

A close-up photograph of the Pandemic board game components. The board is a world map with city names like MADRID and ALGIERS. There are blue cubes representing disease cubes, a pink cube, and several cards. One card is yellow with a starburst icon and the word 'KINSHIP'. Another is red with 'SEOUL' and a circular icon. A third is white with a black and white striped pattern and the text 'FUNDED EVENT BORROWED TIME'.

PANDEMIC

In **Pandemic**, several diseases have broken out simultaneously all over the world! The players are different disease-fighting specialists whose mission is to treat disease hot-spots while researching cures for each of four plagues before they get out of hand.

- 2-4 Players
- 45 Minutes
- Ages 8+

Game Type

- Gateway
- Family

Game Mechanism

- Cooperative
- Hand Management
- Set Collection

Game Theme

- Medical

IF YOU LIKE THIS GAME, TRY
KING OF TOKYO!



Inventory

1 Rulebook

1 Gameboard

7 (plastic) Pawns (one color for each role)

6 (plastic) Research Stations

96 (plastic) Disease Cubes (24 for each color disease - black, blue, red, yellow)

6 Markers

-- 1 Infection Rate Marker

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-- 1 Outbreaks Marker

-- 4 Cure Markers (one for each color disease)

118 Cards

-- 7 Role Cards

-- 59 Player Cards

-- 48 City Cards

-- 6 Epidemic Cards

-- 5 Special Event Cards

-- 48 Infection Cards

-- 4 Reference Cards

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028 51 \$aZMG 71100 \$bZ-Man Games

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245 00 \$aPandemic \$h[game] / \$ca game by Matt Leacock ; artwork by Chris Quilliams.

264 1 \$aQuebec, Canada : \$bZ-Man Games, \$c[2012]

300 \$a1 game (1 game board, 7 pawns, 6 research stations, 4 cure markers, 1 outbreaks marker, 1 infection rate marker, 96 disease cubes (24 black cubes, 24 yellow cubes, 24 red cubes, 24 blue cubes), 59 player cards, 48 infection cards, 7 role cards, 4 reference cards, 1 rulebook) : \$bcardboard, wood, plastic, color ; \$cin box 30 x 22 x 5 cm

336 \$atactile three-dimensional form \$btcf \$2rdacontent

337 \$aunmediated \$bn \$2rdamedia

338 \$aobject \$bnr \$2rdacarrier

500 \$aFor 2-4 players.

500 \$aDuration of play: 45 minutes.

521 1 \$aAge 8 & above.

520 \$aIn this game, players collaborate as members of a disease-fighting team combating four deadly diseases. The team travels around the world to stop the infection and develop resources for the cures. Players win by discovering cures for the four diseases, but lose if they do not do so fast enough or if they fail to effectively keep the number of infections in check.

650 0 \$aEpidemics \$xGames.

650 0 \$aCommunicable diseases \$xGames.

655 7 \$aBoard games.

700 1 \$aLeacock, Matt.

999 \$aUMO

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