

CACHE ME IF YOU CAN! (4th ed)

SOLITAIRE/COOPERATIVE RULES

created by Tim Lipetz

A 1 to 4 player cooperative version of Cache Me If You Can! (for 3 or 4 players you will need to provide your own playing pieces).

OBJECTIVE

Earn points before the two muggles trash 25 cache tiles.

Total Points (of all players) needed to win:

Novice - 15 Skilled - 20 Expert - 25 Grand Master - 30

SETUP

The game is set up and played similarly to the base game with a few additions. Place two of the playing pieces (Muggles) at the first trail space in the woods next to the town board. "Face" the Muggles away from the town board.

MOVING MUGGLES

The direction the GPS in the Muggle's hand is facing determines what is forward. Always "point" the Muggle in the direction it is moving. All turns are 90 degrees clockwise.

After **each** player's turn, roll the ten-sided die and apply the results to both Muggles.

- 1,2,3,4 move the muggles one space forward
- 5,6 move the muggles two spaces forward
- 7,8 turn the muggles 90 degrees clockwise and move one space
- 9,10 turn the muggles 90 degrees clockwise and move two spaces

If a Muggle cannot move the FULL amount of spaces in the direction faced after rotating, rotate the Muggle piece clockwise from the new facing until it can move the full amount.

In the example to the right, a "5" was rolled. The Muggle cannot move two spaces forward. Turn the muggle clockwise (towards the bottom of this page in this example) and the Muggle is able to move two spaces. Leave the Muggle with this facing. Muggles will never enter the town board.

HOW TO PLAY

- When a Muggle lands on a cache, the cache is immediately placed in an open area to the side of the gameboard so that the trashed caches can be tracked.
- If a Muggle reveals the Cave, they feed the bear. Immediately flip the cave tile face-down.
- All other tiles do not affect Muggles. Tiles revealed by Muggles remain face-up unless the tile states, "Remove tile from play" in that case, discard the tile.
- Players may not collect any cache in any of the eight spaces surrounding the Muggle or the space the Muggle is on. If a cache is revealed in this case, the player's battery still drops one.

EVENT CARDS



Event cards that direct you to take or give items/cards to and from other players. Cooperative players use these cards to trade items. They may also trade items if they share the same space. They cannot take caches from the muggles. Solitaire players discard an item with a "Give" event card, and draw from the top of a deck with a "Take" event card.

Disabled Cache: This archives a cache. Discard the tile. Neither the players nor the muggles get it.

Muggles, They just mess up everything: Discard all six tiles. Neither the players nor the muggles get any caches. (i.e. these aren't the same muggles who are trashing 25 caches.)



GEOCOINS

- Parasite Coin** - activates if the another single player has reached 12 points.
- Honesty coin** - Be careful not to trade this or you will lose points.

SOLO AND COOP USING CMIYC! ADVANCED RULES

Take one color of difficulty rating tokens per player and place them face-down. Each time a PLAYER reveals a cache, randomly place a difficulty level token of their color on the cache.

