

Game Introduction

The worsening COVID-19 pandemic has set off an unprecedented race to develop a vaccine at a speed unmatched in the history of vaccine research.

Imagine yourself leading a team of 3 frontline medical researchers. Your objective is to safely get them to their Research Lab in order to start working on the vaccine.

Prevention cards help you move ahead while the symptom cards slow you down. Also, Do not forget to follow social distancing as you progress!

CORONA HUSTLE

How to Win

Be the FIRST PLAYER to get all the 3 researchers across to their private laboratory on the opposite end.

Setup

1. Place the gameboard. The red coloured spaces are predefined 'infected' areas. No tokens can move or land over this space.
2. Each player selects a set of 3 tokens (of the same colour) to represent the team of researchers. Tokens are to be placed on their starting point (home) on green coloured spaces.
3. Shuffle and hand out 3 cards to each player. The rest of the cards are put aside into a deck from which cards are to be picked at every turn



AGES
10+

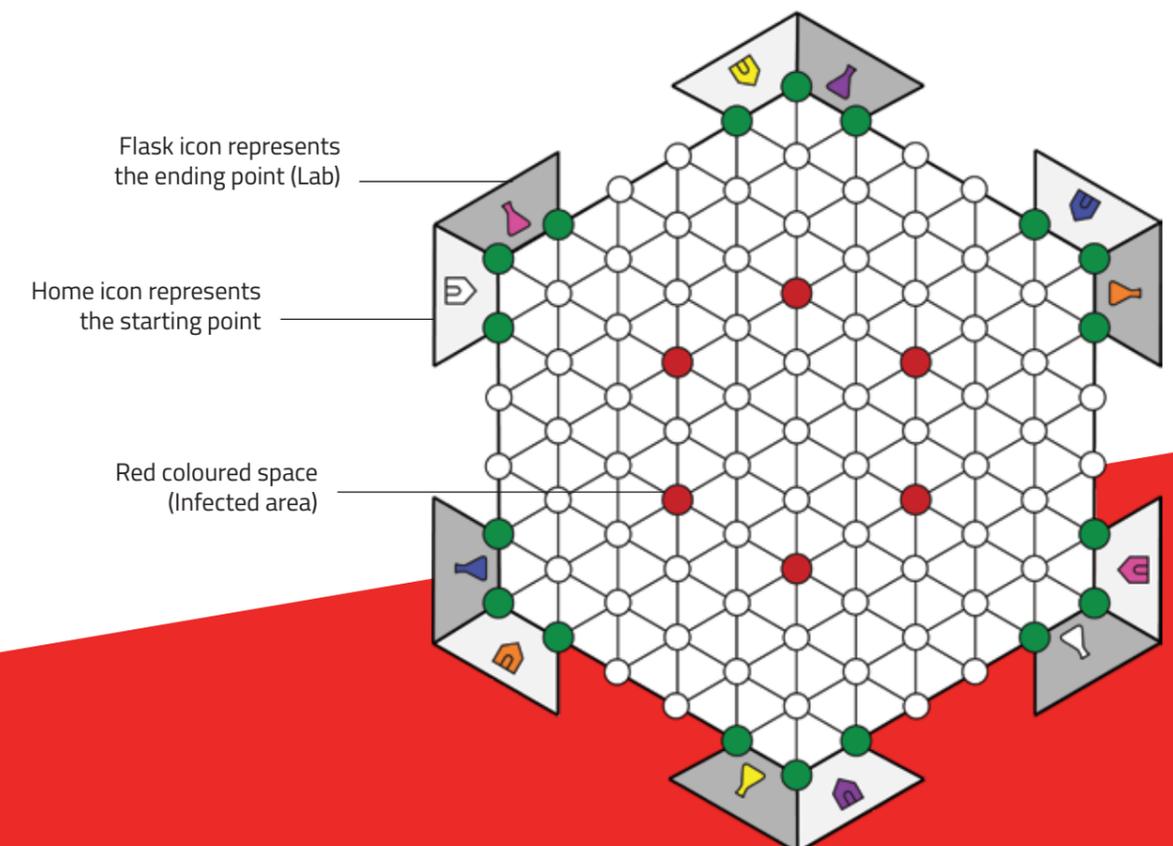


Equipment

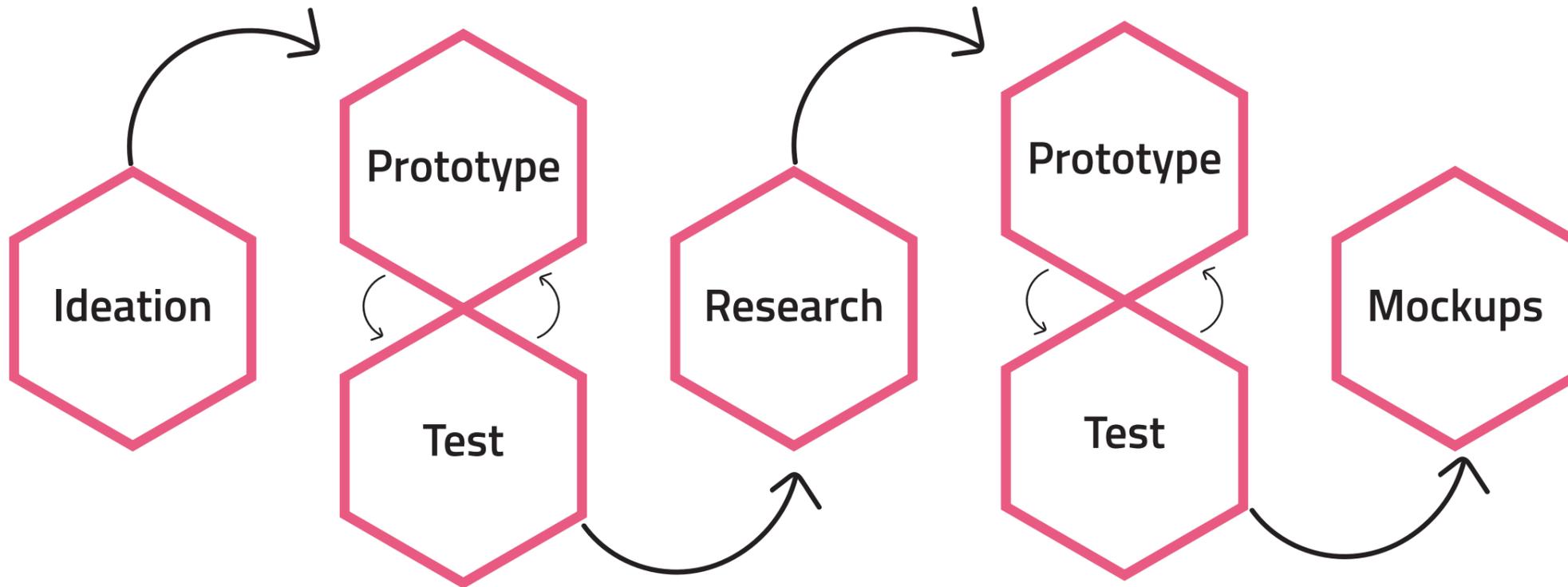
- > The Game board and a total of 60 cards.
- > 4 different types of Symptom cards
 - Dry Cough
 - Shortness of Breath
 - Tiredness
 - High Fever
- > 3 different types of Prevention (Movement) Cards
 - Wash Hands [allows you to move 1 space]
 - Wear Mask [allows you to move 3 spaces]
 - Boost Immunity [allows you to move 5 spaces]
- > 3x6 = 18 player tokens
- > 1 Dice [to test for corona]

How to Play

1. A player needs to draw a card from the deck
2. Subsequently, He/she can play a prevention card to move any 1 token in the specified number of spaces, thereby completing a turn.
3. A player CANNOT move or land over the spaces directly adjacent to their opponent's tokens.
3. If a player has a total of any 3 symptom cards in their hand, they can play all those down to volunteer for a corona-test. He/she is then entitled to roll a dice.
 - a) If the dice lands on a green colour up, the player is considered safe and can continue the game regularly.
 - b) If the dice lands on a red colour up, the player is considered Corona-Positive and must move any 1 of their tokens back to the starting point to self-quarantine. Then, he/she must miss a turn before resuming the game
4. If a player ever runs out of movement cards and has 4 symptom cards piled-up in hand, he/she MUST play all those down and is considered to be Corona-Positive. The player is then FORCED TO MOVE any 1 token back to the starting point to self-quarantine. Here, the player must miss 2 turns before resuming the game
5. The space from where a player moves his/her token to quarantine, IS TO BE MARKED as 'infected' by placing the red coronavirus chip over it. Hereafter, no tokens can move or land over this red-space.



Design Process



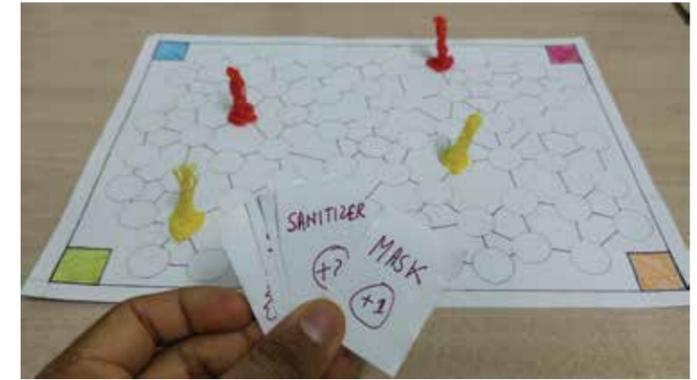
We started by brainstorming to come up with a plethora of different game themes & ideas based on the given problem statement

Then we made rapid prototypes of a few ideas using pen, paper and i-Pad to test with our target user group (families)

Then we did a round of secondary research to better understand the preventive measures & symptoms of the coronavirus

After research we did another round of iterations to fine-tune and balance the gameplay

Finally, We created mockups of the gameboard and cards to visually present our final game concept



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