



## PANDEMIC SURVIVAL REGIONAL ORGANIZER'S GUIDE

### REQUIREMENTS

- To host an officially sanctioned Regional event, you must have at least 4 teams participating.
- You must provide at least 1 Judge for every 2 teams, as well as a Game Master to oversee the entire event.
- Only players who are of the legal age in your country can participate in any officially sanctioned Pandemic Survival event.

### REGIONAL KIT CONTENTS

This kit will facilitate a Regional event for up to 8 teams.

You will also need (must be supplied by the event hosting Pandemic Survival)

- 1 timer (or use the timer on your phone)

### PREPARATION BEFORE THE EVENT

- Your Regional kit(s) provide preset Player and Infection decks. Do not adjust the ordering of these decks until the event, following the instructions on the Infection deck rule cards.
- Each team is responsible for bringing 1 copy of **Pandemic** to the event. Communicate this clearly to all attendees; **this is a change from previous years.**
- Announce the dates for your event on social media and your website. Include a link for teams to sign up (such as using Google Forms). Describe Pandemic Survival for the benefit of any unfamiliar customers, including the \$5,000 USD vacation grand prize at Worlds.
- Inform your local Pandemic Survival Contact about the event, so that it can be posted to the official Z-Man Pandemic Survival Calendar.
- Do not share details about the scenario (Player deck, Infection deck, roles, etc.) before your event.
- You will need to recruit the following personnel to facilitate the event:

**Game Master (1):** The leader facilitating and presiding over the Pandemic Survival event. This person must have a great attitude and a charismatic personality. Most importantly, the person must have a loud enough voice for all teams to hear and not be afraid of public speaking.

**Judges (1 for every 2 teams):** Make sure that all teams follow the rules of the game. Recruit enthusiastic, outgoing people who are deeply familiar with the rules of **Pandemic**.

### PREPARING FOR THE EVENT

1. Set up the play area with the included biohazard tape.
2. Place the required amount of tables for the number of participants.
3. Place the screens next to each board. Players of the same team will be seated facing each other.
4. Place 1 Player deck on each table for each team.
5. The Game Master keeps the Infection deck with them. Prepare the Infection deck as instructed on the Infection deck rule cards.

## STARTING THE EVENT

Once all players are ready, begin the event by having players draw their starting hands, as shown on the Infection deck rule cards, then resolve starting Infection cards for all players. After this, players have 2 minutes to discuss strategy, then the first turn begins.

## RUNNING THE EVENT

The structure of a turn during Pandemic Survival is as follows:

1. The current player has 1 minute and 15 seconds to do their actions. Announce when players have 15 seconds left. Players can talk and discuss strategy only during this step; i.e. while time is running.
2. After time runs out, announce this to all players, then instruct them to draw Player cards. If a team needs to discard Player cards or resolve an outbreak during this step, they should inform their Judge, who signals the Game Master not to advance to drawing Infection cards until all players have discarded cards or resolved outbreaks. Players cannot discuss strategy or communicate during this step.
3. After drawing Player cards, the Game Master draws Infection cards based on the current Infection rate, announcing each one in turn. If a team has an outbreak during this step, they should inform their Judge, who signals the Game Master not to advance to the next turn until all outbreaks have been resolved. Players cannot discuss strategy or communicate during this step.

During the event, Judges are responsible for answering rules questions, dealing with infractions, and administering their teams. Each Judge is responsible for 2 teams. The Game Master is responsible for keeping time, announcing the beginning of new turn steps, and running the communal Infection deck.

When a team is eliminated, their Judge should cover their table with a biohazard cover to indicate that they have been eliminated.

### Winning the Game

The winning team is either: the first team to find all four cures OR the last team standing, while all other teams have been eliminated.

A tie can occur in one of two ways: (1) Two or more teams find their fourth cure during the same turn. (2) The last surviving teams die during the same turn\*. In either situation, there will be different tiebreakers:

- First: The team with the most cures wins.
- Second: The team with the fewest outbreaks wins.
- Third: The team with the fewest cities with 3 disease cubes wins.
- Fourth: The team with the fewest cubes on the board wins.
- If the tie persists, randomly determine the winner among the tied teams.

\*If players are eliminated during an Infection phase, each Infection card is considered separate. For example: 3 teams are remaining; the 1st infection card eliminates 1 team; the 2nd Infection card eliminates the 2 other teams.

Only the 2 last teams go to the tiebreaker.

## AFTER THE EVENT

Remind each team that they can take home their Player deck as a participation prize. Congratulate the winning team, ensure that they fill out the winners form (included in this kit), and forward it to your local Pandemic Survival Contact. Feel free to use the remaining contents of the kit to host other **Pandemic** events. We encourage you to take photos or videos of your event, and to forward them to your Pandemic Survival Contact.