

# THE BIG LOCKDOWN

**Aim:** Make it to the end of Lockdown with the most valuable Stockpile of Supplies.

## Contents:

- Supplies deck x 35
- Outdoor deck x 35
- Indoor deck x 35
- Location Status cards x4

**Set-up:** Each player receives an initial stockpile, from the Supplies deck, made up of:

- A Food card worth 1
- A Toilet Paper card worth 1
- An Infection Prevention card worth 2

Each player also receives a Location Status card showing 'Indoors'.



Your Stockpile and Location Status card remain visible on the table at all times.

The three decks (Indoors, Outdoors and Supplies) should be shuffled and placed face down in the middle of the table.

Players begin with **no cards** in their hand and their Stockpile and Location Status card **visible** on the table.

## Playing The Game:

The last person to have washed their hands goes first. Play moves to the left.

Each turn **must** consist of **three actions followed** by choosing whether you are going to be Indoors or Outdoors on your next turn and flipping your Location Status card accordingly.

### Actions:

An action is **either**:

- Drawing a card
- Playing a card

### Top Tip:

The best strategy is to hold on to your Stock Up and Effect cards until they can be most useful.

Cards may **only** be drawn from the deck matching your Location Status

Follow the instructions on any card drawn.

**Impact cards only** must be dealt with immediately and then discarded (both drawing and dealing with the card is the same action).

Stock Up and Effect cards **should** be kept in your hand until you wish to play them.

You are allowed **no more than 8 cards** in your hand at any time. If this limit is reached and you cannot play or draw a card, an action may be used to discard one.

Once played a card **must** be discarded.

## Dealing With Infection

If an Infection card is drawn it can be countered with an Infection Prevention card, which should be discarded.



**If you have no Infection Prevention** cards you should draw from the deck **matching** your Location Status to be tested for infection.



You have tested **positive** and are infected.



You have tested **negative** and are **not** infected.

The symbol in the top right corner will indicate if you have been infected and are **out of the game**.

If you are **not infected** then **keep** the new card and continue playing.

Dealing with the Infection card constitutes **one** action.

## Taking Risks: Indoors Or Outdoors?

### INDOORS

You stay at home

**Safer** from infection

Lose **more** Supplies

**Difficult** to gather Supplies to increase Stockpile value.

Collect cards to **defend yourself** from other players.

### OUTDOORS

You go shopping

**Higher** risk of infection

Lose **fewer** Supplies

**Easier** to collect Supplies to increase Stockpile value.

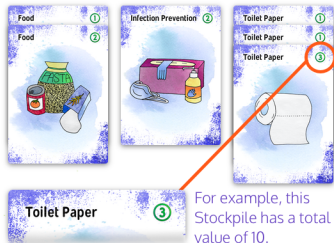
Collect cards that allow you to **take Supplies** from other players

## Finishing the Game:

Lockdown ends when **all** the cards from **at least one** deck have been drawn or only one player remains uninfected.

Whoever has drawn the final card may use all remaining actions on their turn **if** they are able to.

If the final card is an Infection and you don't have an Infection Prevention card **you are out**.



For example, this Stockpile has a total value of 10.

**Whoever has the most valuable Stockpile is the winner.**

This is worked out by adding the numbers in the top right corner of all of your Supplies.

## Card Types:

### Supply Cards

If drawn, these **must** always be placed immediately in your Stockpile.

All Sold Out cards hold no value and should be discarded but do count against the number of Supplies you are allowed to draw.



### Impact Cards

These must be dealt with immediately (both drawing and dealing with the card is the same action).



Some Impact Cards **force** you to go Outdoors. Change your Location Status card and **continue your turn** drawing from that deck if you need to.

If this occurs on the **last** action of your turn, you may **not** change your Location Status back until the **end** of your next turn.

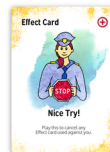
### Stock Up Cards

These may be held in your hand until you wish to obtain more Supplies.

### Effect Cards

These should be held in your hand until they can be used against other players **or** as a defence.

You **may** defend yourself against another player's Effect card whenever one is played against you.



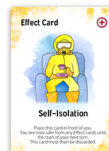
Nice Try! and Reflection cards **may** counter each other as part of a single action. They **cannot** be used against Impact cards.



## Card Specifics:

### Self-Isolation Cards

These can only be used on your turn and prevent any Effect cards being used against you until the start of your next turn. The card should then be discarded.



### Reflection Cards

Playing this applies the action of any Effect card played against you towards a player of your choice.

If someone tries to Loot from you, you may Loot the specified Supply from a player of your choice.

If someone tries to Trade Supplies with you, you may choose to trade Supplies with any player.

If someone tries to switch your Location Status, you may select any player and switch their Location Status.

Reflection cards can only be played if the reflection is possible e.g. 'Loot Food' can only be Reflected if the player you are targeting has Food in their Stockpile.

### Top Tip:

Create separate discard piles for Indoors, Outdoors and Supplies. This will make it quicker for you to start your next game.

To see a full list of rules and a description of all the cards visit [www.lockdownthegame.co.uk](http://www.lockdownthegame.co.uk)

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