The Black Plague - Instructions

When Isaac Newton was at Cambridge University, the university had to shut down because of an outbreak of the plague.

Let's assume that Newton went on a trip during this time and visited the following towns and cities:

1. Cambridge
2. Oxford
3. Bristol
4. London
5. Maidstone
6. Canterbury
7. Maidstone
8. London
9. Cambridge

During the time of the plague as much as 20% of London's population died as a result of the plague.
- Blue tiles = Survival – no plague has been contracted
- Red tiles = plague contracted
- Yellow tiles = plague spread

Instructions:
Each player takes a turn trying to make the entire journey. The first player starts off in Cambridge: they roll the die.
- A roll of 1, 2 or 3 = One night stay
- A roll of 4, 5, or 6 = two night stay.

Without looking in the bag, pull out 1 or 2 tiles for the number of nights staying in the town. (Place the tiles back in the bag).
If a blue tile is pulled the player will continue on their journey to the next town. If a red tile is pulled (return to the bag) the player will continue for the next two towns they visit.

Onto the next town:
- A roll of 1, 2, or 3 means the player places 1 yellow plague tile in the bag.
- A roll of 4, 5, or 6 means the player places 2 yellow plague tiles in the bag.

The player continues to the second town, rolls the dice and places one or two tiles in the bag and then "dies of the plague". Their trip (and turn) has ended.

Now it's the second player's turn – again starting in Cambridge and trying to make it as far along as they can without contracting the plague and spreading it.