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Pandemic board game rules explained

Spruce Up Your Inbox! Get DIY project ideas and easy-to-follow crafts to help you spruce up your space. Pandemic is a cooperative crisis management board game similar to Settlers of Catan. Rather than competing with each other, players work together as a team of Centers for Disease Control members who prevent a widespread pandemic. The goal is for players to win the game by stopping four diseases from spreading across the world map. While this strategy game can be challenging for many, understanding the rules will help the team win. Players want to ensure that they have all the board game pieces needed to play the game: 1 board depicting a map of the world with connections between cities5 player pawns6 wooden research stations6 markers (4 cure, 1 outbreak, 1 infection)96 wooden disease cubes115 Cards (48 infection cards, 59 player cards, 4 role cards, 4 quick reference cards) Each player takes a random role card, a reference sheet, and a starting hand of cards. These cards help with traveling, developing infrastructure, or curing a disease. 2 players: four cards each3 players: three cards each4 players: two cards each Players start the game at a research center in Atlanta where they each place the pawn that matches their role card. Infection and outbreak markers are placed at the first space on their respective tracks. Players shuffle the infection deck. Three cards and three cubes of the appropriate color are drawn. Each is placed according to the city. Three more cards are drawn and two cubes are placed in each city. Three final cards are drawn with one cube placed in each city. All cards, once drawn, are placed in the infection discard pile. The player deck needs to be divided into four equal piles, and one Epidemic card should be shuffled into each pile. Place the four piles on top of each other to form the player deck.Optional: Players can create an even more difficult game by using five or six piles on top of the epidemic cards. Once the player deck is ready, the player who has most recently been sick takes the first turn. There are several character cards players can choose from that all have different skills. It's a good idea to choose which character to play after each game's first infection—and after each player has their cards. For instance, someone who just received several yellow cards (each color represents a specific disease) may want to consider selecting the Scientist role. Dispatcher: This character can move other players' pawns as if they were their own (with permission) as an action. They may also move any pawn to any other pawn without playing a card (also as an action).Operations Expert: The role of the Expert is to build a research station without playing a card. However, it counts as an action.Scientist: The Scientist is the one who cures a disease with four matching cards. Of course, this must cost an action and a research station.Medic: The Medic can remove all cubes of a single color when treating a disease. Every cube of a cured disease in the same city of the Medic can be taken away immediately (including newly placed cubes). This will happen for each player throughout the game, not just on the Medic's turn. Plus, it doesn't count as an action.Researcher: The role of the Researcher is to give any card to other players in the same city (on this player's turn). For one action, the Researcher can also do so on another player's turn. Players can take up to four actions on their turn. Action items may include things like moving to an adjacent city or discarding a card to move to a named city. There are several more actions players can choose from: Discard a card matching your current city to move to any city.Move from your current city with a research station to any other city with a research station.Discard a card matching your current city to build a research station there.Cure and remove one disease cube from your current city.Pass a card matching your current city to another player in the same city.Discard five cards of the same color at a research station to cure that color's disease. After selecting four actions, players will draw two cards from the player deck. Most of them are city cards, but some are Special Event cards which may be played at any time. The hand limit of seven cards is strictly enforced at all times, so after increasing a hand beyond seven, players must play or discard cards until their hand size is back down to seven. If players draw an Epidemic card, they must immediately discard the card, advance the infection rate marker, draw the bottom card of the infection deck, and place three cubes in that city. Then, they'll want to shuffle the infection discard pile and place those cards on top of the infection deck. After drawing the player cards and resolving any epidemics, players must draw a number of infection cards equal to the current infection rate, adding one cube to each city revealed. If a fourth disease cube would ever be added to a city, that city suffers an outbreak, spreading cubes to all adjacent cities. The players all lose the game if the player draw deck runs out, the eighth outbreak happens, or if the cubes of any color run out. However, if the players manage to cure all four diseases before this happens, they win the game. You'll learn everything you need to know about the Pandemic rules with this guide. Pandemic is a very unusual board game because it isn't competitive. In games like Monopoly and Chess, people are competing to be the winner. But in Pandemic players are working cooperatively. It's essentially a teamwork game where players work together to cure the viruses and prevent the Pandemic. Before we look at the Pandemic rules in detail, let's take a quick look at the game's history. What is The Pandemic Game? Pandemic is a cooperative board game where players need to find the cure for 4 deadly diseases. It was designed by Matt Leacock, who got bored of playing more competitive, focused board games. Players take on the roles of special characters like Medics and Scientists who have their special skills. You must make four actions during your turn, you must make 4 actions and strategize with other players before you get overrun by the outbreaks. Pandemic was released in 2008 and is published by Z-Man Game. There are numerous expansions to the base Pandemic board game available as well. If you're tired of competitive board games and want to work alongside other players (instead of against them,) Pandemic could be the game for you. What You'll Need? Before we look at the Pandemic rules and gameplay, we need to look at what you'll need to play. The Pandemic board game is still very popular. Thanks to its numerous expansions, it's been able to build up a substantial fan base over time. However, because of this, it's easier than you might think to buy the wrong product. You could easily end up buying an expansion pack and not the base Pandemic board game. So, check out the product below to see what you're looking for. Now when you open the box, you might be a little overwhelmed by everything that's included. But Pandemic isn't as complicated as you might think. Let's take a more in-depth look at what's included. The Pandemic Board The Pandemic board is like a giant map. With names of cities spread out across it. During the game, players will need to move around to different locations to cure infected areas. Players always start the game in a research station in Atlanta. The side of the board also holds the Outbreak Tracker, which details how dangerous the Pandemic is. Disease Cubes Disease cubes come in 4 colors; these will be placed on locations across the board showing which places are infected. The aim in the Pandemic is to cure these diseased areas. This is done by discarding color-coded cards. We'll talk more about how this works in the gameplay section. Player/ Role Cards These cards are essentially who you'll be playing as. In Pandemic, characters have special skills that make each role unique. Roles in the base game include Scientists, Researchers, Medics, Dispatchers, and more. Player cards will also have a double-sided reference card to outline what you can do during your turn. Each player/ role will have a matching colored token as well. Location Cards These cards detail information about locations across the map and their infection level. You can discard a location card to travel directly to it as well. Events Cards Event cards help players move around the board more quickly. They also provide other benefits to help you when it comes to finding a cure. Event cards can be used at any time during the game and don't count as an action. Epidemic Cards These cards are the main obstacle in Pandemic as they make winning the game more challenging. These also raise the Outbreak Tracker on the board. If this reaches the top, then it's game over for everyone. Pandemic Rules and Gameplay The Aim of The Game The aim of Pandemic is to find cures for all 4 diseases in the game. You don't actually need to eradicate any of the diseases on the board to win. Although it's highly likely you will as the game goes on. Once you have the cures, the game ends, and everyone wins! Setting Up To start, Set up the Pandemic board.Separate the disease cubes into their 4 colors.Take one research station icon and place it in Atlanta. The other research station icons should be put to one side. At the bottom of the board, they'll be 4 colored vial slots. You add a colored vial for every one of the diseases you cure. The Outbreak Tracker at the side of the board will detail how severe the Pandemic is. If this gets to the top, you'll lose. Now put together the Infection Deck. This goes in the space at the bottom of the board and is made up of location and epidemic cards. Take the top 3 cards and add 3 colored cubes to the cities marked on them. Then flip over 3 more cards and add 2 colored cubes to the locations. Finally, repeat the process one last time but only add 1 colored disease cube to each location. These will be the first outbreaks you'll need to cure. Then shuffle the player/ role cards and give one to each player at random. A common Pandemic house rule lets each player choose the role they want. Once you have your role card take the matching colored token and place it on Atlanta. Reshuffle the deck and deal cards to each player. Make sure the epidemic cards are removed before doing this. If there are 2 players, then deal 4 cards. If there are 3 players, then deal 3 cards. And finally, if there are 4 players, deal 2 cards. Then add the epidemic cards back into the deck. If you are playing Pandemic for the first time, don't use all the epidemic cards. Finally, shuffle the deck one final time, and you're ready to play Pandemic. Playing Pandemic In your turn you can perform 4 actions. There are 8 actions in total that players can do in Pandemic. To make things simpler, we have listed the actions and Pandemic rules below and explained how they work. Drive: This is only moving across the board. You use the white lines that join the locations together to move. Direct Flight: If you have a location card you can travel directly to it. Discard the card once you have moved. Charter Flight: If you have the location card for the place you are currently in, you can discard it and fly to anywhere else on the map. Build A Research Center: You can build a research center if you discard the location card for the place you are currently in. You can only build up to 6 research centers in Pandemic. However, you can move a center to another location. Treat Disease: This allows you to remove one colored disease cube from your position on the board. If you have the cure for that disease, you can remove all the colored disease cubes. Shuttle Flight: This action allows you to move to any other research center on the map. Share Knowledge: If you and another player are in the same location, you can take or give each other a city card. The card will need to match the location you are in, though. Discover Cure: To discover a cure, you need to discard 5 matching colored player cards. For example, if you discard 5 yellow cards, you can cure the yellow disease. You will need to be at a research center to do this, though. Once you have a cure, mark it on the board. After you have performed your 4 actions, draw 2 cards from the deck. The deck will have location, event, and epidemic cards. Remember, event cards can be used at any time and don't count as an action. So, be sure to use them as they can help you win. If you do draw an epidemic card, then move the infection rate tracker up. You'll also need to carry out its instructions and infect another location on the board. Whether you draw an epidemic card or not, the last part of your turn will infect more locations. Check the infection tracker and draw the same number of cards. Then add a disease cube to each location before ending your turn. Winning or Losing Pandemic You win Pandemic by uncovering the cure for the 4 diseases. However, you can lose the game in a number of different ways. The most common way to lose is if the infection tracker gets to the top. The second is if you run out of disease cubes and need to put more down. Finally, you can also lose if you cannot draw any cards if the deck is empty. That is why players should try to use their cards and remove at least one disease cube every turn. Pandemic - A Thrilling Cooperative Board Game Pandemic is a fun and thrilling cooperative board game! Instead of trying to outsmart each other, you're all working together. The gameplay loop is fun, with plenty of room for strategy. And thanks to all the expansions, you'll never get bored. If you are looking for a great group board game, give Pandemic a try.

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