PANDEMIC™

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by Matt Leacock

Do you have what it takes to save humanity? As skilled members of a disease-fighting team, you must keep four deadly diseases at bay while discovering their cures.

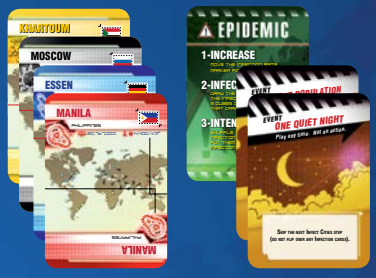
You and your teammates will travel across the globe, treating infections while finding resources for cures. You must work together, using your individual strengths, to succeed. The clock is ticking as outbreaks and epidemics fuel the spreading plagues.

Can you find all four cures in time? The fate of humanity is in your hands!

CONTENTS

7 Role cards

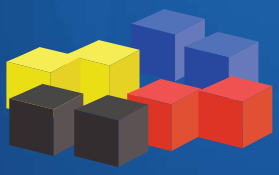
7 Pawns



59 Player cards
(48 City cards, 6 Epidemic cards, 5 Event cards)

4 Reference cards

48 Infection cards



96 Disease cubes
24 in 4 colors

Eradication "⊘" side

4 Cure markers

1 Infection rate marker

1 Outbreaks marker

6 Research stations

1 Board

OVERVIEW

To see a Pandemic teaching video, go to:
www.zmangames.com/pandemic-online-rules.html

In *Pandemic*, you and your fellow players are members of a disease control team. You must work together to develop cures and prevent disease outbreaks, before 4 deadly diseases (Blue, Yellow, Black, and Red) contaminate humanity.

Pandemic is a *cooperative* game. The players all win or lose together.

The goal is to discover cures for all 4 diseases. The players lose if:

- 8 outbreaks occur (a worldwide panic happens),
- not enough disease cubes are left when needed (a disease spreads too much), or,
- not enough player cards are left when needed (your team runs out of time).

Each player has a specific role with special abilities to improve the team's chances.