

# PANDEMIC

## STORY MODE

**SEASON 1**

**VERSION: 1.6**

Number of  
Players



2 to 4

Player Ages



13+

Time to Play



1-2 hours

*An Episodic Scenario Book by Ali Karar*

# Intro 1/2: How to play

This story mode comes with 16 scenarios (episodes) which must be played in sequence. For maximum fun it is recommended that you never read or even flicker through the episode ahead, as it is a continuation of same story. The viruses in this story mode are mentioned on the right.

One player can read the story aloud to all other players and then perform the unique setup, role distribution and explain special events possible in that episode. The remaining setup, method of play and winning conditions don't change unless there is some specific limitation mentioned.

Number of epidemic cards to be used is upon players based on difficulty they need. If you fail a mission/episode, you cannot proceed. There is no penalty, you just have to replay it till you are successful. For any episode in the game, if you feel you are stuck, then you can reduce number of epidemic cards to reduce difficulty level for that episode.

Each episode comes with its own challenges that is why additional special abilities have been given to each character/role as well. More details about roles are given on the next page.

This whole seasons has been designed so that you don't need any additional items than those that are already available in Pandemic (2<sup>nd</sup> edition). If any rule feels ambiguous, you can ask those in comments section of BoardGameGeek site of this season, and they will be replied there, and if required, newer version will be added to same section, if issues with balancing or rule explanation is required within this scenario book.

## THE VIRUSES

Dengue-XL



It starts as a vomiting and cough with blood. It deteriorates the lung function and floods them with blood until the patient suffocates with no oxygen left inside.

Blood-Fire



A virus that burns the veins from inside out. It starts as a hot rash, but if not cured can melt the internal organs slowly till the body stops functioning.

Dragon-Pox



A self-modifying organism capable of infecting any form of life. It causes hard scale formation on skin and slowly body becomes hard until patients cannot move any more.

Nano-virus



It causes hysteria, memory loss and freezes logical brain functions and vision loss. Every patient's fears manifest in their imagination until they are forced to kill themselves.

# Intro 2/2: The Roles (Special Characters)

This story comes with special abilities with unique characters (using standard Pandemic roles). Each episode mentions some characters as “Essential”, it is necessary to play that episode with that role.

Some roles are mentioned as “Not available” for an episode; other players can choose any other role except the unavailable one.

Once essential roles are filled out then based on number of players they can choose any other role from standard available roles. Such roles will be generic characters and he doesn't have the special “Story mode” abilities (but still has standard Pandemic abilities). This limitation is so that the players don't become too overpowered if they use all special characters.

It is allowed / recommended that different players play with different characters to get a more wholesome flavor. E.g. if you play with Kay in episode 1, let someone else play as Kay in next episode.

The Special/Elite CDC (Central Disease Control) team are :



Doesn't need a research center to find a cure.



Can take 5 actions per turn + For an action per turn can look at upcoming 1 infection and shift it down by 1 to 3 cards if required.



As an action move from any city to a research station. All other actions are same.



Can fly anywhere for 2 actions without any card. For 1 action discard any card of a particular color to fly any other player to any city of that matching color.



Can clear 1 cube from an adjacent city without traveling there.



Can take 5 actions per turn.



Anyone can give or take any card with researcher for 1 action, as long as they are together in a city. (research card doesn't need to match)



Can clean 2 cubes for 1 action

# FAQs

- **Q: What is the difference between Pamela (Elite Researcher) and normal researcher?**  
A: Normal researcher can only GIVE research cards out. But Pamela can also RECEIVE any research card. So, if she already has a bunch of color, then it takes less actions to give her the cards and find a cure.
- **Q: In 1<sup>st</sup> episode, what if in setup phase again Karachi or its surrounding city card comes out?**  
A: Then the outbreak and infection level should be increased in the start of the game as expected.
- **Q: In 2<sup>nd</sup> episode, does Kay (Elite Scientist) loose all collected research if epidemic occurs?**  
A: This has been changed in Rev 1.1. She doesn't loose the research, and player deck is not wasted during time she is captured. Moreover Adam can take 5 actions rather than usual 4 actions, to balance the game.
- **Q: Do all players start in Karachi or just Kay (Elite Scientist)?**  
A: There will always be 1 base research station and all players start in Karachi as base research station by default, unless the episode specifically asks some character to start else where.
- **Q: Does Mia's (Elite Dispatcher) 2<sup>nd</sup> ability to dispatch other people, cost an action?**  
A: Yes it costs 1 action to perform this action.

# CHANGE LOG

## VERSION 1.1

- Change the orientation of Story book to portrait to easily form a booklet.
- Corrected the story text for Episode 2.
- Balanced the rules for episode 2, to be less penalizing.
- Adam ability added that he can take 5 turns.
- Changed setup rules for episode 8 and 9, that additional virus is spread after the main setup (no outbreaks at startup)
- Changed setup rules for episode 10 and 11, that additional research station is pre-built in Khartoum.
- Changed setup rule for episode 14, that medic starts at Lagos.
- Add clarity in introduction that you can play with any number of epidemic cards based on your preferred difficult and you if you loose you have to replay the episode rather than moving on.

## VERSION 1.2

- Fixed balancing in Ep. 3, that the mutated virus doesn't spread by itself.
- Fixed Role text in Ep.3

## VERSION 1.3

- Added clarity for starting bases in ep #2 and #4
- Added clarity to ep#6 that Kay doesn't spread virus if already cured.
- Ep#6 and #7 cannot be played with Quarantine Specialist.
- Ep#8,9,10,11 have an eradication as win condition also.
- Shifted FAQs and Changelog to start, to be easier for people to find.

## VERSION 1.4

- Added clarity to Pamela, that any card can be shared with her as long as two players are in same city.
- Ep#9: Starting position clarified for Jim to be in Kharotum.
- Ep#10: No starting research station in Kharotum, Only it will be in Karachi
- Ep#11: Corrected the rule for building mobile lab that you have to use research card for such lab. And infection will be in every city AFTER you have spread normal infection startup.
- Added additional difficulty variants at the end for replaying the season.

## VERSION 1.5

- Ep#15 : Changed movement rules for Bioterrorist

## VERSION 1.6

- Corrected episode numbering, two episodes were numbered Ep 10

# #1: It starts with an outbreak

## Story

Dr. Kay was sitting quietly in her house in Karachi, playing some board games with her husband (Adam) in their apartment. The summer breeze was hot but bearable near the sea. Suddenly her mobile phone starts to ring. "Oh! No its Saturday, they could let me rest today", Kay disapprovingly says while looking at her screen which shows the call is coming from the Medical research institute where she worked. On opposite site, somebody start talking hastily and Dr. Kay expression changed from being annoyed to worried. She put down the phone and said: "I need to go.. there's been an outbreak".



## Setup

- Place startup research center in Karachi (instead of Atlanta).
- Place 3 cubes in Karachi and 1 cube in all surrounding cities (without the need for picking up a card), increase outbreak counter by 1.
- 1 player must use the Scientist (Dr. Kay) card, other players can be anyone.
- Setup rest of game just as normal (Additional outbreak(s) may occur)
- Win condition is same as normal.

## Special/Essential Roles

- DR. KAY (SCIENTIST): she doesn't need a research center to find a cure. Other abilities are same as before.
- Not available: Medic

## Special Event

- None

# #2: Behind bars

## Story

It was a hard day for Dr. Kay; all she could care was go back to her home, take off her heels and have a nice dinner with her husband. But its still a long flight back to Karachi. The airports were super crowded, people have been spooked by recent outbreaks of plagues. Even though Kay found cures but it seems these disease are evolving and the medical teams are still one step back. But right now Kay can only think of one quiet night before she goes back to work.

Midflight 3 passengers get up and take out guns and point them at crew and passengers. They yell, "Keep quiet and nobody will get hurt". One of them turns and starts coming towards Kay; she could see that he is looking straight at her. So, even before he could see, she slips her CDC issued phone aside to another passengers pocket, and only keeps her personal phone with her. The kidnapper approaches her and says "Hello Dr. Kay... nice to meet you!".



## Setup

- Pickup an infection card, place Dr. Kay pawn there (no infection cubes required). And reshuffle infection deck.
- Dr. Kay player cannot move until 1 other player reaches her and frees her as an action.
- Base is at Karachi, Adam starts there.

## Special/Essential Roles

- DR. KAY (SCIENTIST): she doesn't need a research center to find a cure. Other abilities are same as before.
- ADAM (CONTIGENCY PLANNER): Can take 5 actions + For an action per turn can look at upcoming infection and shift it down by 1 to 3 cards if required.
- Not available: Medic

## Special Event

- Whenever an epidemic card drawn, Kay gets taken hostage. The infection city from bottom determines where she is imprisoned, and infection spreads there as well. Any cards collected by Kay is kept with her, but cannot be used/shared until she is free.
- Dr. Kay player cannot move until 1 other player reaches her and frees her as an action.
- On Dr. Kay turn, if captured: she cannot do anything, she will not pickup new player cards as well, but infection cards will be picked up and spread as normal.

# #3: Its Mutating

## Story

Dr. Kay and Adam were finally able to ditch the kidnappers. Kay goes to the police and inform that she had found info about her captors. They are a group of Radicals who want to cleanse the world of weaker humans via Bio-Terrorism. But they had some weakness in their current formula, so they wanted her to fix it. Adam shockingly asked: "You didn't help them right". Kay said: "Of course not, but I did make my own notes of what they were looking for and how I could counter it". Adam smiled and took the notes and said, "I will take it back to CDC right away for further analysis".

She was still at police station when her phone starts to ring, and on other side her panicked co-worker Simone calls her and says, "They found a way to mutate them into super viruses which we cannot cure. I am going to Atlanta; I know its bad time for what you been through, but we could really use you".



## Setup

- Dr. Kay starts at Karachi with 1 research station.
- Simone starts at Atlanta with 1 research station.
- Perform infection setup as regular and distribute player cards as usual as well. But after that Take 1 Epidemic card shuffle it in top 4 cards of player deck. Shuffle the remaining Epidemic cards and shuffle in the below deck.

## Special/Essential Roles

- DR. KAY (SCIENTIST): she doesn't need a research center to find a cure. Other abilities are same as before.
- SIMONE (QUARENTINE SPECIALIST): Can clean 2 cubes for 1 action. Other abilities are same as before.
- Not available: Medic

## Special Event

- When an outbreak occurs in such way that two color cubes mix (mutation) then you cannot clear those cubes until you have cured both the base diseases. But once both cures have been found it takes just 1 action to cure all the cubes.

# #4: No Safe Place

## Story

Dr. Kay was still busy in Atlanta cleaning up the final remains of mutation. She just missed her husband so much, so she rang up him back in Karachi to check up on him.

"... Its so nice to hear your voice, I miss you so much, I wish this could all end and we would just take some vacation to some place quite", continued Kay. "As I said everything here is fine honey, you are really needed over there; so stop worrying. I will try to...."  
BOOM! .. A sound of explosion stopped the conversation and the phone line went dead... Dr. Kay started to yell in fear and then fainted to ground.



## Setup

- Karachi research station has exploded, place it sideways on Karachi. No new research station can be built in Karachi. Players start at Karachi.

## Special/Essential Roles

- JACKSON (OPERATIONS EXPERT): As an action move from any city to a research station. All other actions are same.
- Not available: Medic, Scientist, Contingency Planner

## Special Event

- Whenever an epidemic card drawn, for step 2: Infect, if the infection happens in a city then explode one of your research station that matches same color.
- Research cannot be done at destroyed research stations.
- If any player pawn was at research station when it blows up then he/she dies as well. Pick up a new role card. If all roles card finish, you loose.

# #5: The Wall

## Story

Dr. Kay has returned to Karachi for funeral of her husband. She couldn't even cry any more. It looked like she had cried so much past week that she had no tears left in her. These bio-terrorists had gone too far.. And made it personal for employees of CDC.

Police were finally able to trace the explosives back to a warehouse and catch the bomber wing of bio-terrorists but the virus was not being manufactured there, and epidemics were still occurring on a daily basis.

Due to recent bombings, the president of USA was taking no more risk and had closed its borders for road/ferry traffic. This created a problem for medical teams as well to respond to emergencies. Only flights were being allowed and strict checking being done at airports causing a lot of grief and delays.



## Setup

- All game proceeds as normal, but no road/ferry travel is allowed to all of the American continent. Infections there act as normal still. Only way to travel in and out is via plane tickets.
- No research station is available in America and its not allowed to build new research station in that region.
- Base research station will be in Karachi.

## Special/Essential Roles

- MIA (DISPATCHER): Can fly anywhere for 2 actions without any card. Can discard any card of a particular color to fly any other player to any city of that matching color. All other abilities are same as before.
- Not available: Medic, Contingency Planner

## Special Event

- If you are able to cure Yellow (Dragon Pox) and Blue (Nanovirus) then the borders will open as regular and road/ferry traffic will be opened and research stations can be built now here as usual as well.

# #6: Sickness spreads

## Story

CDC was running short of medical staff themselves due to the fast spread of diseases. Only handful of people kept coming to CDC, they were the last line of defense.

"Dr. Kay, its time we called the military medics for support as well", said Mia. Dr. Kay replied: "I have already made some calls, I want someone I can trust on this; there is something strange with these viruses which I cannot reveal to anyone I don't trust for now, especially in CDC. In mean time we need to get control over this rapid infection spread ourselves... cough! <Cough>". Blood started to come from Dr. Kay's nose and in her cough! Mia looked worried, but she knew this was coming sooner or later. Kay signaled her to keep quiet, she had lot on her plate right now was not the right time that the CDC team could worry about themselves.



## Setup

- Base research station will be in Karachi. All game is setup as normal.

## Special/Essential Roles

- DR. KAY (SCIENTIST): she doesn't need a research center to find a cure. Other abilities are same as before.
- BRAD (NEW CONTINGENCY PLANNER): Can take 5 actions per turn. Normal capabilities otherwise.
- Not available: Medic, Quarantine Specialist.

## Special Event

- Whichever city Dr. Kay moves though, after she leaves the city, 1 disease cube of that color is added to that previous city. (May cause outbreaks if the city already had 3 cubes). This rule doesn't apply to cities whose disease has been cured.
- If any other player was in the city and epidemic spreads in the same city then its effect will be same as Dr. Kay for that player from now on, they will themselves become sick and spread sickness as they leave a city.

# #7: Death beds

## Story

Dr. Kay was able to separate the strains and find at least a temporary vaccine that would disable it from being contagious. Its still not a permanent cure, but at least the medical team themselves will not spread the virus around. But their own health is still degrading faster than expected.

Dr. Kay's fever was getting worse and her speed of work was getting effected. Pamela tried to convince her to take a break and rest. But it was the burden of the world on her shoulder, but more than that she didn't want to free her mind and start thinking of her deceased husband.

## Setup

- Base research station will be in Karachi. All game is setup as normal.
- Place 1 cube of each color on each player's role card. The color of these cubes don't matter any more. These just represent their health now. (Each cube represents 25% health).

## Special/Essential Roles

- PAMELA (RESEARCHER): Anyone can share knowledge with researcher on their turn or researcher turn for 1 action.
- DR. KAY (SCIENTIST): she doesn't need a research center to find a cure. Other abilities are same as before.
- Not available: Quarantine Specialist, Medic.

## Special Event

- If an infection (via regular cards or via epidemic) happens in the city that the player was in then remove 1 cube from that players role card to indicate degradation of health from disease. If a player loses all 4 health then he dies, and you loose.
- All players can go to research station and use 1 action to recover 1 health.



# #8: Patient Zero A: Nano-virus

## Story

"Jim! You are here", said Kay as she saw Jim coming in the CDC office still in his uniform. Jim smiled but didn't say anything, he was too hesitant to talk to Kay specially after the death of her husband. Kim pointed her to the briefing room and he followed.

"...We have been trying our best, but always been partially successful. But I think if we reach patient zero's of each of these diseases then we stand a chance at full eradication.. And that's where we would need help of some faster Army medics, and there is no one I can trust more than you Jim!", Kay continued her briefing.

CDC had located possible locations for first target: The Nanovirus Patient Zero.



## Setup

- Base research station will be in Karachi. All game is setup as normal.
- AFTER initial infections setup. If there is any blue city yet uninfected: Place 1 cube of blue color there.

## Special/Essential Roles

- JIM (MEDIC): Can clear 1 cube from an adjacent city without traveling there. Other abilities are as before.
- MIA (DISPATCHER): Can fly anywhere for 2 actions without any card. Can discard any card of a particular color to fly any other player to any city of that matching color. All other abilities are same as before.

## Special Event

- If you build/have a research station in a city with 3 active virus cubes; you can use 2 actions to reduce outbreak by 1 level.
- Win condition: All 4 viruses must be cured, but Nano-virus should be eradicated as well.

# #9: Patient Zero B: Blood-Fire

## Story

Jim always used to have a crush on Kay since they were in medical school. Kay joined CDC, and her future husband. Jim never expressed his feelings and couldn't bear it, thus joined the Army Medic corps instead. But it was no time to think of past, as Jim reminded himself of the briefing Kay gave while he sat in chopper traveling to East Asia.

"The blood strain from patient zero will give us the primary DNA which can help us find a complete cure. The problem has always been that these man made viruses mutate with each individuals DNA and the medicines become not fully effective. But if we locate Patient zero then the cure can be based on his DNA and will mutate in same way.. A mutating medicine to suit all patients is what we need".



## Setup

- Base research station will be in Karachi. All game is setup as normal.
- AFTER initial infections setup. If there is any red city yet uninfected: Place 1 cube of red color there.

## Special/Essential Roles

- JIM (MEDIC): Can clear 1 cube from an adjacent city without traveling there. Other abilities are as before.
- PAMELA (RESEARCHER): Anyone can share knowledge (give or take) with researcher on their turn or researcher turn for 1 action.

## Special Event

- If you build/have a research station in a city with 3 active virus cubes; you can use 2 actions to reduce outbreak by 1 level.
- Win condition: All 4 viruses must be cured, but Blood-Fire (red) should be eradicated as well.

# #10: Patient Zero C: Dragon-Pox

## Story

"2 down, 2 to go", Kay smiled & said to Jim. Jim smiled back but said nothing. Kay sat next to Jim and asked "What is it? We met after so long but you haven't even properly talked to me". Jim said "No! I am just ashamed that I never even called you when I heard news about your husband". Kay got up and said, "Its ok! I know you were deputed to Africa. I didn't even got chance myself to fully grief with everything happening", replied Kay. Jim got a little comfortable and said "There is one more thing..."

Mia came rushing in & interrupted, "We have located the next patient zero. Get ready Jim, time to ship you back to Africa".



## Setup

- Base research station will be in Karachi and Khartoum. All game is setup as normal. Jim starts at Khartoum, all other players start at Karachi.
- BEFORE spreading initial infections, Place 1 cube of yellow color in every yellow city. Now spread initial infections (outbreaks may occur).

## Special/Essential Roles

- JIM (MEDIC): Can clear 1 cube from an adjacent city without traveling there. Other abilities are as before.
- JACKSON (OPERATIONS EXPERT): As an action move from any city to a research station. All other actions are same.

## Special Event

- If you build/have a research station in a city with 3 active virus cubes; you can use 2 actions to reduce outbreak by 1.
- Win condition: All 4 viruses must be cured, but Dragon-Pox should be eradicated as well.

# #11: Patient Zero D: Dengue-XL

## Story

“Jim! You were about to tell me something before you left for Africa”, asked Kay as she took her lab coat off to rest on the makeshift bed she had in the lab. Since the bombing at her Apartment, she didn’t even have anytime or will to look for a new apartment. There was a backpack of clothes next to it with mostly scrubs inside.

Jim put down his helmet on the table and sat next to Kay. His hand touched her hand. Jim never was good with words. Kay always knew in her heart of how Jim felt, but she just wasn’t ready.. She retracted her hand and said, “I think its time you go for the last Patient Zero”.



## Setup

- Base research station will be in Karachi, all players start there. All game is setup as normal.
- BEFORE spreading initial infections, Place 1 cube of black color in every black city. Now spread initial infections (outbreaks may occur).

## Special/Essential Roles

- JIM (MEDIC): Can clear 1 cube from an adjacent city without traveling there. Other abilities are as before.
- BRAD (NEW CONTINGENCY PLANNER/GENERALIST): Can take 5 actions per turn, as normal capabilities otherwise.

## Special Event

- If you build/have a research station in a city with 3 active virus cubes; you can use 2 actions to reduce outbreak by 1 level.
- Win condition: All 4 viruses must be cured, but Dengue-XL should be eradicated as well.

# #12: An easier cure

## Story

With the samples from all Patient Zero synthesized, Kay looked more worried than ever before. Pamela asked her that what was the issue; but Kay just bit her lip like she was hesitating to speak up. Then she jerked her head and said, did you finish the cure research on the sample I gave you. Pamela handed over the vial with a report and said with a big smile: "All done. We finally got it". Kay glanced at the report and her eyes twinkled, "YES! We finally have a vaccine that we can mass administer". Looks like our field job will become much easier from here on. Pamela nodded and said "Yes! We can setup mobile labs and drop samples there to easily distribute the vaccine and cure much faster than before. Just one more step towards complete eradication baby!".

Kay got up and said, can you call Simone I need her to go with me in the field. Pamela raised her eyebrow and said with a smirk, "Don't you mean Jim?". Kay was left shocked and speechless for a moment and then said: "No! .. Just Simone, I don't think I can go with Jim!".



## Setup

- No base research station. All players start in Karachi.
- All rest of game infection setup as normal, after which spread 1 disease in every city without an infection cube.

## Special/Essential Roles

- DR. KAY (SCIENTIST): she doesn't need a research center to find a cure. Other abilities are same as before.
- SIMONE (QUARENTINE SPECIALIST): Can clean 2 cubes for 1 action. Other abilities are same as before.
- Not Available: Medic

## Special Event

- If you build a research station via using city card (not via grant event or contingency planner), then place that city card outside to represent a mobile lab.
- All players can now drop a city card (samples) at mobile lab per action. Other players can come and complete those sets by dropping their own or picking up city cards (samples) from there (1 action per card). As soon as either the mobile lab has 5 of a type, or a player has 5 of a type in their hand for 1 action while in the research center: cure can be discovered (partial cards in hand, and partial at research center are not acceptable). Segregate each research center collection pile separately per mobile lab (place lab card horizontal and sample collected vertical on it).

# #13: We lost our comms

## Story

Jim heard a knock on his door. It was more of a closet in the lab which was made up into temporary housing for him. He opened the door and was surprised to find Kay standing outside. Kay without saying anything came inside in the cramped up space, and closed the door. Jim was confused and stepped back and said, "I am sorry Kay for what happened before, I stepped over the line...". Kay interrupted and said, "I am not here for that, I am here for to tell something about the virus... I think it was made by... ME!".

Jim was not sure what he was hearing. Kay continued, "I was doing some research on gene mutating medicines or simply 'smart medicines', that change their form for each patient. It was still unpublicized research but these viruses seem to replicate the technique I made. Someone in CDC must have got hands on it and sold it in the black market I guess and they used it to make these viruses that mutate with each person's genes and become harder to cure one time. I cannot trust anyone in CDC right now.. Except you!.. I have a plan.. But I need all communication cut off to isolate the mole and see where the info leaks from".

## Setup

- Base research station will be in Karachi. All rest of game is setup as normal.

## Special/Essential Roles

- Not available: Scientist, Medic.

## Special Event

- CDC Communications have been disabled by Jim secretly. While CDC technicians fix the issue, the communication in this episode will be limited.
- All players must play with closed hand (don't show city cards, cannot tell anyone which colors or cards you have).
- Only if players are on same city then they can secretly show their available cards to other player(s) on same city spot but cannot speak loudly (hand signals are allowed to plan what to do only when they are in same city).



# #14: A mole in a riot

## Story

"So, did you figure it out", asked Jim. Kay looked at the data she had collected by other members of CDC and everything seemed to be isolated perfectly, "The pattern these viruses use is something I hadn't even figured out before all this fiasco began. It was something I figured out later while I was in captivity of the bioterrorists and I had handed those over to Adam at that time to bring it to CDC. I just don't know who he gave it to. And then they killed him to eliminate a loose ends I guess". Jim eyes twinkled, "then that means they know we are on their trail.. They are scared.. And a scared mole always makes a mistake".

Both their mobile phones beeped with an alert. "Riots are breaking in cities with epidemics!". Jim said, "I think they might have made that mistake. These terrorists must be causing these and the trail of these riots will help us pin point the location trail for these bio-terrorists or their mole".

Kay said, "then lets go, and this time I am coming with you..."

## Setup

- Base research station will be in Karachi. All rest of game is setup as normal.

## Special/Essential Roles

- DR. KAY (SCIENTIST): she doesn't need a research center to find a cure. Other abilities are same as before.
- JIM (MEDIC): Can clear 1 cube from an adjacent city without traveling there. Other abilities are as before.

## Special Event

- Any city with 3 cubes of infection goes in lockdown position, and riots break there. No player can travel directly there due to threat level. Medic has to reduce virus level first from adjacent city to clam down riots before travelling there.
- If a player was already in a city when the infection reaches level 3, then the player must be evacuated out to any adjacent city, where there are zero or least amount of virus cubes.



# #15: Trail through hell

## Story

Jim gathered the final bit of intel and started uploading the documents on cloud server. His phone pinged with an alert that riots are approaching Lagos and may disrupt phone lines and internet services in the region. Jim couldn't lose the critical intel, so he quickly made a local copy on USB and left his laptop in the dingy hotel room for data to be uploaded.

As soon as he opened the door to leave the hotel, he saw a man in a gas mask standing outside with an axe ready to busy in... before he could reach for his side arm; the mysterious man swung his axe and hit with the backside of the axe... Jim fell to the floor with a concussion, he felt a syringe piercing his neck.. And he was out.

Kay saw the files coming on the cloud server and then at once the data transfer stopped. She called Jim's mobile to check up.. But no response came from the other side. Kay had confirmed till now that Simone and Pamela were clean. But still wasn't sure about Brad, Jackson or Mia. Her team was limited but she had to go find Jim, after Adam she couldn't afford losing him too.



## Setup

- Place Medic's pawn in Lagos. Jim is with the bio-terrorist and this pawn shows last known location of bio-terrorist & medic.
- Base research station will be in Karachi. All rest of game is setup as normal.

## Special/Essential Roles

- DR. KAY (SCIENTIST): she doesn't need a research center to find a cure. Other abilities are same as before.
- Not available: Medic, Dispatcher, Contingency Planner, Operations expert.

## Special Event

- After every player turn (before you spread infection), active player must move the Bio-terrorist by 1 step as well. He can be moved anywhere by player except a city where any existing player pawn is. He also shouldn't be moved to same city he was in before, unless that is the only moveable place. Put one virus cube in each city he moves out from (doesn't effect if disease is already eradicated or he is in vicinity of Quarantine specialist).
- To catch the bio-terrorist, first all diseases must be cured. Till then players are not allowed to go to city where terrorist is. Once all diseases are cured, players can move to same city as terrorist to capture him.

# #16: Final Hour

## Story

"You have no where to go to", yelled Kay as she stood in rain. The terrorist turned towards her and while Jim's unconscious body laid at his feet and said, "You don't want to do this, join my cause. This world is doomed to failure, all the fake promises of better world by politicians and scientists; its all lies. The more we advance scientifically, the more we fall morally, the more hunger spreads in population". Kay replied, "So, this is your solution? Mass genocide of innocent humans". He replied, "I am doing this world a favor, all this is because of over-population, if less people are left in world, then lesser will be crime and fight over resources. Everyone knows there is no other solution, only I had the courage to do something about it"... <bang!> terrorist shot Kay in the gut using the side arm in his trench coat's pocket. Jim woke up from the sound and in semi conscious state kicked the terrorist's knee which made him slip to the ground.

Jim picked up a cards broken axle from ground, got up and hit the terrorist in the head. The mask broke open. Jim picked up the side arm.. But the terrorist leaped away and ran. Jim ran to Kay and using her phone from pocket called 911. Kay was still conscious, she asked "Did you see who it was?". Jim nodded and said, "It was Adam".

## Setup

- Remove all event cards from deck, play with all epidemic cards in the deck.
- Base research station will be in Karachi. All rest of game is setup as normal.
- To win the game, other than curing the diseases, all diseases must be eradicated.

## Special/Essential Roles

- JIM (MEDIC): Can clear 1 cube from an adjacent city without traveling there. Other abilities are as before.
- Not available: Scientist.

## Special Event

- Bio-terrorist is on the run and police are now after him with his identity identified.
- CDC has one final job, eradicate all traces of left over viruses from the world to finally clean up.
- If the player deck runs out before all diseases are cured then game is lost as usual. But if it runs out after diseases have been cured then shuffle 5x number of player cards and make them available (e.g. for 2 player game  $5 \times 2 = 10$  cards) as final chance for eradication.
- If infection deck runs out, shuffle them and replace them all.

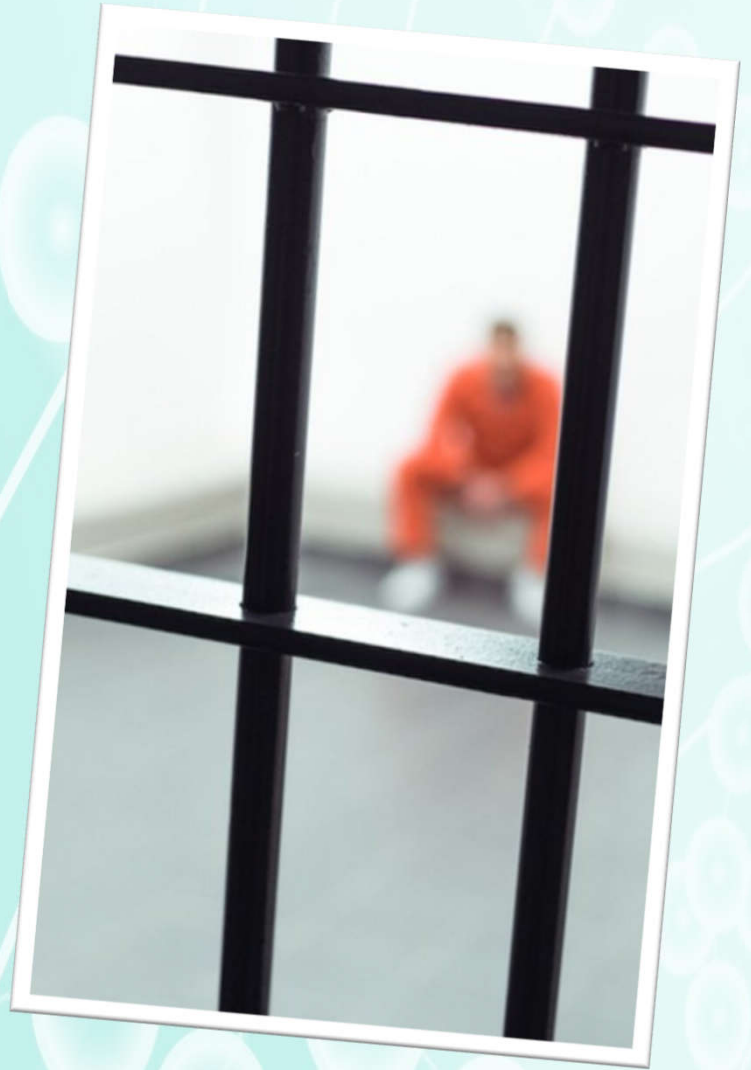


# EPILOGUE

"Why did you do it?" Kay asked Adam as he sat in his high security cell. Adam didn't even turn back to look at her and replied, "I already told you.. Whatever we were doing together in CDC. It just never felt enough, so I took things in my hands. Your research inspired me to the solution. I had to do it alone as I didn't want to hurt you". Kay got furious and replied, "You got me kidnapped, just to force me to complete the research on the virus. You even shot me! If it hadn't been for Jim I would have bled and died there; and its not just me; you are a mass murderer... I loved you! And buried an empty coffin for you after the bombing". Adam said, "Just a bit of theatrics to convince you that I wasn't in the picture. I always knew you would figure out that it was your research that was used; and I was the one with easiest access to it, so I had to eliminate myself from your equation". Kay got up and said, "I hope you rot in hell for all you have done". Jim got up and held Kays hand and took her out of the secure facility.

Jim said, "I told you it will just anger you, so don't go to see him. What did you get out of it?". Kay said, "At least... closure!".

Jim asked as they sat in the car, "So where to now? CDC?". Kay laughed and said, "No please no more. How about we just have a Quiet Night all by ourselves".



# THE END

Finished Season 01? now try the following difficulty variants to play through again:

- **Plus:** play all episodes with all 6 epidemic cards, and event cards taken out of game.
- **Elite:** Elite/Special character abilities disabled, play with normal character abilities, with 5 epidemic cards.
- **Nightmare:** Elite/Special character abilities disabled, play with normal character abilities, with 6 epidemic cards, and event cards taken out of game.