

VACCINE RACE

PLAYER MANUAL



Game Summary:

Vaccine Race is a board game that challenges players to develop and produce a vaccine for COVID-19. Players will be one of the vaccine companies racing with not only the deadly virus, but also other competitors. There are many events during the process to speed it up or slow it down. Only the first player who reaches the goal overcoming all challenges along the way wins.

To Begin:

1. Each player needs to choose one piece and place it in the PANDEMIC area.
2. Players need to prepare at least a six-sided dice and a four-sided dice.



Winning Condition:

Be the first player to reach the GOAL (square 98).

Players do not need to roll the exact number at the last step.

The game does not end until one of the players reaches the GOAL.

Pieces:



There are four pieces for players to choose from. But the game might be played with more than 4 players. Additional players might use other arbitrary objects as their piece.

Dice:



In this manual, dice roll will be referenced by x dy. It means x y -sided dice.

For example:

1d6 means roll 1 six-sided dice.

2d4 means roll 2 four-sided dice and calculate the sum of the two numbers.

Rules:

1. All players must begin by placing their piece on PANDEMIC area. Players must roll a 5 or 6 to successfully sequence virus DNA (to move to square 1).
2. By default, players must take turns to roll a six-sided dice. They move forward their pieces by the exact number of steps that they rolled. Some events might ask players to roll different dice.
3. Event squares are **Blue**, **Red**, **Yellow** squares with icons.
4. **Blue events** are bonus events that make the development progress faster.
5. **Red events** are unfortunate events that slow you down.
6. **Yellow events** are events that involve other players.
7. When landing on an event square, players must reference the events section in this manual to take next action.
8. Multiple players can stand on the same square.
9. Rolling the exact number in the last move is not necessary.

Events:

Square	Description	Event
0	Pandemic: Scientists noticed a virus outbreak.	Sequencing virus DNA, roll a 5 or 6 to go to the next square.
1	DNA sequenced: Successfully sequenced virus DNA. The vaccine development begins.	
10	Verification Failed: Failed to verify the vaccine strain.	Go back to square 4.
14	You produced the first vaccine! Although there are no shortcuts for vaccine development, vaccine companies might sometimes skip the animal trial if there are volunteers willing to take the risk.	Player rolls a dice. If they roll a 5 or 6, they can choose to skip Animal trials. If they skip Animal trials and ever roll a 1 in Phase I, they must return to square 16.
15	Lab rat shortage! Due to lockdown, the market is in lack of experimental animal supply! Roll a 4-6 to secure experimental animals.	The player in this square cannot advance without rolling 4, 5, or 6.
18	Extra Funding: Your experiment shows promising results. The investors injected extra funding.	Player standing on this square rolls 2d4 to advance.
19	Animal Lives Matter!: The Animal Protection Organization is protesting in front of the lab!	Skip next turn.

21	Extra Funding: Your experiment shows promising results. The investors injected extra funding.	Player standing on this square rolls 2d4 to advance.
25	Oh, no! Lab rats: Some lab rats died due to unknown reasons. It takes you one turn to figure out the cause is not a vaccine.	Skip next turn.
28	Animal trial success!	Player standing on this square rolls 2d4.
29	Thank you, volunteers! There are so many volunteers registered for the trail, making the progress way faster than expected.	Player standing on this square rolls 2d4 to advance.
33	Extra Funding: Your experiment shows promising results. The investors injected extra funding.	Player standing on this square rolls 2d4 to advance.
37	Phase I failed.	Go back to square 29.
39	Anti-Vaccine Movement: Anti-Vax organizations protest in front of the lab.	Skip next turn.
42	Phase I trial concludes	Player standing on this square rolls 2d4 to advance.
43	Too many volunteers! There are too many volunteers registered for the trail. Your computer system crashed. Need one turn to repair.	Skip next turn.
47	Extra Funding: Your experiment shows promising results. The investors injected extra funding.	Player standing on this square rolls 2d4 to advance.

50	Phase II major fail: Volunteers died and others reported adverse reactions.	Go back to square 44.
54	Anti-Vaccine Movement: Anti-vaccine organizations protest in front of the lab.	Skip next turn.
56	Mr.President: Mr.President tested positive. More people are concerned about the progress of vaccines! This is your chance!	Player standing on this square rolls 2d6 to advance.
57	Mr.President: Mr.President tested positive. More people are concerned about the progress of vaccines! Now is your chance!	Player standing on this square rolls 2d6 to advance.
60	Phase II minor fail: Volunteers reported adverse reactions.	Go back to square 51.
63	Extra Funding: Your experiment shows promising results. The investors injected extra funding.	Player standing on this square rolls 2d4 to advance.
66	Vaccine Company Event: CEOs of vaccine companies gathered to promote their vaccine. The one who loses might face some serious result.	Every player rolls 1d6. The player(s) who rolls the least number moves backwards by X square(s). X = the number just rolled. If more than 1 player rolls X, all players rolling X must go back.
70	Phase II trials conclude	Player standing on this square rolls 2d4 to advance.
74	Anti-Vaccine Movement: Anti-vaccine organizations protest in front of the lab.	Skip next turn.

77	Extra Funding: Your experiment shows promising results. The investors injected extra funding.	Player standing on this square rolls 2d4 to advance.
78	Phase III major fail: Volunteers died and others reported adverse reactions.	Go back to square 70.
81	Vaccine Company Event: CEOs of vaccine companies gathered to promote their vaccine. The one who loses might face some serious result.	Every player rolls 1d6. The player(s) who rolls the least number moves backwards by X square. X = the number he just rolled. If more than 1 player rolls X, all players rolling X must go back.
83	Unknown disease! A volunteer developed some severe reactions. Investigation needed.	The player in this square cannot advance without rolling 5 or 6.
86	Phase III minor fail: Volunteers reported adverse reactions.	Go back to square 77.
88	Vaccine Company Event: CEOs of vaccine companies gathered to promote their vaccine. The one who loses might face some serious result.	Every player rolls 1d6. The player(s) who rolls the least number moves backwards by X square(s). X = the number just rolled. If more than 1 player rolls X, all players rolling X must go back.
90	Anti-Vaccine Movement: Anti-vaccine organizations protest in front of the lab.	Skip next turn.
94	Phase III minor fail: Volunteers reported adverse reactions.	Go back to square 77.
97	Anti-Vaccine Movement: Anti-vaccine organizations protest in front of the lab.	Skip next turn.

98	Vaccine Produced! Your vaccine passed all clinic trials and moved to manufacturing. You saved the world!	Congratulations! You Win!
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Credit:

Four-sided dice image from:

<https://www.dicegamedepot.com/4-sided-opaque-dice-d4-blue/>

Six-sided dice image from:

<https://www.dicegamedepot.com/opaque-numeral-dice-blue-d6/>

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