

Pandemic Survival – Rules and regulations

Pandemic Survival is the competitive version of Pandemic. In Pandemic Survival, teams of two players face other teams to be the first team to find all 4 cures OR be the last team standing.

In Pandemic Survival, all players face the same scenario:

- All teams start with an identical setup.
- All teams have identical Role cards and starting hand.
- The Player deck is stacked in identical order for all of the teams.
 - This deck always has 6 Epidemic cards
 - This deck always has 5 Event cards
 - This deck includes Event cards from the Pandemic base game and the On The Brink expansion
- There is only 1 Infection deck that is controlled by the game master. So all teams infect identical cities simultaneously.
- Any Role cards or Event cards that could influence the roles or the cards in the Infection deck will never be used in a Survival tournament.
- The unique decisions made by each team will be the only way to influence their success in Survival.

Basic Rule Reminders:

- When, at any time, a player has more than 7 cards in hand, that player must IMMEDIATELY discard back down to 7 cards. This CAN be done by playing an event card, if it is allowed at that moment.
- Some Event cards MAY NOT be played after the Draw phase. This is the case of:
 - Borrowed Time (take 2 extra actions this turn)
 - Rapid Vaccine Deployment (play immediately after finding a cure)
 - Mobile Hospital (remove 1 cube when dive/ferry into a city this turn)
 - Special Orders (move 1 pawn as if it were your own this turn)
- Event cards MAY NOT be played DURING an Epidemic. You must resolve the 3 Steps of the Epidemic (Increase, Infect, Intensify) before being able to play an Event. This CAN be done before the new Infection phase.
- To perform the *Share Knowledge* action, the player NEEDS to be in the SAME CITY as the other player, and give/take the card OF THE CITY BOTH PLAYERS PRESENTLY OCCUPY. (Unless one of the players is the Researcher, see below)
- A disease can only be ERADICATED if the cure has been found. Taking all cubes of one color off the board, without having the cure for that color is NOT an eradication.

Character Ability Reminders:

- **CONTINGENCY PLANNER:** The player may take any discarded Event card and store it on his/her Role card (it does not count towards your hand limit) Only 1 Event can be stored at a time! Once you use the event, it is removed from the game and may not be used again this game.
- **DISPATCHER:** The player may move another pawn as if it were his/hers. You may also move a pawn to a city where another pawn is located. Performing this move is considered an action.
- **MEDIC:** The player removes all cubes of ONE color in the City he/she is in when using the Treat action. When a cure is found, the player automatically removes all cubes of that color in a City when he/she enters it. (The player also prevents cubes of that color from being placed in the city he/she is in)
- **OPERATIONS EXPERT:** The player may build a Research Station in the City he/she is in without discarding a card. Once per turn, the player may move from a Research Station to any City on the board by discarding any City card. Performing these are considered actions.
- **QUARANTINE SPECIALIST:** The player prevents all cube placement (from infection cards, and from outbreaks) in the City he/she is in AND all connected Cities.
- **RESEARCHER:** The player may GIVE any City card to another player located IN THE SAME CITY as himself/herself. The player MAY NOT TAKE a card in the same fashion. Giving the card is still considered an action.
- **SCIENTIST:** The player only needs 4 cards to discover a cure, not 5.
- **ARCHIVIST:** The player's hand limit is 8 cards. The player can take the City card that matches the City he/she is in from the discard pile and add it to his/her hand, once per turn. Performing this is considered an action.
- **CONTAINMENT SPECIALIST:** When the player ENTERS a city with 2 or more cubes of the same color, remove 1 of those cubes. If for any reason a city has 2 cubes of one color, as well as 2 cubes of another color, the player can remove one of each.
- **EPIDEMIOLOGIST:** The player may TAKE any City card from another player located IN THE SAME CITY. This can only be done ONCE PER TURN and only during HER turn and it is not an action.
- **FIELD OPERATIVE:** Once per turn, as an action, the player can take one cube from the City he/she is in and place it on his/her Role card. When finding a cure, the player may use 3 cubes of the color for the cure to replace 2 cards needed for the cure (hence using 3 cards and 3 cubes to find the cure instead of 5 cards)
- **GENERALIST:** The player has 5 actions instead of 4.

New rules found in Pandemic Survival:

- Player turns are limited by time. The first turn of the game is exactly 2 minutes. All subsequent turns are 1 minute and 15 seconds (75 seconds). Once the game master says "Stop!" the active player should not perform any further actions or discuss strategy. Wait for the Game Master to signal that the active player can draw cards.
- The player draws Player cards one at a time, as instructed by the Game Master. If he/she has more than 7 cards in hand after drawing the 1st card, he/she MUST discard down to 7 cards IMMEDIATELY, without seeing the 2nd card he/she will draw.
- If playing with the Virulent Strain challenge, when choosing the Virulent Strain, if 2 diseases have the same amount of cubes on the board, the Referee will take a cube of each color, secretly select a hand for each color involved. The Referee will ask the active player to select a hand. Whatever color was in that hand becomes the Virulent Strain. Players may not select the specific disease they wish to be the Virulent.

Winning or losing:

- Players win by finding 4 cures!
 - Congratulations, you do not need to do the next Draw step or Infection step, but you must wait until the end of the 1:15mins to see if another team will find 4 cures as well.
 - If 2 teams find their 4th cure during the same turn, the game must go to a tiebreaker (described below). Players will not perform the Draw phase or the Infection phase.
- Players win by outlasting the other teams (last team standing)!
 - All other teams have lost; you are the winner!
 - During the Infection phase, each card is resolved individually before moving on to the next card. So, if a team loses on the 1st card and no other team is still in the game, players do not need to draw the other card(s) in the Infection step, you win.
 - If the two, or more, of the remaining teams lose during the SAME INFECTION CARD, a tiebreaker must occur to determine the winner. (described below)
- The game is complete and more than one team is still active in the game:
 - A tiebreaker must occur. (described below)
- Tiebreakers:
 - #1: Number of cures found: The team with the most number of cures wins.
 - #2: Number of Outbreaks: The team with the least amount of outbreaks wins.
 - #3: Number of Cities with 3 cubes of the same color on it: The team with the least amount wins.
 - #4: Number of cubes on the board: The team with the least amount wins.
 - If there is still a tie after all 4 tiebreakers, teams share victory and all may participate in the National Final. This rule does not apply at the National Final or World Final.