

## Pandemic: Contagion FAQ

### INFECTING:

**Q:** I'm out of disease cubes and can't infect a city. Why aren't there more disease cubes?

**A:** Real virus/disease have limits such as transmission vectors and immune systems. To represent this simply, a limit was put on the number of disease cubes. Next time you are getting low on disease cubes, try to trigger a city eradication.

**Q:** My infection rate allows me to play more disease cubes in a city than the population number. May I play all of my disease cubes despite this?

**A:** No. There is no one left to infect, so you may only play up to the population # and no more.

### 2-PLAYER:

**Q:** Do event/who cards impact the robot/dummy player? (i.e. remove cubes?)

**A:** No, they do not. Event/who (and City) cards only impact players.

**Q:** Which is first, playing the robot/dummy player OR revealing the next event card?

**A:** Playing the robot/dummy player.

### EVENT CARDS:

**Q:** An Event card states I must remove 1 disease cube from a city I currently infect. Is that my own disease cube or can I remove someone else's disease cube?

**A:** It means YOUR disease cube.

**Q:** The Paris card says to return an inactive event card to the top of the event deck. Is it returned face up or face down? And what if there is a Skull & Crossbones on that card, does it get counted again towards Death Toll scoring?

**A:** The inactive card is placed face down on top of the event deck and the Skull & Crossbones continues the count and can possibly trigger another Death Toll scoring.

### CITY CARDS:

**Q:** "Play when you want." Does this mean I can play during another player's turn?

**A:** No. Only on your turn.

**Q:** Some city cards have special actions that modify an action: "Use 1 less card to advance a mutation." Does that mean the mutation action is free as well as costing 1 less card?

**A:** No. It only allows you to *modify* your mutate action.

**Q:** An event card says I must play an extra disease cube to infect a new city, but a city card's special action says to place 1 disease cube in any city. Which one do I follow?

**A:** Where the City card's special action differs from the Event card (or rules), always go by what the City card says.

### CONTAGION CARDS:

**Q:** What happens after the Contagion deck runs out

**A:** Reshuffle discard pile to create a new draw deck.

### ACTIONS:

**Q:** On the player board it says: "PASS: When unable to do any actions, draw 1 card, and end your turn." Does this mean that players should always draw 1 card after taking their 2 actions?

**A:** No. This only applies if you're in the unlikely situation where you do not have any contagion cards and your incubation level is at zero.

### WHO CARDS:

**Q:** 'Cure is Found' WHO card says: "Remove 4 disease cubes from any cities you are currently infecting." What does this mean exactly?

**A:** That you must remove all 4 cubes (*yours*) if possible and that these can come from multiple cities.

### RESISTANCE:

**Q:** I have 1 disease cube and my resistance is at level 1. A WHO card states I must remove 4 disease cubes. By moving my resistance down 1 level, do I: A) save 1 cube? Or: B) reduce 4 to 3 which means I still lose 1 cube?

**A:** For each level of resistance, you may protect up to that many elements. So at level 1, you may protect 1 cube. Likewise, if you had 4 disease cubes, you would lose 3 but save 1.

### CITY ERADICATION:

**Q:** When a city is eradicated, what becomes of the player disease cubes?

**A:** The city is first scored (for 1st, 2nd & 3rd place) then the disease cubes are returned to each player. After that, the city's special action is taken by the player who triggered the event.

**Q:** Once a city card is wiped out and it's special action is taken (immediately or later) what is done with the card?

**A:** The city card is flipped face down on the table to show it has been eradicated.