PANDEMIC SURVIVAL
DISTANCING EDITION

Welcome to *Pandemic*® Survival at home edition!

How a Survival Event Works: Everyone is playing the same scenario. The goal is to be the FIRST team to find all 4 cures OR to be the LAST team still standing at the end of the game. In case of a tie, the winning team is the one with the most cures found, if still tied then it's the team with the fewest outbreaks. If there is still a tie after that, the team with the least cities with 3 cubes on them wins. The final tiebreaker is the team with the least cubes on the board wins.

The event is timed. Players will have 2 minutes during the first turn to plan out their strategy but every turn after that will be 1 minute and 15 seconds to complete any actions.

Running a Survival Event Virtually: Teams of 2 will compete and each team will need their own copy of the game to play with. A Game Master will run the scenario, monitoring the time limits and telling players what cities are being infected and what player cards they'll draw to add to their hands. We recommend using Zoom or another virtual platform to run the event. You can read Matt Leacock's full guide with tips and tricks for your virtual event by clicking here.

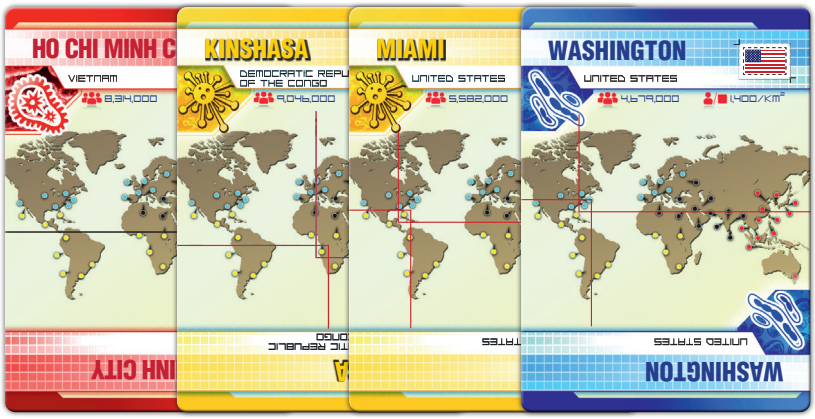
Rule Reminders: Hand size is 7 cards. If at any time your hand exceeds 7 cards, you must discard down to 7 (or play an Event card if possible). This Scenario has 6 Epidemic Cards, as well as 5 Event cards (from the base game and On The Brink). Gameplay rules are the same as base game Pandemic.

PLAYER STARTING HANDS

PLAYER 1:

Researcher: This player may, as an action, GIVE (or a player may take) any card to a player that is on the same city as this player, the city does not need to match the card. The card must come from the Researcher's hand into the other player's hand.

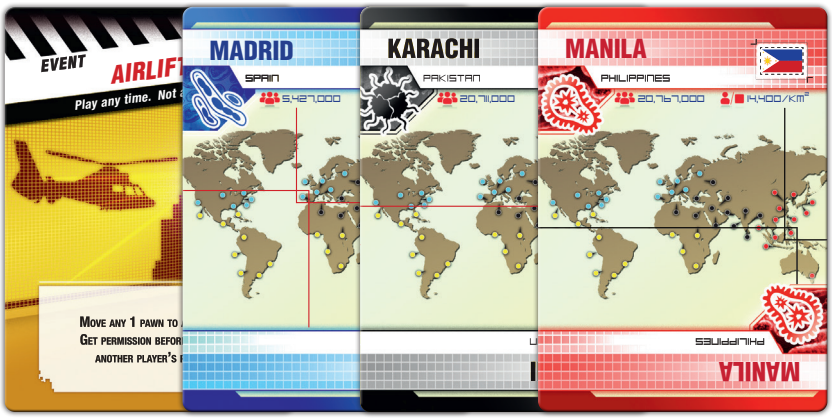




PLAYER 2:

Medic: When doing the Treat Disease action, this player removes all cubes of a color on the city instead of just one. Once a cure is found, this player removes all cubes of a cured color by simply passing through the city (no Treat Disease action is required), this also prevents cube placement on the city this player is in.





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INFECTION DECK SET-UP

STARTING INFECTED CITIES:

Infect each city with the cubes matching the city's color. Place the 9 starting infected city cards in the infection discard pile.

3 cubes per city



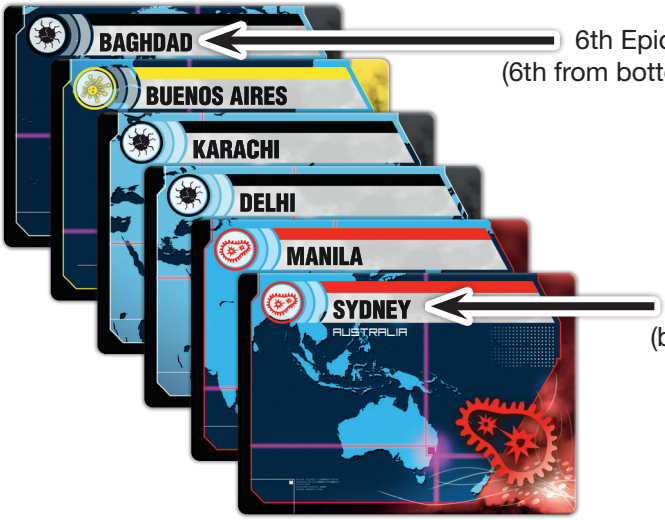
2 cubes per city



1 cube per city



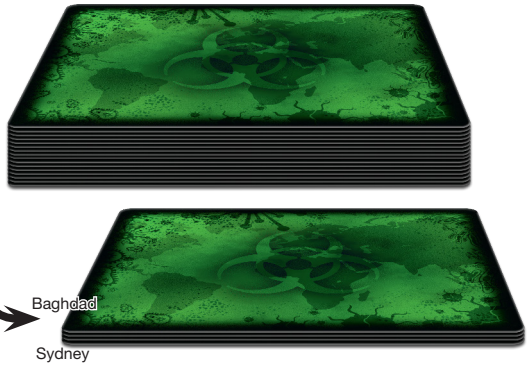
EPIDEMIC CITIES SET-UP:



6th Epidemic
(6th from bottom of deck)

1st Epidemic
(bottom of deck)

Shuffle the remaining infection cards and place them on top of the epidemic cities stack.



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PLAYER CARD DRAWS pg.1

① Researcher's 1st turn (2 min)

Researcher's Card draw:





Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

② Medic's turn (1:15 min)

Medic's Card draw:





Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

③ Researcher's turn (1:15 min)

Researcher's Card draw:





Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

④ Medic's turn (1:15 min)

Medic's Card draw:





EPIDEMIC

- **Increase** - move the infection rate marker forward 1 space.
- **Infect** - Draw the bottom card from the Infection Deck (**Sydney**) and put **3** cubes on that city. Discard that card. Resolve any outbreaks that may occur.
- **Intensify** - The Game Master shuffles the infection discard pile and place the cards on top of the infection deck.

Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

⑤ Researcher's turn (1:15 min)

Researcher's Card draw:





Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

⑥ Medic's turn (1:15 min)

Medic's Card draw:

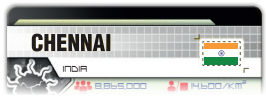




Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

⑦ Researcher's turn (1:15 min)

Researcher's Card draw:





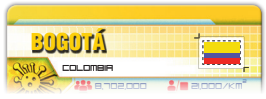
EPIDEMIC

- **Increase** - move the infection rate marker forward 1 space.
- **Infect** - Draw the bottom card from the Infection Deck (**Manila**) and put **3** cubes on that city. Discard that card. Resolve any outbreaks that may occur.
- **Intensify** - The Game Master shuffles the infection discard pile and place the cards on top of the infection deck.

Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

⑧ Medic's turn (1:15 min)

Medic's Card draw:



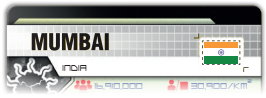


Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

⑨ Researcher's turn (1:15 min)

Researcher's Card draw:



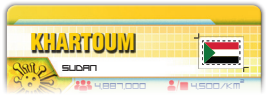


Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

⑩ Medic's turn (1:15 min)

Medic's Card draw:





Game Master draws **2** cities from the **Infection Deck** and players infect the corresponding cities.

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PLAYER CARD DRAWS pg.2

11 Researcher's turn (1:15 min)

Researcher's Card draw:





EPIDEMIC

- **Increase** - move the infection rate marker forward 1 space.
- **Infect** - Draw the bottom card from the Infection Deck (**Delhi**) and put **3** cubes on that city. Discard that card. Resolve any outbreaks that may occur.
- **Intensify** - The Game Mastershuffles the infection discard pile and place the cards on top of the infection deck.

Game Master draws **3** cities from the **Infection Deck** and players infect the corresponding cities.

12 Medic's turn (1:15 min)

Medic's Card draw:





Game Master draws **3** cities from the **Infection Deck** and players infect the corresponding cities.

13 Researcher's turn (1:15 min)

Researcher's Card draw:



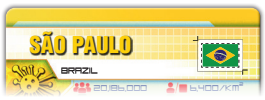


Game Master draws **3** cities from the **Infection Deck** and players infect the corresponding cities.

14 Medic's turn (1:15 min)

Medic's Card draw:

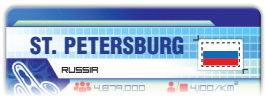




Game Master draws **3** cities from the **Infection Deck** and players infect the corresponding cities.

15 Researcher's turn (1:15 min)

Researcher's Card draw:





EPIDEMIC

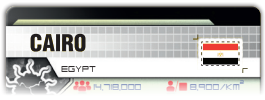
- **Increase** - move the infection rate marker forward 1 space.
- **Infect** - Draw the bottom card from the Infection Deck (**Karachi**) and put **3** cubes on that city. Discard that card. Resolve any outbreaks that may occur.
- **Intensify** - The Game Master shuffles the infection discard pile and place the cards on top of the infection deck.

Game Master draws **3** cities from the **Infection Deck** and players infect the corresponding cities.

16 Medic's turn (1:15 min)

Medic's Card draw:





Game Master draws **3** cities from the **Infection Deck** and players infect the corresponding cities.

17 Researcher's turn (1:15 min)

Researcher's Card draw:





Game Master draws **3** cities from the **Infection Deck** and players infect the corresponding cities.

18 Medic's turn (1:15 min)

Medic's Card draw:





EPIDEMIC

- **Increase** - move the infection rate marker forward 1 space.
- **Infect** - Draw the bottom card from the Infection Deck (**Buenos Aires**) and put **3** cubes on that city. Discard that card. Resolve any outbreaks that may occur.
- **Intensify** - The Game Master shuffles the infection discard pile and place the cards on top of the infection deck.

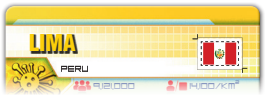
Game Master draws **4** cities from the **Infection Deck** and players infect the corresponding cities.

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PLAYER CARD DRAWS pg.3

19 Researcher's turn (1:15 min)

Researcher's Card draw:





Game Master draws **4** cities from the **Infection Deck** and players infect the corresponding cities.

20 Medic's turn (1:15 min)

Medic's Card draw:





Game Master draws **4** cities from the **Infection Deck** and players infect the corresponding cities.

21 Researcher's turn (1:15 min)

Researcher's Card draw:





Game Master draws **4** cities from the **Infection Deck** and players infect the corresponding cities.

22 Medic's turn (1:15 min)

Medic's Card draw:





Game Master draws **4** cities from the **Infection Deck** and players infect the corresponding cities.

23 Researcher's turn (1:15 min)

Researcher's Card draw:

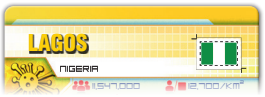




Game Master draws **4** cities from the **Infection Deck** and players infect the corresponding cities.

24 Medic's turn (1:15 min)

Medic's Card draw:





EPIDEMIC

- **Increase** - move the infection rate marker forward 1 space.
- **Infect** - Draw the bottom card from the Infection Deck (**Baghdad**) and put **3** cubes on that city. Discard that card. Resolve any outbreaks that may occur.
- **Intensify** - The Game Master shuffles the infection discard pile and place the cards on top of the infection deck.

Game Master draws **4** cities from the **Infection Deck** and players infect the corresponding cities.

25 Researcher's turn (1:15 min)

Researcher's Card draw:

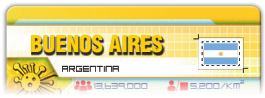




Game Master draws **4** cities from the **Infection Deck** and players infect the corresponding cities.

26 Medic's turn (1:15 min)

Medic's Card draw:



There are no more cards in the player deck.
The game ends.

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PLAYER DECK SET-UP

Here is a list view of how to arrange the cards in your Player Deck for the scenario.

* The *Pandemic*® base game is required to play this scenario. We have included some Event Cards from the *On the Brink* Expansion. If you do not own the expansion we have included the Event Cards on the next page to print for your personal use with this scenario.

TOP CARD

- REMOTE TREATMENT - EVENT*
- ATLANTA
- MEXICO CITY
- SHANGHAI
- ISTANBUL
- JOHANNESBURG
- BAGHDAD
- EPIDEMIC
- GOVERNMENT GRANT - EVENT
- CHICAGO
- MOSCOW
- BORROWED TIME - EVENT*
- CHENNAI
- EPIDEMIC
- BOGOTÁ
- SYDNEY
- SEOUL
- MUMBAI
- TAIPEI
- KHARTOUM
- MILAN
- EPIDEMIC
- SANTIAGO
- LOS ANGELOS
- RIYADH
- MONTRÉAL
- BANGKOK
- SÃO PAULO
- ST. PETERSBURG
- EPIDEMIC
- DEHLI
- CAIRO
- ESSEN
- NEW YORK
- TEHRAN
- EPIDEMIC
- LIMA
- LONDON
- HONG KONG
- PARIS
- KOLKATA
- SAN FRANCISCO
- TOKYO
- BEIJING
- JAKARTA
- OSAKA
- LAGOS
- EPIDEMIC
- RE-EXAMINED RESEARCH - EVENT*
- ALGIERS

BOTTOM CARD

- BUENOS AIRES

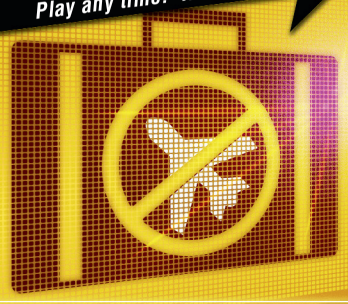
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EVENT

COMMERCIAL TRAVEL BAN

Play any time. Not an action.

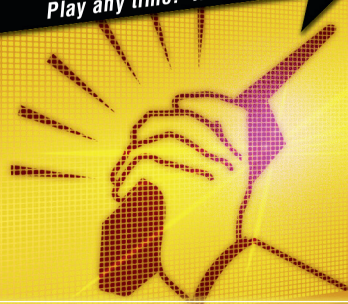


The Infection Rate is 1 until the current player's next turn begins. Put this card in front of this player. Discard it when his next turn begins.

EVENT

SPECIAL ORDERS

Play any time. Not an action.



This turn, the player may spend actions to *MOVE* 1 other pawn (with permission), as if it were his own.

EVENT

RAPID VACCINE DEPLOYMENT

Play after Cure. Not an action.

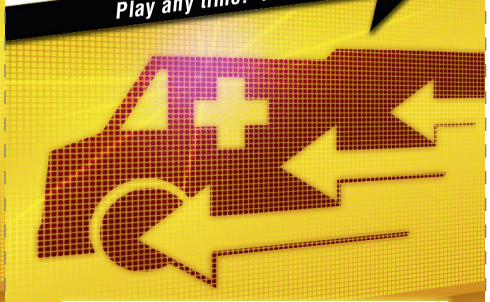


Play immediately after a Discover a Cure action to remove 1-5 cubes of the cured disease. These disease cubes must come from *CONNECTED* cities.

EVENT

MOBILE HOSPITAL

Play any time. Not an action.

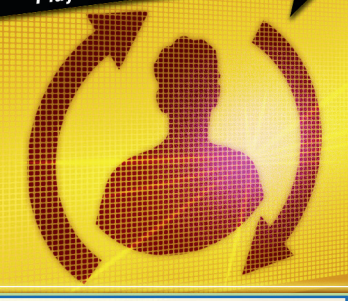


This turn, remove 1 disease cube from each city the player Drives/Ferries to.

EVENT

NEW ASSIGNMENT

Play any time. Not an action.

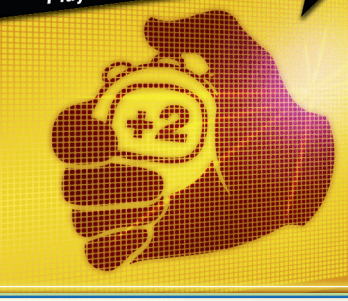


Select a player. This player may swap his Role card with any one of the unused Roles.

EVENT

BORROWED TIME

Play any time. Not an action.



Take 2 extra actions this turn.

EVENT

RE-EXAMINED RESEARCH

Play any time. Not an action.

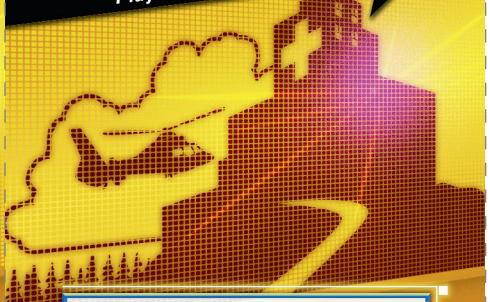


Select a player. This player may draw any 1 City card from the Player Discard Pile into his hand (discarding if over his hand limit).

EVENT

REMOTE TREATMENT

Play any time. Not an action.



Remove 2 disease cubes from the board.

Cut along dashed lines. This file is for personal use only.