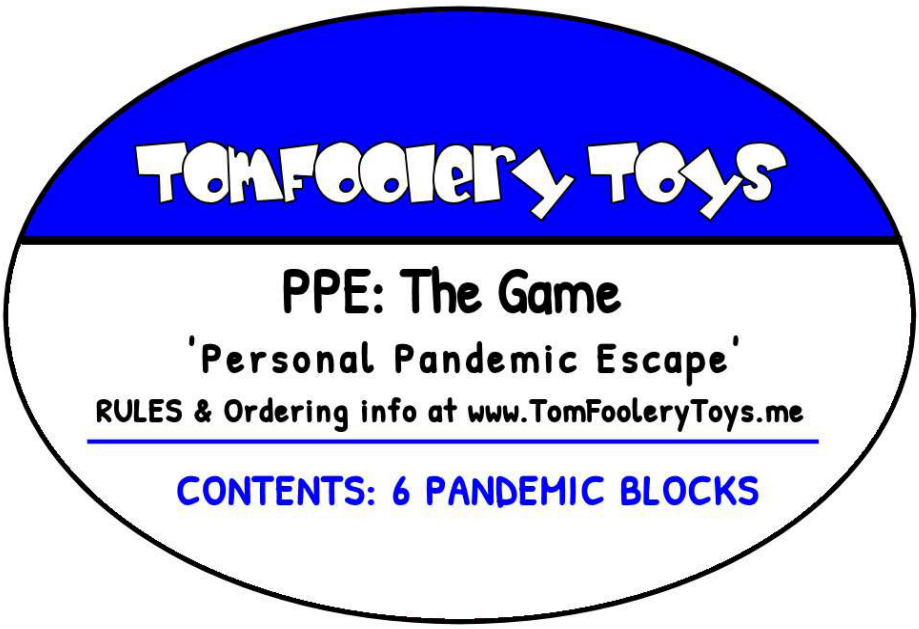
Virus block (or multiples as there are 3) , pair up any & all **Vaccines** & **Ventilators** to the **Virus** blocks you rolled. If you can't pair a **Vaccine** or **Ventilator** to a **Virus** block, then you are in a precarious position and lose all points that you have accumulated in the game! If you used a **Ventilator** to trump a **Virus**, then now you are on a ventilator and lose one turn while you recover.... You still get to score the points you accumulated before you went on the ventilator. Each good block that is used to counteract a bad block scores NO points. The points for your roll are scored on the GOOD blocks not used to counteract the bad blocks.

Roll a **Virus** without a **Ventilator** or **Vaccine** to counteract it (called **A Whammy!)** and you loose ALL the points you have accumulated in your roll and the game!
Roll 2 **Virus** blocks with no trump blocks (**A DOUBLE WHAMMY!)** and you lose ALL the points you have accumulated in your roll and the game AND you lose your next turn!
Roll 3 **Virus** blocks with no trump blocks (**A TRIPLE WHAMMY!)** and you are a dead duck and out of the game!!

A second and more lengthy version, if you have lots of time on your hands and nothing to do, is to play to some mutually agreed upon high score and then have multiple rolls of the Pandemic blocks. If you roll 6 GOOD blocks, you can elect to roll them again to get even more points. If you roll a BAD block(s) and can trump it with appropriate GOOD block(s) from the SAME roll, then you can elect to set aside the GOOD blocks used for the points and re-roll the BAD blocks and their trumping GOOD blocks. You must continue to score points on re-rolls or you lose all the accumulated points for your current turn. You decide to either end your turn

and score your accumulated points or have your turn ended by rolling either **THE Long Nosed Weird-haired Man** or **Virus** block without an appropriate trumping GOOD block and score NO POINTS for your turn! You SHOULD elect to end your turn before the odds catch up to you and you roll a BAD block that can't be trumped...

Of course, they are your Pandemic Blocks now and you can make up any rules you want!

Enjoy!

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