



# GOING VIRAL

PLAYERS: 4

MAP: x1

CARDS: x22

TOKENS: x35

## BACKGROUND

The city of Pangea is infected by a novel virus. There are 4 key players that can change the fate of the city: the Ministry of Health, the Ministry of Transport, the Ministry of Welfare, and the Ministry of Finance. Each role comes with unique abilities that can be used to combat the infection. However, each action comes with a cost, so the players will need to collaborate and devise a strategy to stop the virus without bankrupting the city.

The objective of the game is for the team to achieve the highest score within 1 hour (see page 2 for the calculation of the final score).

## SET UP

1. Open the game board. The layout of the city's districts are labelled with their type (Business, Housing, Entertainment, Transportation, Service) and numbered.
2. Randomly draw from the deck of Role Cards. The order in which you draw your cards will dictate the order of turns.
3. Distribute the correlated set of action cards to each role accordingly.
4. Shuffle the situation card deck and place it face down.
5. Open the R-Shiny program for score tracking.

## INSTRUCTIONS

### Situation Sequence

1. To begin each round, draw a situation card.
  - a. If a situation card causes an infection effect, place the infection chips on the infected districts shown on the situation card and update the infection number on R-Shiny
  - b. If there are no infections for a particular situation card, input 0 into the infection number on R-Shiny
  - c. If the situation card changes the city's funds, update the funding amount on R-Shiny
2. After the situation card is played, flip the hourglass to start the timer. Players are given the duration of the hourglass (approximately 20 seconds) to discuss their strategy with each other.

### Action Sequence

3. Once the timer is up, each player will play one action card during their turn in the effort to reduce the infection level of the city or prevent the next situation.
4. After each action card is played, enter the effects onto R-Shiny for score tracking.

Note: Once an action card is played, it cannot be used in the following round.

### Conclusion

5. Once the 1 hour timer is up, the game is over.
6. The final score, along with the total infections, recoveries, and funds, are displayed on the R-Shiny application.

# FINAL SCORE

The health of the city's citizens and the economy are both important. The game score is calculated as follows:

$$\text{Score} = (5 \times \text{Recovered\_Count}) + (3 \times \text{Funding\_Amount}) - (0.1 \times \text{Infection\_Count})$$

## EXTENSION RULES FOR EDUCATORS/PARENTS

\* This set of rules is only applicable if the gameplay is managed by an educator or a parent who is using this game for education purposes for students or children.

As Pangea infection rate intensifies, so will the stress levels among players leading to potential heated disagreements. If time has run out and the discussion has not reached a conclusion, the gamemaster can ask the players if they would like a time extension. If the team agrees to take the time extension, the gamemaster will stop the time allowing for further discussions. During this period, the gamemaster can also give their input and feedback to the players. However, as a penalty for the game delay, two situation cards in the next round.

## GAME COMPONENTS



Situation card  
(x10)



Ministry of  
Finance action  
card (x3)



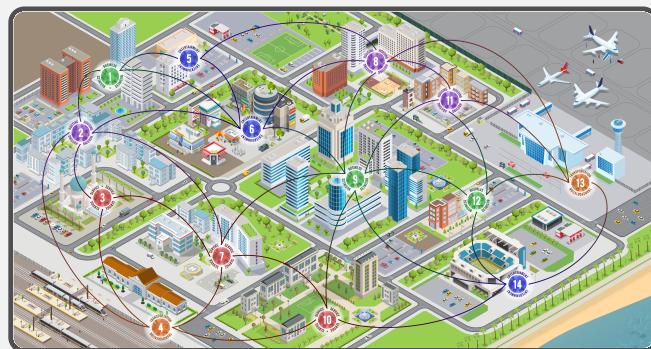
Ministry of  
Health action  
card (x3)



Ministry of  
Welfare action  
card (x3)



Ministry of  
Transport action  
card (x3)



Pangea map (x1)



(x25)



(x10)

Infection tokens



Hourglass (x1)