

PANDEMIC

SCENARIO: ISOLATION

SCENARIO #1 FOR PANDEMIC

The West—preoccupied with its own problems and terrified of becoming infected itself—has attempted to cut itself off from the rest of the world. Can your crack team break away to discover cures for all diseases? A Pandemic scenario for 4 players by Matt Leacock.

REQUIRED FOR PLAY

- Pandemic, the Board Game
- 4 coins

SETUP

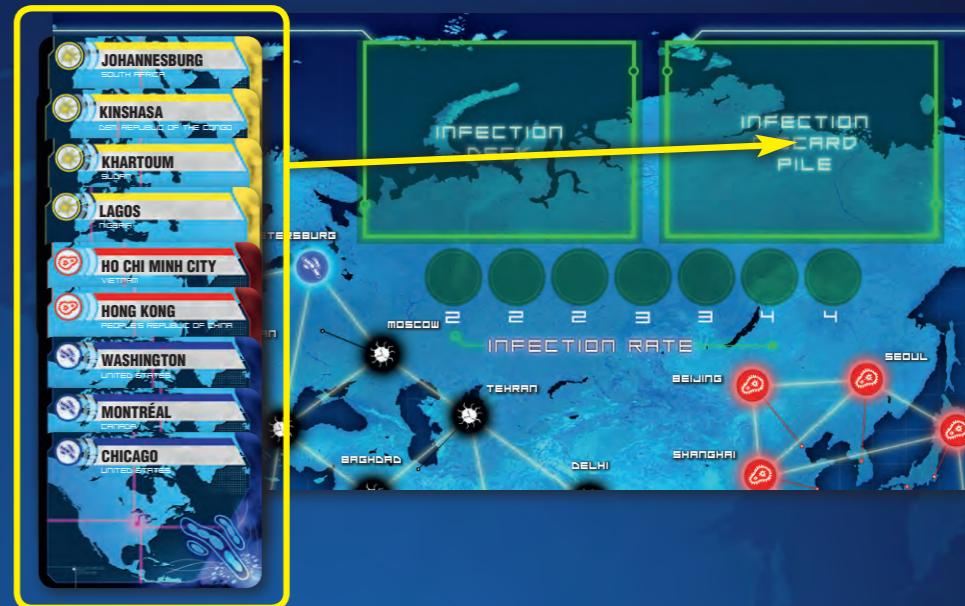
Put a coin each on **San Francisco, Los Angeles, New York**, and **São Paulo** to mark that those cities are under complete lockdown. Players may not enter those cities during the course of the game and disease cubes are never placed there. Take the Infection cards for those cities and put them in the box—they will not be used during the game. The Player cards for those cities remain in play but cannot be used for Direct or Charter flights.

- 1 Place 3 yellow cubes in Kinshasa.
- 2 Place 2 yellow cubes in each of the following cities: Lagos, Khartoum, and Johannesburg.
- 3 Place 3 red cubes in each of the following cities: Hong Kong and Ho Chi Minh City.
- 4 Place 1 blue cube in each of the following cities: Washington, Montreal, and Chicago.

There are no black cubes in the initial setup but they are still in play.



Place the corresponding Infection cards (for all of the above cities) in the Infection Discard pile then shuffle and form an Infection Draw pile using the rest of the Infection cards normally.



Hand the following Player cards out to the players:

Player 1: Researcher—Chennai, Algiers



Player 2: Scientist—Resilient Population, Kolkata



Player 3: Dispatcher—Airlift, Riyadh



Player 4: Contingency Planner—Kinshasa, Santiago



Put the 4 player pawns and 1 research station in Atlanta as usual.

Prepare the Player Deck with the remaining cards using the standard setup rules.

PLAY

Play the game starting with the Researcher (in the order described above) using all the normal rules, except that players may not enter the cities under lockdown.

Good luck