PANDEMIC

Call Number: GVB015 (Progress, Morningside, Ashtonbee)

Work with other players to cure diseases!

Move around the world to contain outbreaks and assemble cures.

Everyone wins or loses together!

GETTING STARTED

1. Shuffle the Roles deck and give each player one Role card and a matching pawn.
2. Move all pawns to Atlanta and place a Research Station there.
3. Shuffle the Player deck and deal Player cards to each player: 4 each for 2 players, and 1 less for each additional player.
4. Decide which difficulty you want to play: Easy (4 Epidemic cards), Medium (5 Epidemic cards), or Hard (6 Epidemic cards).
   Warning: Pandemic is a difficult game. Easy difficulty is highly recommended for first-time players.
5. Split the remaining Player cards into equal piles, one for each Epidemic card. Place an Epidemic card on each pile, shuffle them separately, then combine them into one deck. Place the Player Deck on the game board.
6. Shuffle the Infection Deck, place it on the game board, and draw the first 9 cards: the first 3 each receive 1 disease cube, the middle 3 receive 2 cubes, and the final 3 receive 3 cubes. Leave the infection cards in the discard pile.
7. The player with the highest population on one of their Player cards goes first. Play then continues clockwise.

WINNING THE GAME

You win the game only when you discover the cure to all four diseases. You do not have to eradicate all four diseases, only cure them.

LOSING THE GAME

- A total of 8 or more Outbreaks happen
- There are not enough disease cubes left
- You cannot draw from the Player Deck

TIPS

- Build Research Stations early to move around quickly.
- You can play Event Cards at any time.
- Roles are key to winning the game, so use special abilities as much as possible!
- Do not discard too many Player Cards, or there may not be enough left to cure diseases.
- Outbreaks can infect cities with multiple diseases.
- Beware outbreak chain reactions!

THE GOOD STUFF

Curing a Disease: Discard 5 Player Cards matching the disease colour at a Research Station. You can now remove all cubes of that colour from a city with one action, but new cubes continue to appear until you eradicate the disease.

Eradicating a Disease: Removing the last cube of a cured disease from the board eradicates it. Ignore all Infection cards matching that disease for the rest of the game.

THE BAD STUFF

Outbreaks: Instead of adding a fourth cube of one colour to a city, add one cube to every adjacent city. Move up the Outbreak Counter. If the Counter reaches 8, you lose!

Epidemics: When you draw Epidemic cards, move the Infection Counter forward, then take the bottom card in the Infection Deck and add 3 cubes to that city. Shuffle that card into the discard pile, then place those cards on top of the deck. This means infected cities will be re-infected.
**TAKING YOUR TURN**

1. **Take 4 actions.**
   a. Move between two connected cities or between Research Stations.
   b. Move to any city—discard either the origin or destination city.
   c. Remove one disease cube from a city you are in.
   d. Build a Research Station—discard the card matching the city you are in.
   e. Trade cards with another player—you must both be in the city on the card.
   f. Cure a disease at a Research Station (see *Curing a Disease*).

2. **Draw 2 cards from the Player Deck.**
   a. You can only have 7 Player cards at a time.
   b. See the **Epidemics** section when you draw an Epidemic Card.
   c. You lose the game if you cannot draw a Player Card.

3. **Infect cities.**
   a. Draw cards from the Infection Deck, and add one disease cube to each city.
      Even cured diseases can spread—*only eradicating a disease prevents this step.*
   b. The Infection Counter tells you how many Infections cards to draw.
   c. Remember to advance the Outbreak Counter when Outbreaks occur.

---

You can borrow this game from the library! Bring the call number on this page to the circulation desk. You can borrow board games for 1 week.