

PANDEMIC

WORLDWIDE RESEARCH PROGRAM

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 card distribution to the players, but **before** inserting **Epidemic** cards in 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**.

Any **Event** card picked at this stage must be put back randomly in the draw pile.

The number of cards in the research program will remain constant throughout 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...



The research program

PLAY

No one directly receives 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 **Event**, the active player receives it and draws another one. If it is an **Epidemic** card, resolve it immediately and then draw another **Player** card to replace it.

Each time a player passes **through a city** whose card is in the research program, **they take 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 Event or Epidemic card.

Good luck

*This variant has been created by Lucas Cimon – 2019
The typesetting was done with LibreOffice Draw & Gimp
If you play it, I would love your feedback.
You can drop me a message on : <https://chezsoi.org>*