### SCENARIO FOR PANDEMIC

Throughout the world, researchers and experts in bacteriology, immunology and epidemiology work relentlessly to find vaccines to the terrible epidemics ravaging the globe. While you strive to contain plagues, will you succeed in collecting those scientists work in order to solve the crisis?

### NEEDED TO PLAY

- Pandemic, the base board game

### SETUP

After cards distribution to the players, but before inserting Epidemic cards n the draw pile, **8 city cards** are put face up on a line next to the game board in order to form the **research program**.

The number of cards in the research program will remain constant during all the game.

The order of cards in this line matters: the leftmost ones represent the most recent discoveries, while the rightmost ones are older research findings, threatened to become obsolete while the viruses continuously evolve...

### PLAY

No one directly receive a **Player** card at the end of their turn anymore. Instead, a single card is drawn and added to the left of the research program. Then the rightmost one is **discarded**.

If the card drawn is an **Action**, the active player receive it and draw another one.

If it is an **Epidemic** card, resolve it immediately then draw another **Player** card to replace it.

Each time a player pass **through a city** whose card is in the research program, **they receives it in their hand**. Then, to replace it, draw a **Player** card and insert it in the research program from the left. The same rules as above apply in case of an Action or Epidemic card.

Good luck