# Muggles! – A Cooperative Version of CMIYC

*Based on version 2 of the Cache Me If You Can board game © 2013 DPH Games.*

*These add on rules © 2017 Timothy Lipetz*

## Theme of game

Players cooperate on a common goal of collecting caches and coins. They need to complete the goal before the muggles destroy the available caches or the areas around them. The muggles move automatically and pick up cache containers they stumble upon. Unless mentioned below, all rules from the basic CMIYC game apply.

## Muggles

* **Two muggles** are in play (one muggle for each wooded board). Each muggle remains on that board for the entire game. They never go to the hospital or any other part of the Town board.
* **Muggles start** on the edge of their board furthest away from the Town, in the same row or column as the Moonrise Café, facing the Town. They move according to fixed rules, so any human player can carry out the moves for the muggle. Each muggle has a turn after the human players have moved in a round.
* **Muggle pieces** have an arrow indicating direction of travel. Also, the pieces are capable of carrying one cache tile.
* **Picking up caches** - A muggle landing on a cache tile (previously revealed or not) picks up the cache tile and carries it around. He can take any cache type without needing any special equipment. If he is already carrying a cache, he first discards that carried cache (which is now out of play for remainder of the game). Empty spaces are filled with a new face down tile from the stock.
* **Muggle moves** are unpredictable. The roll of one die determines the move.
* Roll of 1 - move one step ahead
* Roll of 2 - move two steps ahead
* Roll of 3 - move three steps ahead
* Roll of 4 - rotate clockwise 90° and move one step ahead
* Roll of 5 - rotate clockwise 90° and move two steps ahead
* Roll of 6 - rotate clockwise 90° and move three steps ahead
* **Muggles always move** on each turn, so if a move is blocked, resolve it as follows (*these steps become quick and easy once learned*):
  + **A muggle move is blocked** if it would:
    - Cross an edge
    - Step over or land on a revealed Terrain Hazard tile
    - Land on a revealed Nuisance tile (but okay to step over)
    - Land on the unsafe region around a Cave tile
  + **Rotate** – If move is blocked, try rotating the piece clockwise 90° at a time until the move can be taken.
  + **Reduce Steps** – If none of the four directions work, reduce number of steps by one and repeat above instructions. Repeat again if needed.
  + **Call for Help** – If down to one step and all four directions are blocked, the muggle calls for help and is relocated to the trail space that enters the wooded board. He faces away from town.
* **Trails** – Muggles move the same whether on trails or woods
* **Problem tiles** – The “danger” tiles fall into four categories for muggles:

1. **Geocaching tiles** – No GPS signal, GPS battery dies, Lost pen, Really good hide – These have no effect on muggles. Tiles are left in place until a human lands on them. Muggles may land on them again anytime.
2. **Weather tiles** – Hot sun, Cold weather – These have no effect on muggles. After all they are locals and used to the weather. Tiles are left in place. Muggles may land on them again anytime.
3. **Terrain Hazard tiles** – Pond, Cliff, Cave, Swamp – Unlike geocachers, muggles do not walk through the woods staring at their GPS, so they have enough sense not to walk into these dangerous locations.

* Muggles never intentionally walk on or over a revealed Terrain Hazard (nor on or over a re-hidden Cave tile).
* If a muggle reveals a Terrain Hazard, he suffers no consequences and immediately takes one step back (or more if needed to avoid an unsafe area). He still faces the same direction, and performs whatever action fits landing on that space. If unable to safely step back, he Calls For Help (see above).

1. **Nuisance tiles** – Snake, Poison Ivy, Nasty Pricker Bushes, Beehive –

* Muggles never intentionally step on a revealed Nuisance tile, but may “Step over” it (see above).
* If a muggle reveals a Nuisance, he suffers no consequences and stays on the space. If on his next turn, he rolls a 4,5, or 6, the nuisance tile is removed and replaced with a face down tile. Either way he moves off the space according to the roll.

## Human – Muggle Interaction

* **Stealth** – Geocachers avoid attention while a muggle is around, so a human may not pick up a cache if he is on a muggle’s space or any of the eight adjacent spaces. A cache may be revealed but is not picked up. Muggles on the other hand, are not stealthy and will pick things up no matter who is around.
* **Swapping** – A human on the same space as a muggle can talk the muggle into swapping for a cache tile the human has collected. The muggle then carries the swapped cache. The human does not need to have the necessary equipment for the type of cache he gets, (nor does he need a working pen or GPS) since the muggle has already stumbled upon and retrieved the cache. If the received tile has a geocoin symbol he gets the coin.
* **Take Event Card tile** – When a muggle lands on a Take Event Card tile:
  + The nearest human player draws an Event Card, and handles it as if it had been drawn on his turn.
  + The furthest human player discards an Event Card he holds (if any).
  + Finally the muggle rolls the die again for another turn

## Winning/Losing conditions

* **Human players** mostly act as independent agents, although they can and should discuss strategy. They cannot arbitrarily exchange caches, cards, or coins unless basic game rules allow it. (See special rules for Mega Event trades, below). So for example, one player must hold the entire set for a multi-cache to be claimed.
* **Cache Groups** – The various cache types fall into seven groups (Counts of available caches of each type shown in parentheses.) Each player has a “Cache Groups” sheet to track which groups he has collected.

1. **Traditional Group** – Traditional caches (8)
2. **Multi Group** – Multi-caches (4 sets), Super-multi-caches (1 set)
3. **Nano Group** – Nano caches (4)
4. **Puzzle Group** – Mystery caches (2), Puzzle caches (2)
5. **Tricky Group** – Water caches (2), Night caches (3)
6. **Lock Group** – Padlock caches (2), Combo lock caches (2)
7. **Special Group** – Challenge cache (1), Virtual cache (1), Cache needs maintenance (2)

* **Basic Win** requirements

1. As a team, players must have at least one cache type from all seven groups
2. Every player must have at least one flipped geocoin (condition met)

* **Advanced Win** requirements – all Basic Win requirements plus

1. Every player must have at least one cache type from five of the seven groups
2. Two players must have two flipped geocoins (conditions met)

* **Custom Win** requirements

1. Agree on a target combination of Team Cache Groups, Team Coins, Individual Cache Groups, and Individual coins.

* **Losing the game** – The game ends and the human players lose whenever the above winning conditions become impossible.

1. Use a “Cache Groups” sheet to track discarded caches. Watch for completely trashed groups that make the game unwinnable.
2. If the only winning cache tiles are surround by impassable tiles such as Cliffs, Ponds, or Cave and thus unreachable by humans, the game is considered lost.

* If the blocking tiles could be crossed with the right equipment, it is okay to try to obtain that equipment in the town.
* You cannot wait for a muggle to randomly step over a Snake to pick up a humanly unreachable cache. Don’t drag it out. You’ve lost!
* **Solitaire Game** – A single player follows the co-op rules (playing solo against the two muggles).

1. Since there are no other players:
   1. He does not play as Borrower or Coin Collector.
   2. If he draws Event Card referring to another player, he discards it and draws again.
   3. He starts with five equipment cards.
   4. Once per game he can go to the Mega Event space and trade a coin for the top one on the deck
   5. When a muggle steps on a Take Event Card tile, the player both gets and discards an Event Card, in either order.
2. The player wins the game when
   1. He has at least one cache type from six of the seven groups
   2. He has one flipped geocoin (condition met)

## Other special rules

* **Secrets** among players are not needed in a cooperative game, so

1. Players keep event cards face up
2. Players keep geocoins face up off the Cache Groups sheet and move them onto the sheet when the conditions are met (it is considered “flipped.”)
3. Opportunities to peek at six tiles (gained in store or by cards) are changed to – Reveal **FOUR** Tiles. They are left face up.
4. Anyone playing as The Snoop turns over (reveals) any tile he peeks at.

* **Mega Event trading** is more restricted than in basic game rules:

1. Both players must be on Mega Event space to trade
2. Only one trade per visit. Players must leave town between trades.
3. No more than three trades by the team in an entire game.
4. Trades must be a single item for a single item of the same type (Event card, Equipment card, Coin, or Cache).
   * A single cache can be traded for a completed Multi-cache set.
   * Unflipped coins may be traded for flipped coins.

* **Blank Tiles are Construction Sites** – When a blank tile is revealed, a zealous construction crew digs up and discards the surrounding (up to) eight tiles. The blank tile remains in place as a concrete slab. It and the adjacent spaces are treated like trails for the remainder of the game. The adjacent spaces are not filled. If a surrounding tile is also a Construction Site, both remain in play.
* **No more tiles** – If the stock of available tiles is exhausted, all remaining tiles on the board are revealed (except Cave if hidden). Usually this amounts to a last chance for the cooperating team to find a winning strategy. After that when a tile is removed, the space is left blank and is treated like a trail.
* **Event Card** adjustments

1. **Golden Ammo Can** – Get an extra turn after taking next cache (one use).
2. **Disable Cache** is not optional. Must play immediately.

* **Remotely Revealed Tile** – To clarify what happens when a tile is revealed remotely (not by a player or muggle landing on it.)

1. Cache, Problem, or Take Event Card tile – It stays revealed with no immediate action, except…
2. Cave tile – On Cave and surrounding spaces, muggles Call For Help (see above), and humans go to hospital unless one has the Snack card.
3. Construction Site – All surrounding tiles are trashed immediately (except another Construction Site.)
4. Map tile – All surrounding tiles are revealed but not trashed
   * Unless one is Construction Site, then do the trashing for that.
   * On revealed tiles around map, take no action until landed upon, even ones that say discard when revealed. (Which is different than when a Map tile is stepped on.)

* *Note – In these rules “human” refers to players at the table. No slight is intended towards real-world muggles (who are obviously human and usually much nicer people than geocachers sometimes imply)!*

## Discussion

*This is not part of the rules but a place for me to keep evaluations, new ideas, and maybe items for FAQs. Tim*

1. These rules were created with the expectation of using the standard game board, tiles, cards, and coins. The only new items are the two muggle pieces, the die, and the Cache Groups sheets (supplied as a Word doc). If we did an expansion pack, there are many opportunities for creative alternatives.
2. There are seven groups because having four caches in a group makes it about right for the muggles to have a reasonable chance of totally trashing one of the groups, thus balancing the game. (Early on I tried 5 and 6 groups, but the game was too easy to win.)
3. The game is designed to make it slightly more likely to win than lose, but still there is a chance that muggles will trash too much. There is a lot of variability in how a game progresses (as there is in the standard CMIYC game). Often, the games go until just a few tiles are left in stock. This makes for a somewhat longer game than standard CMIYC game.
4. The fastest loss would be one round. (Muggle lands on construction site surrounded by all of the caches in a single group). The fastest win would be maybe around seven rounds. (Four players get equipment they need at start, land on exactly those caches at entry to woods, get easy to win coins from those caches, one player gets multi set in three turns, and maybe all meet up at Mega Event for more geocoins and final trades.) Of course these are highly unlikely scenarios.
5. Maybe clarify when Virtual Cache can be taken. (Seventh group for team?)
6. Several of the Event Cards could be clarified further. If we do expansion pack, we could make interesting replacements.
   1. Random shuffle 6 tiles (Muggles mess things up) can save game when final cache is behind un-crossable tiles. Is this a good thing??
7. Several of the Equipment Cards could be clarified further. If we do expansion pack, we could make interesting replacements.
8. Several of the GeoCoins could be clarified further. If we do expansion pack, we could make interesting replacements.
9. Originally I had a roll of six mean muggle trashes any cache he is carrying. I changed that to a simple move in order to increase the opportunity for swaps, which are a fun part of the team strategy.
10. The Snake tile being able to block a human but not a muggle is a bit funky. Would change that in an expansion pack. The Swamp being able to block a muggle but not a human doesn’t bother me as much.
11. At first I tried to have an endgame where everyone races to the finish (Mega Event space) once other conditions are met. It’s a nice concept, but unless there is some opposition such as muggle interference it adds nothing to the game. I’m still thinking about it. And in any case the game often ends with players on the Mega Event to do their final trades.
12. In place of die, I thought about a Muggle Movement card deck. Most cards would say move 1 to 3 spaces, but we could put in special instructions like execute a (chess) knight’s move, go to nearest human player in this woods or move towards nearest revealed cache, etc. I decided that a die is much simpler, and I’m not sure we need yet another type of card.
13. To keep game balanced I had to have the muggles keep moving especially at the beginning. So needed the “resolving blocked moves” concept. But I also needed to keep it simple to execute. (Moves were originally way too complex).
14. In an expansion pack the die could be custom. Three faces having the digits 1, 2, 3. And the three opposite faces having 1\*, 2\*, 3\*. Where \* in a normal roll means turn 90 degrees first, and on a Nuisance roll means to discard and replace before moving.
15. Strategies that seem to work well
    1. Remotely revealing tiles is generally in your favor. Do it when you can. Sometimes wait to do it just before you or another player will enter that region.
    2. Sometimes use one player to go through the store (short path) multiple times in order to reveal lots of tiles. Can trade off this duty with other players. The Sneakers help.
    3. Shopper seems to be an especially useful character
    4. Muggles usually trash a lot of caches early on, but it slows down as the boards become congested. Don’t panic.
    5. Gather Traditional caches when you can. They can be very useful for swapping with muggles or teammate.
    6. Don’t use up your three Mega Event trades too early. Save one or two for the endgame.
    7. Bad tiles are not necessarily bad. For example, one player can “take one for the team” by intentionally stepping on lots of revealed Geocaching Problem tiles to clean up an area and then after that going to Swap Store to restore GPS, etc. Or sometimes, you can intentionally step on a more dangerous Problem tile and go to the hospital in order to travel quickly or to flip a geocoin. Works even better if you have insurance.