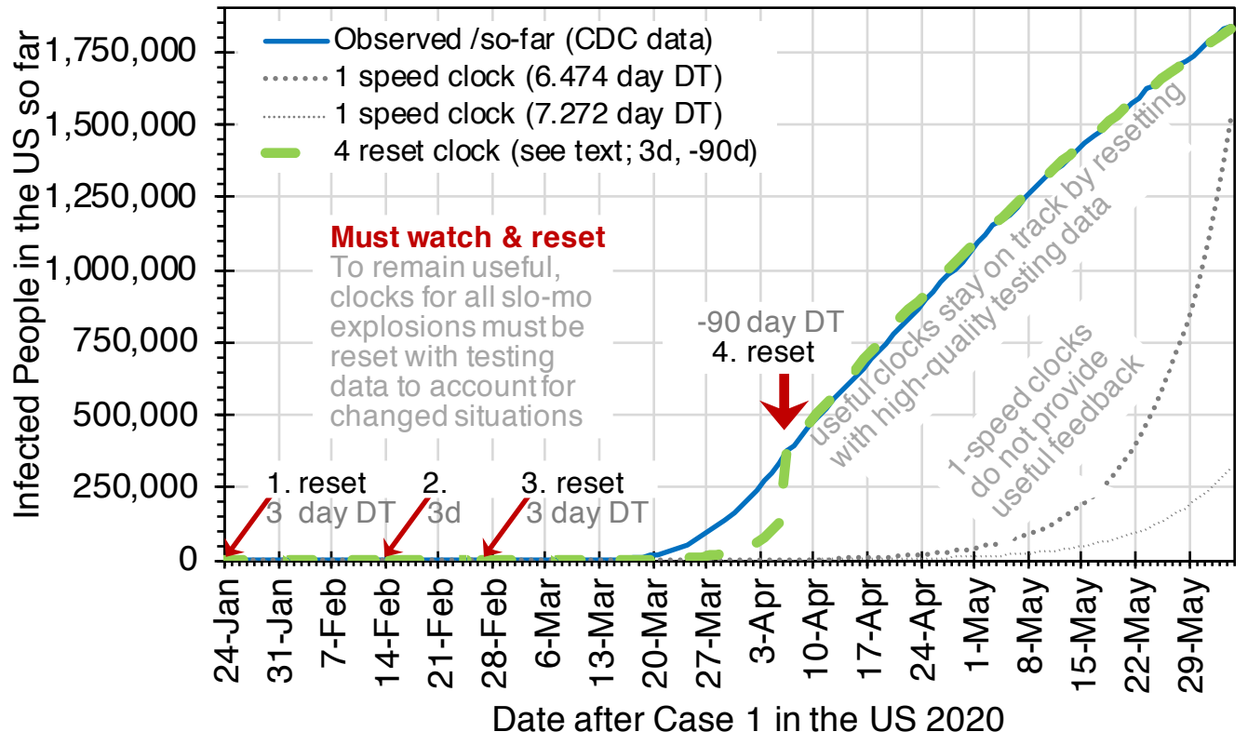
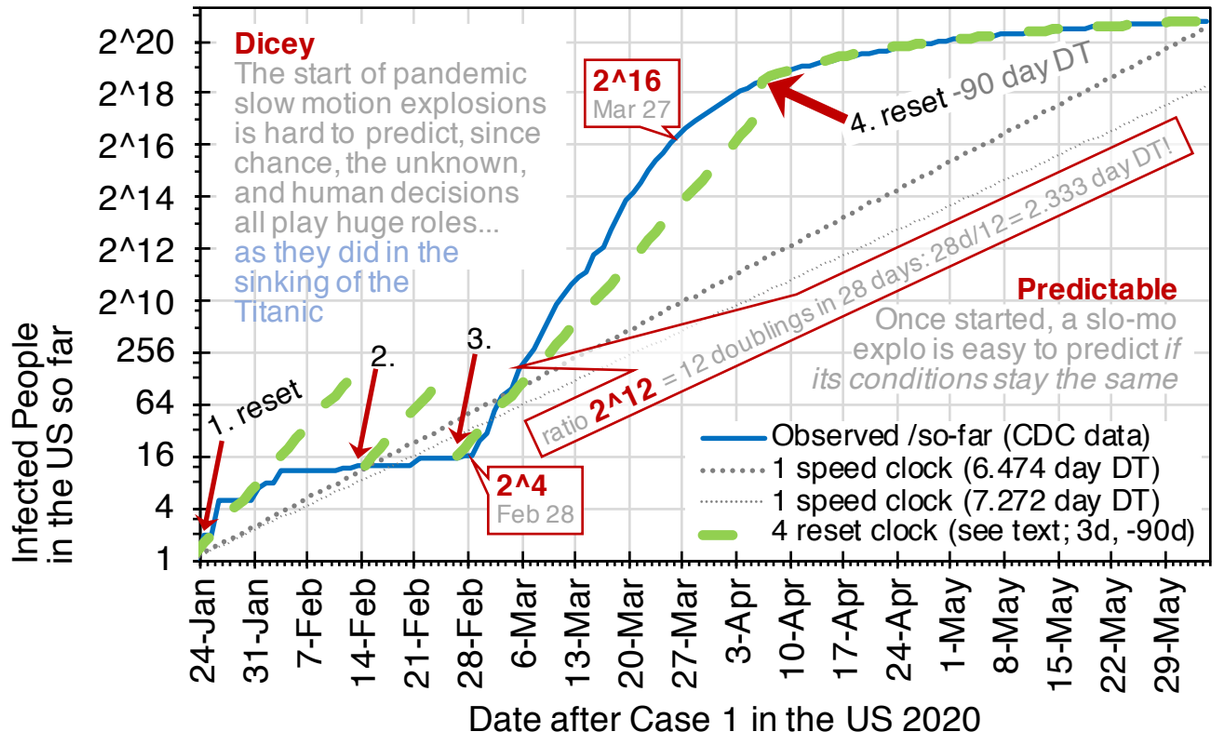
Slow-Motion Explosion Clocks can track Pandemics

Slow-Motion Explosion clocks for observing pandemics require frequent resets by testing data as the virus reacts quickly to new situations (see **B**)



Slo-Mo Explos are best observed on Log-scales

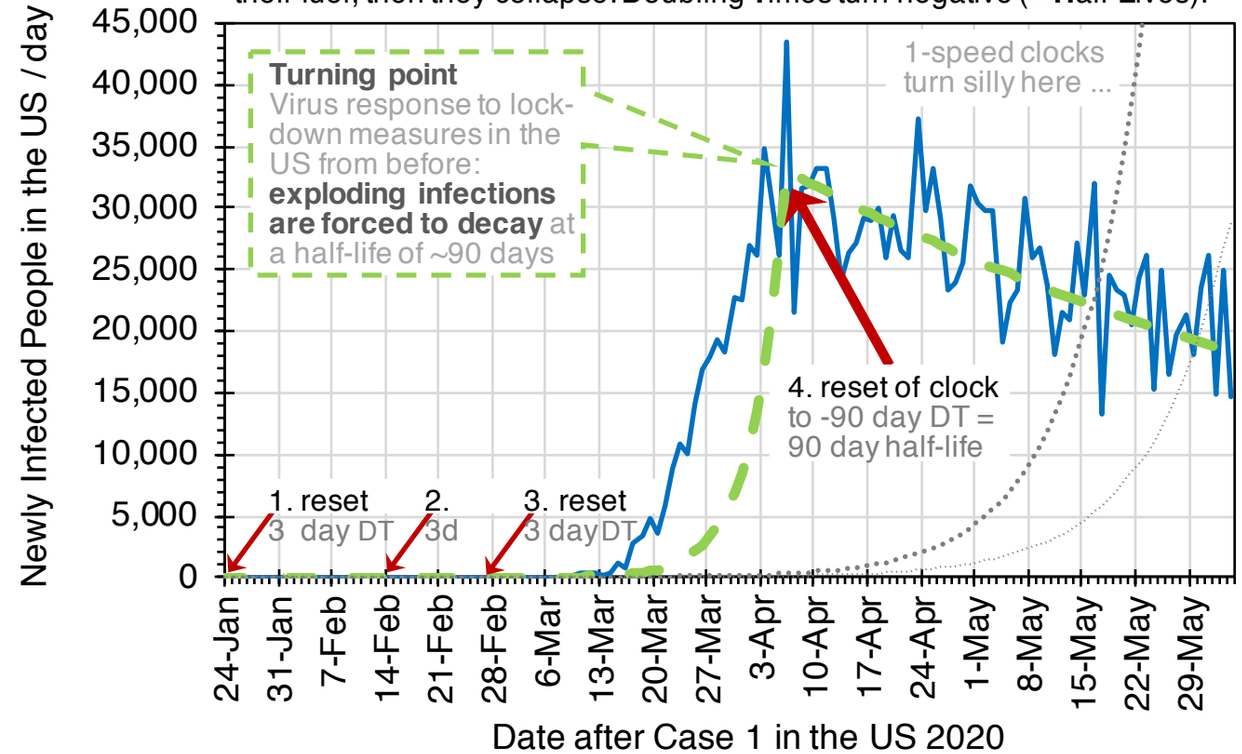
Because slo-mo explo clocks from (**A**) become lines on Log scales, it is easier to see the need for resetting here; for negative clocks, see below



A, B: Accumulated. All infections / so far

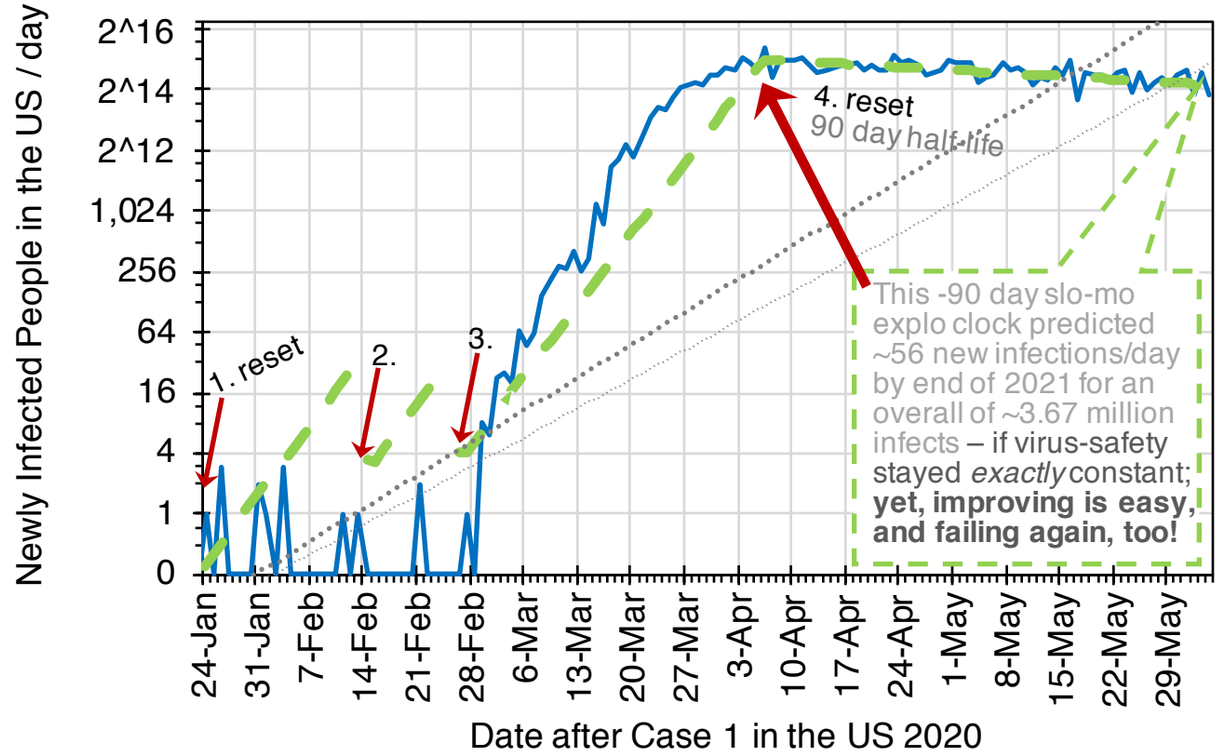
Slo-Mo Explos expand *ever-faster* until ...

... they fill their world! ... or until forced to slow down by reduced access to their fuel; then they collapse: **D**oubling **T**imes turn negative (= **H**alf-**L**ives)!



Stop Slo-Mo Explos by implosion: reverse the clock

& fight the virus to the end! Implosion clocks say how long: infections/day⩽risks⩽virus load(decays like radioactivity). Get a half-life. Set a clock. **Win.**



C, D: Instant. New infections / day