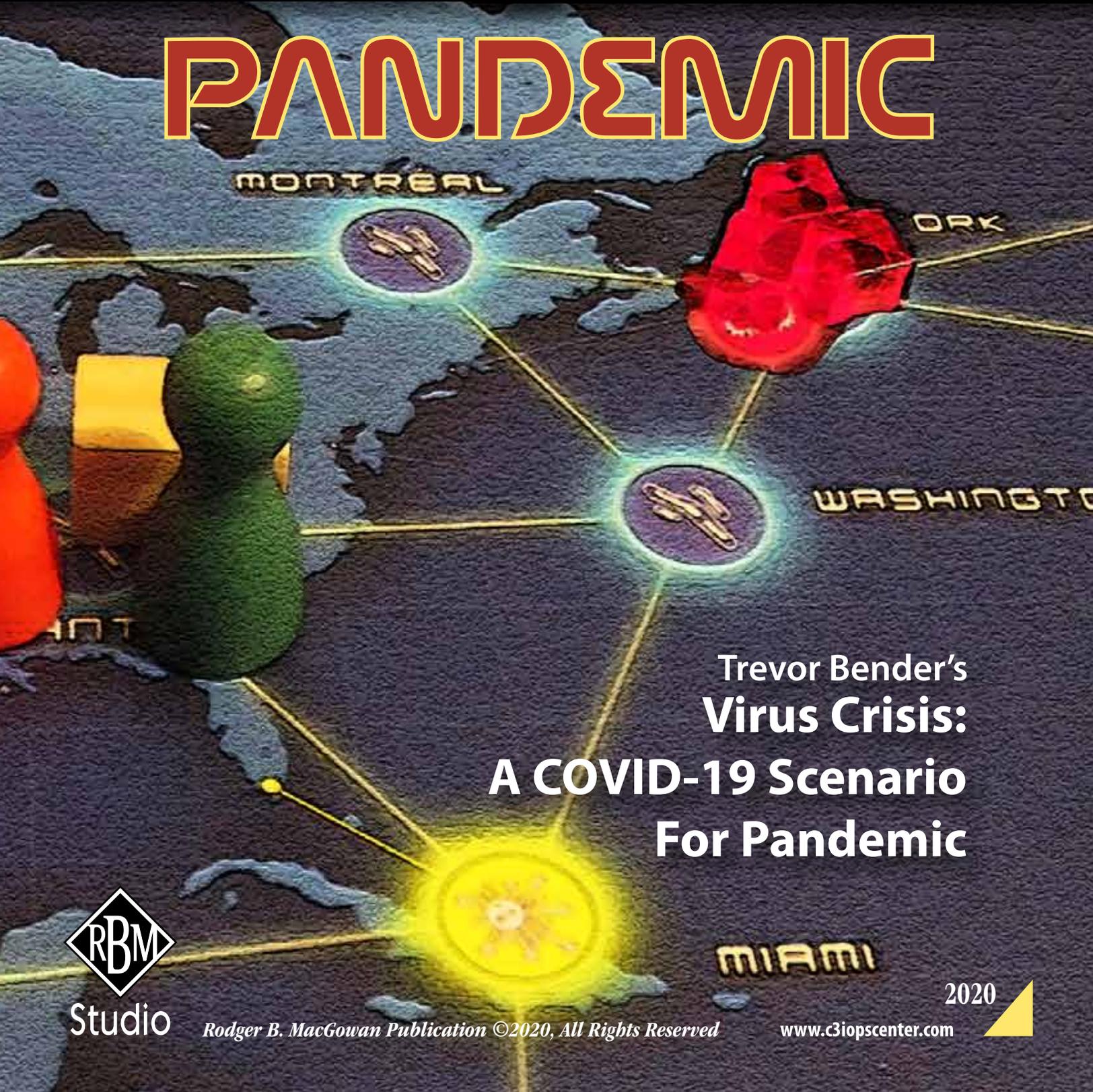


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MAGAZINE
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**Special
Edition**

PANDEMIC



Trevor Bender's
Virus Crisis:
A COVID-19 Scenario
For Pandemic

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COVID-19: A Pandemic Scenario

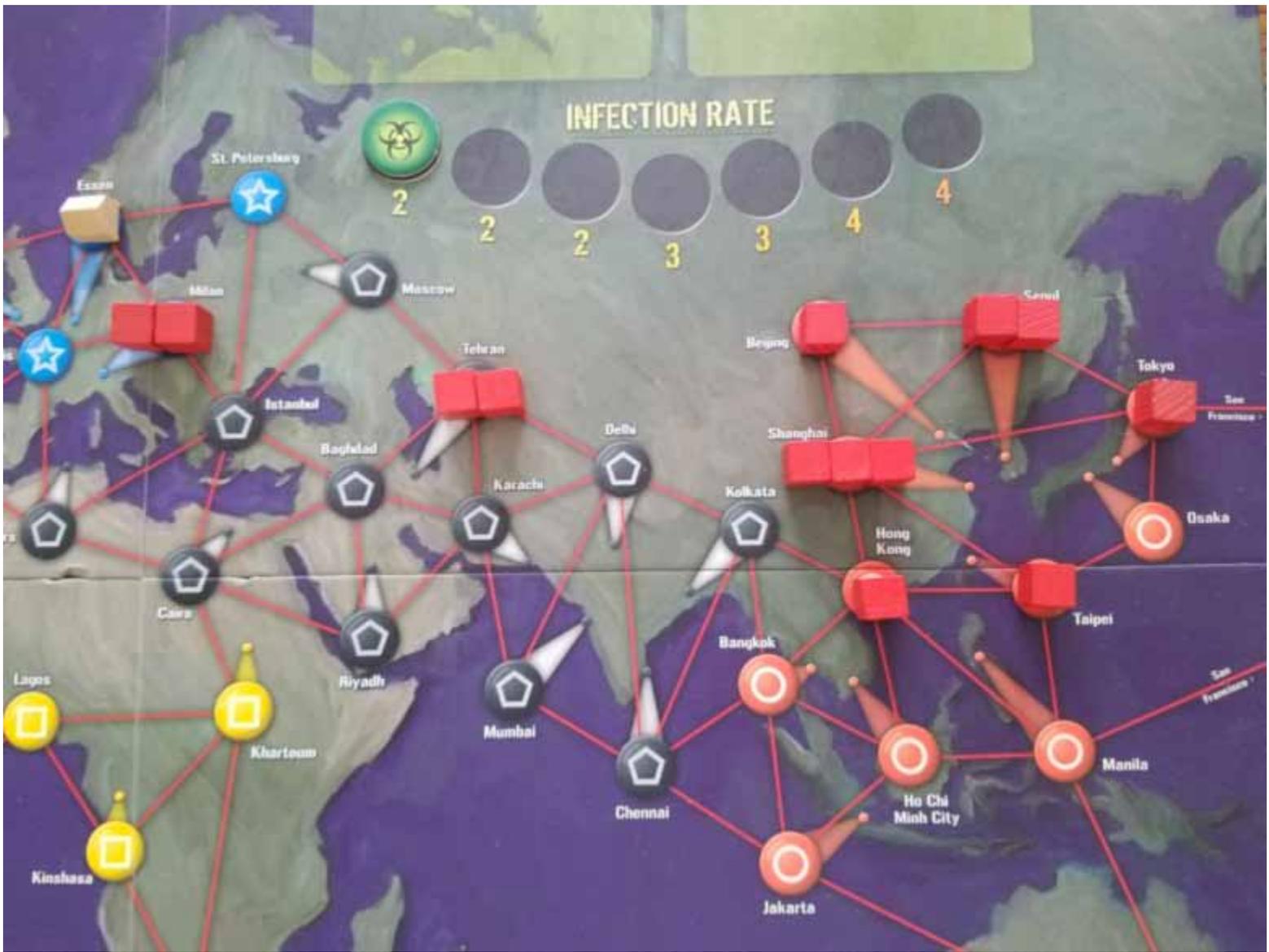
C **COVID-19: A Pandemic Scenario** is played using the base game of **Pandemic** designed by Matt Leacock and published by Z-Man Games. As a cooperative game, the players must work together to not allow humanity to be overwhelmed by the spread of the Coronavirus. Game play uses the same components and rules of **Pandemic**, with the exceptions listed below. The map starting position reflects the world situation as of March 11, 2020, at the moment the World Health Organization (WHO) declared COVID-19 a global pandemic and when the United States Center for Disease Control and Prevention (CDC) declared the entire globe a Level 2 Travel Risk. The scenario helps players better understand how this Coronavirus spreads and explore the benefits and costs of mass-scale Social Distancing.



WHAT'S CHANGED

(Setting Up; Page 2 of **Pandemic** Rules):

1. No Change
2. Players are free to choose in player order (see step 12 below) whatever Role Card they want. Players may start their Pawn in either Research Station (see Step 3 below), and may make that choice after drawing Player Cards (Step 8).
3. In addition to the Research Station that starts in Atlanta, Georgia, which represents the CDC, place an additional Research Station in Essen, Germany which represents the WHO, headquartered in Geneva, Switzerland.
4. Place the Outbreak marker on the "1" space to reflect the Outbreak that has already occurred in Wuhan, Hubei, China. Place the Infection Rate Marker on the first space of the Infection Track ("2"). Place the 3 non-Red Virus Tokens on the Sunset side.



Note, for this scenario, Disease Cubes represent the following population totals as having Active Cases of COVID-19 in their respective locations:

- **1 Cube** = 1,000+ people
- **2 Cubes** = 10,000+ people
- **3 Cubes** = 50,000+ people

5. Only the Red Disease Cubes are used in the COVID-19 Scenario; place the other colors aside.

6. No Change

7. No Change

8. No Change

9. No Change

10. No Change

11. Do not use the Infection Draw Pile to seed the map. Instead place Red Disease Cubes in the following locations to reflect the world situation on March 11, 2020:

- 3 Shanghai (represents Wuhan)
- 1 Beijing
- 2 Seoul
- 1 Tokyo
- 1 Taipei

C3i Magazine e-Book – COVID-19: A Pandemic Scenario – Rules of Play

- 1 Hong Kong
- 2 Tehran
- 2 Milan
- 11 off map ready to be placed during play

12. The player who most recently washed their hands goes first.

WHAT'S CHANGED (Game Play):

• **New Special Action – Social Distancing:** A player in a location specified by a card in their hand may spend an Action there to establish a Social Distancing policy in that location. Place the card at the top of the map as a reminder. No new Disease Cubes can be

placed in that location even if that location is drawn as part of an Epidemic or Infection step or is adjacent to an Outbreak location. Once 5 location cards of the same color are played for Social Distancing (or 4 if the 4th card was played by the Scientist), then all of the locations in that region are considered Social Distanced and no future Disease Cubes can be played in any location of that color. Turn the pile of cards of the same color side ways to so signify this achievement.

***EXAMPLE:** In the Yellow region, if five locations such as Lagos, Santiago, Lima, Miami and Los Angeles are played through the Social Distancing Action, then red Disease Cubes can no longer be played in any location with the same Yellow color. Note that*



there is an economic impact to Social Distancing; after the first region is Social Distanced, all players will have 1 less Action per turn (normally 3 Actions per turn instead of 4).

After the second region is Social Distanced, player's may only draw 1 Player Card instead of 2 during their turn. There is no further cost if a third or fourth region is Social Distanced. *DESIGN NOTE: Social Distancing includes a variety of activities that would have a negative impact upon the economy, and thus decrease tax revenue and mobility, to include school closures, cancelation of sporting events and other large gatherings, disruption of air or other long-distance public transportation, closing of international and internal borders, mass teleworking, etc.* Also, each time a region is Social Distanced, lower the Infection Rate marker one space to the left (if possible). *DESIGN NOTE: The purpose of Social Distancing is to lower the infection rate and so flatten the virus spread curve so that there are more medical resources available to those in need.*

• **Epidemics** – During phase 3 “Increase intensity of the infection,” instead of placing the discard pile on top of the draw pile, shuffle it directly into the draw pile. *DESIGN NOTE: This shuffling of the previously infected location cards across the entire deck represents the fact that the COVID-19 Coronavirus has spread pretty randomly and uniformly across the globe and (so far) rarely revisits a decontaminated location.*

• **Playing the Infector** – Regardless of the color of the Infection card drawn, always play a Red Disease Cube(s) in the location, unless that location or region has been Social Distanced.

• **Victory** – To win, the players must Cure the Red Virus AND Eradicate it (flip the Cure maker to its Sunset side) from the map. *DESIGN NOTE: Establishing Social Distancing policies in all four colored regions may help in this objective, but does not in and of itself ensure victory; the disease needs to be eradicated from the map.*

• **Options** – This is a challenging scenario, and players are encouraged to start at the Introductory Game level with only 4 Epidemic cards in the deck. Players are free to add in additional Roles or Special Event cards from other **Pandemic** expansions as they see fit.

BACKGROUND (Current Event Information from Wikipedia as of March 21, 2020):

The **2019–20 coronavirus pandemic** is an ongoing pandemic of coronavirus disease 2019 (COVID-19) caused by the severe acute respiratory syndrome coronavirus 2 (SARS-CoV-2). The outbreak was first identified in Wuhan, Hubei, China in December 2019 and declared a pandemic by the World Health Organization (WHO) on 11 March 2020. As of 21 March 2020, more than 292,000 cases of COVID-19 have been reported in over 180 countries and territories, resulting in more than 11,900 deaths and 93,600 recoveries. Regions affected by major outbreaks include mainland China, Italy, Iran, South Korea, and Spain. On 13 March 2020, the WHO declared Europe the new epicenter of the pandemic.

The virus is believed to spread between people primarily via respiratory droplets produced during coughing. It may also be spread from touching contaminated surfaces and then touching one's face. It is considered most contagious when people are symptomatic, although spread may be possible before symptoms appear. The time between exposure and symptom onset is typically five days, but may range from two to fourteen days. Symptoms are most often fever, dry cough, and shortness of breath. Complications may include pneumonia and acute respiratory distress syndrome. There is currently no vaccine or specific antiviral treatment, but research is ongoing. Efforts are aimed at managing symptoms and supportive therapy. Recommended preventive measures include hand washing, maintaining distance from other people (particularly those who are unwell), and monitoring and self-isolation for fourteen days for people who suspect they are infected.

Public health responses have included travel restrictions, quarantines, curfews, event cancellations, and

facility closures. These include a quarantine of the Chinese province of Hubei, the nationwide quarantine of Italy, the nationwide quarantine of Spain, curfew measures in China and South Korea, various border closures or incoming passenger restrictions, screening methods at airports and train stations and travel advisories regarding regions with community spread. Schools and universities have closed either on a nationwide or local basis in at least 151 countries, affecting more than 1.2 billion students.

The pandemic has led to global socioeconomic disruption, the postponement or cancellation of sporting and cultural events, and widespread fears of supply shortages which have spurred bulk buying of goods.

Misinformation and conspiracy theories about the virus have spread online, and there have been incidents of xenophobia and racism against Chinese and other East or Southeast Asian people.

CREDITS

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