Pandemic – The Game

A new, deadly virus has emerged, and you are faced with the challenge of how to address it. Countries in this situation are faced with the choice of whether to combat a pandemic locally, or globally. Limited resources make this a more difficult decision however, as often an internationalist approach can leave a country more vulnerable at home. On the flip side, focusing too much effort on local prevention can allow the world to function as an incubation ground until the virus reaches critical mass.

Game setup: Designate one player as a ‘virus’, while the remaining players choose countries. Token should be placed on players countries to represent ‘population’. The ‘virus’ should have red tokens prepared and one dice.

How to play: At the beginning of each round, every player will draw events cards. Without showing their cards to other players, they will choose whether they are going to address the pandemic globally or locally that turn, and will indicate such by place their card face down on the table (short end to the middle for a local approach, long edge facing the middle for an international approach). Once all players have made their decision, players will reveal their effect and approach to the group. Calculate the total number of people the virus is able to infect this term, ‘protecting’ local population by turning pieces sideways for the turn. Finally, the player of the virus can choose which population pieces to ‘infect’, and replace them with red pieces. Continue until the entire change deck has been used up, or only one country remains. If both an impasse is reached between the virus and the remaining country (the only remaining citizens are protected), then the game is considered a draw.

Turn Order:

1. Players (excluding the virus) draw event cards without showing them to everyone else.
2. Players (excluding the virus) indicate whether they are taking an internationalist or local approach by placing the card face down (short end towards the middle for a local approach)
3. Players reveal their card and their choice of approach. Locally protected individuals should be turned sideways to indicate this.
4. The virus player rolls their dice to determine their infection rate. Subtract any ‘global’ protection from the total.
5. The ‘virus’ chooses people to infect using the remaining total on the dice. The virus can choose any unprotected citizen to infect. Infected citizens tokens should be replaced with virus red/pink tokens.
6. Virus determines how many dice should be used for the next turn. (One die for every six persons infect – i.e. 1-6 infected = one dice, 7-12 infected = two dice…etc).