HEROES PANDEMIC STRIKE FORCETM

(Strategy and Simulation Board Game)

Audience: Age 12+

Components (2-4 players):

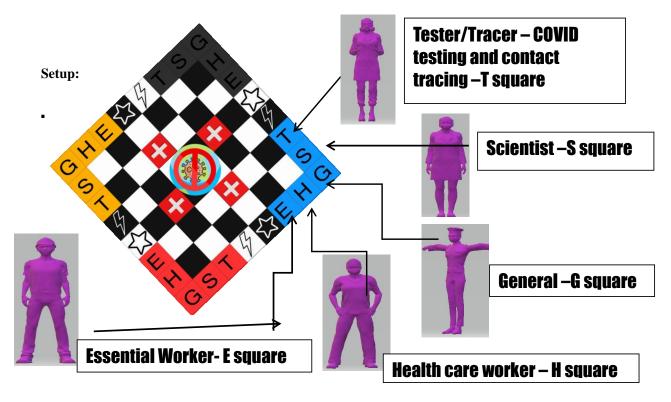
- x1 "Hero board" 8x8 square Game Board (18"x18")
- x20 Heroes in Yellow, Red, Black, or Purple (x5 each)
- x4 Custom dice
- x18 Action cards, including: 6 Essential Worker cards, 6 Scientist cards and 6 Healthcare Worker cards
 - x95 SARS-COV2 Virus (COVID-19) tokens
 - x4 Virus Collection Bags

Introduction

Heroes Pandemic Strike Force is a strategy game which pits players against one another, to determine who is best at defeating COVID-19? You will move 5 characters toward the center of the board while determining which movements will get your General to the center first. A roll of the dice and good smarts will determine who reaches the center and proves their worth. Everything about the game is subject to chance; however a good strategy and use of your Heroes will bring victory!

The Objective:

Get your General to one of the four central squares on the board and shut down the attacking mutation of COVID-19. Lead your team in defeating viruses while outsmarting your opponents, in a race against spreading variants of COVID-19. Your goal is to complete this mission before COVID-19 occupies all open squares on the Hero board... Only then will you prove to be worthy of saving the world!



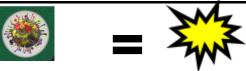
Essential Worker-E square

Each player picks a color and places their 5 player team into the appropriate corner, as shown above.

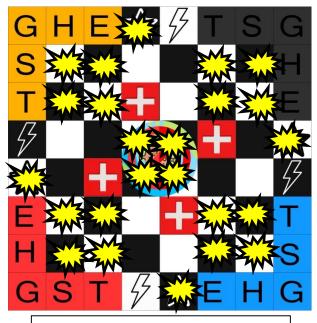
The "General" is the team commander and is placed in the "G" square, likewise for the other Heroes. Each in their corresponding colored square.



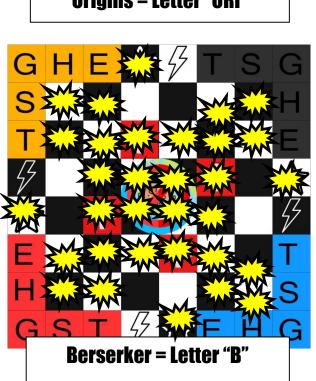
Real virus game

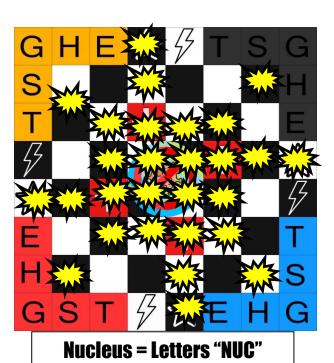


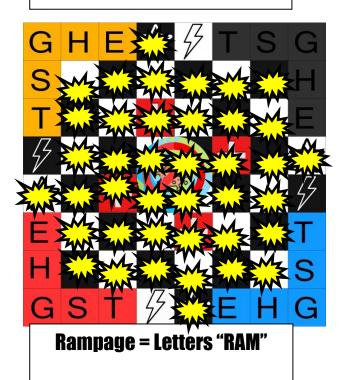
Virus example below



Origins = Letter "ORI"

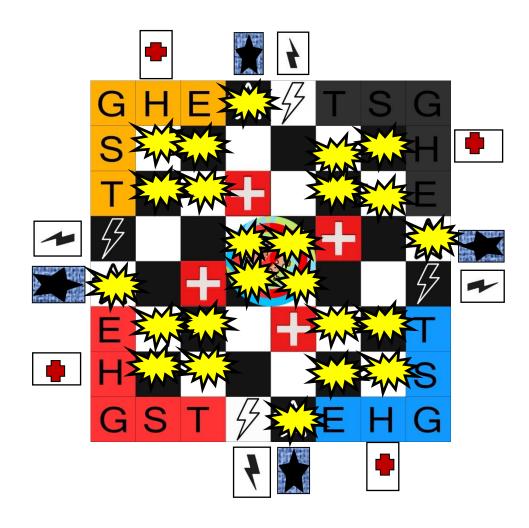






Place Virus tokens on the board to form the Nucleus "Nuc" Mutation, as shown above. Alternatively, players may roll the Yellow Die ("Virus Mutation") to determine which Mutation to start with (see more below).

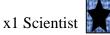
Each square on the Hero Board represents 1 million COVID+ cases and are the citizens players are trying to save, and protect.



Each player has 3 cards and may take one of each of the following, per team:

x1 Essential Worker





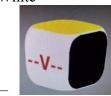
x1 Healthcare Worker



These cards should be viewed secretly and not shared with the other players. Take note of their placement on the board, as shown above. Each card must be played face down; players may look at the contents of their own cards.

The Dice:

White



Movement Die

The white die has each of the 4 Hero Strike Team colors "Yellow/Red/Black/Purple" to indicate which player may move. If the white die lands on "Yellow" then the Yellow player has the next move and so on.

This die also has two other symbols which greatly affect gameplay. If a player rolls one of the following they must:



Pick up 4 Virus tokens and place them on any open square on the board – simulating the virus spreading. Virus tokens cannot be added to squares which are occupied by other viruses, or Heroes. If there are no open squares available, the virus has spread successfully and the game is over.



Roll the red "Variant" die to determine which new variant of the virus is in circulation. My kids refer to the red die as the "Dice of Doom."



This is the "Variant" die (which greatly affects all players on the board). Following are consequences of each side of this die:

- The [LOCK] indicates a "Lockdown" and all players must return their General to its original square. However, they may also remove 2 Virus Tokens each from anywhere on the board.
- "CA" shows that the healthcare system is at "Capacity." All players must return their Healthcare Workers and Generals to their original squares.
- "EX" stands for "Exposure." Any player's Hero which is on the same square as any Virus (currently attacking a Virus) is at risk of being removed from the board. To determine who will be saved the Black die must be rolled (see below).
- Lastly there is one "Recover" symbols [RECOVER] which allow players to roll the Black die and recover a Hero. If there are no Heroes missing from the board than the roll sequence is completed and you roll the white die again



This is known as the "Recovery/Challenge" die. The 5 letters correspond to the different Heroes accordingly and the [SYMBOL] allows players to save any Hero of their choosing, from an attacking Virus, or Quarantine. Then place them back in their original square.

Yellow – Die



This is known as the "Virus Mutation" die. Following are the letters which determine the current Viral Mutation and it's corresponding layout on the board:

- ORI stands for "Origins" the least harmful Mutation.
- NUC stands for "Nucleus" more difficult to reach the center of the board.
- B stands for "Berserker" both skill and luck will be required to defeat this Mutation. Not for the faint of heart (consider joining forces with other players to overcome this Mutation).
- RAM stands for "Rampage" a fast spreading Mutation which can only be defeated with perfect teamwork. May God have mercy on all players!

Heroes and Movement:

Players may move each of their Heroes once per turn, unless otherwise indicated by Action Cards (see below).

Each Hero has a unique trait/ability which gives players an advantage is varying situations. Keep in mind that Heroes can be lost to the Virus!

General -

- May only move 1 square at a time. Unless bolstered by [LIGHTNING], [HEALTH CARE] and [STAR] cards.
- May move into open squares, or squares containing Virus Tokens.
- If moved into one of the four center squares, controlling player wins!
- Must leave the board if selected to go into quarantine
- Any Hero may be promoted to General if they make it to the directly opposite side of the board (as shown above). Allowing the player to place a General in a central square. (See below)
- Is leader of the team but must have the help of other team members to win

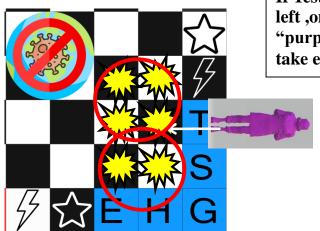


In this example Purple
Essential worker crosses all
of the way to the other side
of the board thus
performing "Hero
Promotion" and winning
the game

- Scientist (S) can go to any other Heath care worker square on another team and be promoted
- Tester /Tracer can go to any Essential worker square of another team and receive same promotion
- Essential Worker can go to any Tester tracer square of another team across hoard



Tester/Tracer -



If Tester/Tracer moves one space left ,once white dice lands "purple" then Purple player can take either the four viruses circled



- May only move 1 square at a time.
- May destroy up to 4 Virus Tokens at a time! Virus Tokens must be in squares which are directly adjacent to the Tester/Tracer to be destroyed.
- May provide a Vaccine to other Heroes.

Scientist -

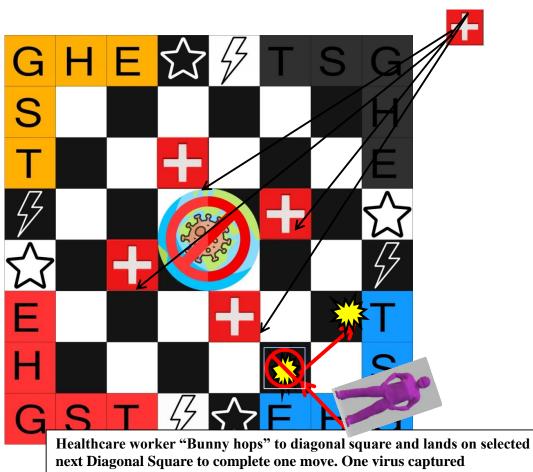
- May only move one square at a time.
- May create Vaccinations and Medication to treat COVID 19.
- Rewarded upon landing on a [SCIENTIST] square, as shown on [SCIENTIST] cards.

Essential Worker -

- May move one square at a time.
- Rewarded upon landing on an [ESSENTIAL WORKER] square, as shown on [ESSENTIAL WORKER] cards.

Healthcare Worker -

- May move two squares at a time in a 'V' shape, jumping over Virus Tokens and destroying them.
- May not move to a square occupied by another Hero.
- Is at risk when landing on a square with a Virus Token.
- May access the Healthcare Worker cards by landing on the [HEALTHCARE] square.



Action Cards:

These cards are beneficial for both Scientist's, Health Care Workers and Essential Workers and should be used to determine path to victory

Players must keep these cards secret unless they are benefited by another player's Hero landing on the corresponding space.

Gameplay:

The yellow team always goes first and the order of dice rolls always proceeds clockwise!

Whoever is the white die roller is the "game master" during the time he, or she controls the dice.

Players may not attack one another directly, and may not place Virus Tokens on a square containing a Hero.

All Virus Tokens which are destroyed are placed in the corresponding colored bag of that player.

If all available squares are occupied with either characters or viruses and another "plus ****" occurs than the game is over the virus wins!

Term "COVID Attack is used if first roll of game is "PLUS ****". If another "Plus ****" is rolled then the term COVID Blitz" is used to alert all team members about the dangerous situation! All it will take is one additional PLUS **** for COVID to win!

The game is won by the player who has reached a central square (as indicated) essentially shutting down the Virus.

Points may be earned per Virus Token collected and to determine who has won (if no General reaches the center). Points are as follows:

- 1 Point per Virus Token.
- 20 Points if a player's General reaches the center.
- 40 Points for a Hero Promotion win.
- -20 Points for each player if the Virus is not destroyed.

Wishing all players success and triumph over COVID 19. God Bless!

