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Pandemic Story

All players start in Atlanta, there will be 10 main cities: Atlanta, Johannesburg, Hong Kong, Tokyo, Moscow, Sidney, Sao Paulo, Los Angeles, Cairo, and Berlin.

Each city will have certain number of infections ranging from 1-3. These will act as the disease cubes. Each player has to travel to cities and get rid of diseases, if a player is able to cure a disease he can use up a turn to completely eradicate it from that city. He can share it with other players in that same city who can then go and completely eradicate from another city and so forth.

We can have different classes for players such as scientist, doctor, and constructor. They have special perks such as a constructor can build a research facility with greater ease, and a scientist can have an easier time on curing a disease. A doctor could run around the map keeping everything in pace while the other two work on creating centers and curing disease.

We can “roll a dice” in order to find out if a disease is cured or a block is taken out. Once all blocks have been taken out then that city is clean. All cities are connected with first class flights because it’s a game against time and we aren’t living in the dark ages, so I assume it’s appropriate to just fly around.

The way the players win is if all cities are clean or at least 80% are. We can give a disease a 45-50% chance of moving on to a next city or maybe depending on the amount of blocks there are the percent can go down. Once a city reaches 6 blocks it is dead. But we can set the percent of that happening to 20% or something low so it isn’t instant death.

Please add suggestions or comments.