



## WORKSHOP 2

### PANDEMIC Strategic thinking

#### Intro

Now, we are going to play Pandemic. All of us are going to create a team which have to eradicate the virus which is attacking the world.

### ACTIVITIES

#### A1

##### Pandemic

We are going to play 4 people during 45 minutes. It is important to collaborate between you and don't forget that, in this game, all of you will win or lose all together. Once again, we are here to help you, but not for playing in your name.

The first thing we have to do is to prepare the game. For that, we are going to do the following tasks:

- Prepare the board and let the disease cubes and the investigation centers in a side.
- Put the outbreak marker in 0, propagation's in the first 2 and the 4 of cure in each boxes.
- Shuffle the infection deck, put it in its zone and infect 9 cities (3 cubes in the 3 firsts, 2 in the next 3 and 1 in the last 3)
- Each player chooses a character and receives 4, 3 or 2 cards according to whether they are playing 2, 3 or 4.
- Prepare the play deck including epidemic cards.

### RULES

Now, all of us are ready to start the game. For that, we have to play with different phases.

Each turn has 3 phases:

**Make 4 actions** (there are 8 possible ones and the same action can be done several times)

- **To travel by land or sea.** Move your pawn to another city which is connected by a line with yours.
- **Direct flight.** Discard a city card and fly to there.
- **Charter flight.** Discard a city card where you are in and fly to any other city.
- **Air bridge.** Fly between two investigation centers.
- **To build an investigation center.** Discard a city card where you are in to build in it a new center.
- **To treat a disease.** Take away a disease cube from the city where you are in.
- **To share information.** Give to another player or receive from him/her the card of the city in where both of you are in.
- **To discover a cure.** If you are in an investigation center, discard 5 cards with the same color to find the disease cure of that color. If once the cure is discovered, every cube of that color would be eliminated, the disease is eradicated and won't be added any cube of that color when infections cards will appear.

**Steal game cards.** If an epidemic card is stolen, resolve it by following the indicated steps: spread, infect and intensify.

**Infect cities.** Steal as many infection cards as the spreading score indicates. Add a cube of the indicated color in the city, unless: (1) the disease has been eradicated or (2) there are already 3 cubes of that color, in which case an outbreak is produced.

**Outbreak:** Advance the marker 1 box. Put a cube in each connected city with those in where the outbreak has been produced.

**DON'T  
PANIC**

In this game, all of us can win or lose.

The conditions are the following:

**You will win the game** if they discover the 4 cures.

**You will lose the game** in case of one of the next circumstances:

- The outbreak marker reaches the last box.
- Disease cubes must be putted on the board, but they have been depleted.
- Game cards must be stolen, but they have been depleted.



You can put the following questions for debriefing and conclusions:

# A2

## Conclusions

**REFLECT**

**CONCLUDE**

**CHOOSE**

**IMPLEMENT**

- What was the impact of the role you had during the game and what are the common points with your everyday life?
- What was the responsibility you felt for achieving the game mission?
- How was it for you to lead or follow others during the game?
- How did you feel when winning or losing during the game and how is this reflecting on your everyday life?