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 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...

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