

# Black ~\$ cat

## Guide/Rules

### Objective:

Defend the computer from malicious files until you accumulate 20 healthpoints (HP.) You lose if your HP drops to 0.

### Players:

3 players

### Genre:

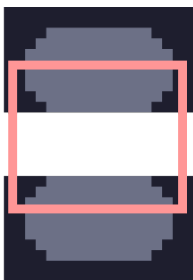
Strategy

### Setup:

1. Print out either the low ink (recommended) or normal grid, and also print out the icon sheet that has all the class icons, the files, and the HP marker on it. **Important: When printing, turn off the "fit picture to frame" option, and it is preferred to be in color.**

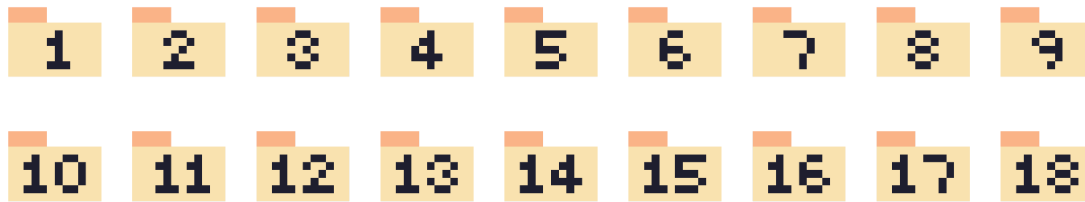
☐ Fit picture to frame

2. Cut out 3 of the class icons and one set of files, (1-18 files)
3. Below is a diagram of where to put the tape after you cut out the HP marker. Put two pieces of scotch tape where the red box is on both the front and the back of the paper.



4. All players open the app at [blackcat.uno](https://blackcat.uno)
5. Each player selects 1 of 3 classes (one player per class).
6. Place the class icons adjacent to the computer
7. Place the 3 starting files according to their positions, indicated in the app.
8. Start playing, and remember to have fun!

Included on the icon sheet:



# Classes:

## The Scanner:

Discovers infected files and viruses and keeps track of them.

### Abilities:

- Move up to 2 nodes in one turn.
- **Scan**, reveals file information (when the player is on the same node as the file).

### Cannot:

- **Disinfect** infected files.
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## The Firewall:

Defends your computer by blocking and removing bad data from files.

### Abilities:

- **Purge** (completely remove) a file that is directly next to it.
- **Clean**, remove 3MB of bad data from all viruses on directly connected nodes (4 squares next to it/no diagonals).

### Cannot:

- Use special abilities when on the same node as a file.
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## The Antivirus:

Uses the scanners data to move to and disinfect infected files.

### Abilities:

- **Disinfect** (remove 6MB of bad data) from the file node it is on.

### Cannot:

- **Disinfect** files if the scanner is more than two nodes away from it.

# Rules:

At the start of the game, three files will appear on board outside the player spawning area. The goal of the game is to identify all files before they reach your computer and destroy the viruses inside.

1. The computer starts with 10 healthpoints, the goal is to get to 20 HP and not drop to 0 HP.
2. Each class can move one square horizontally or vertically per turn unless otherwise stated in their description.
3. Up to all three players may be on one square at a time.
4. For every bad MB that reaches the computer, one point of health is removed from the computer. For every good MB that reaches the computer, one point of health is gained.

**For example:** A file with 2 MB of good data and also 4 MB of bad data would deal 2 damage to your computer

# Gameplay Loop:

Players can use their actions in any order. Including player 1 using one action then player 2 does and player 1 uses their other action.

1. The app tells you new file locations (if there are that round) and tells you how to move existing files
2. Players can use zero to two actions each, in any order
3. When a file gets to the computer, the app tells you the computer's health. If it changed, put the paper health marker on the correct HP slot on the HP bar.
4. Repeat steps 1-3 until the computer reaches 0 HP and you lose, or reaches 20 HP and you win!