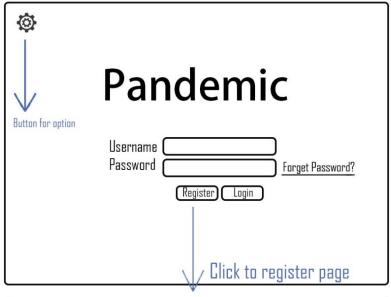
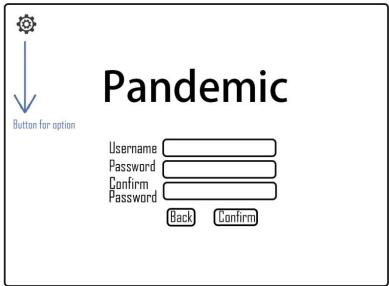
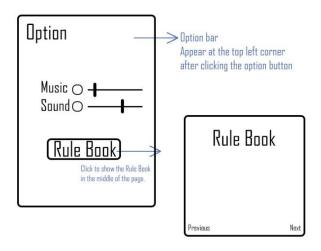
# **Pandemic**

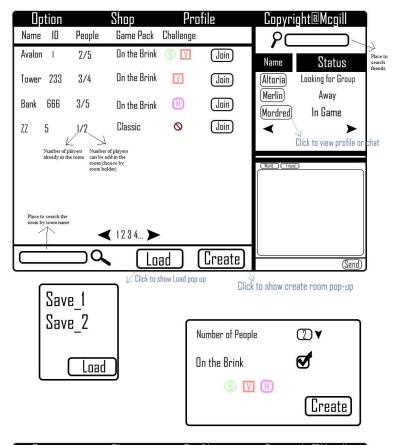
Loading.....

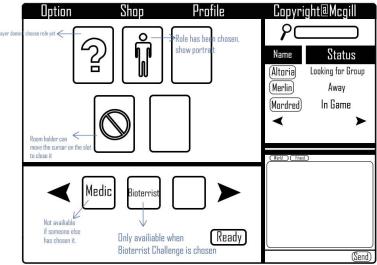
Appear when you load resource.



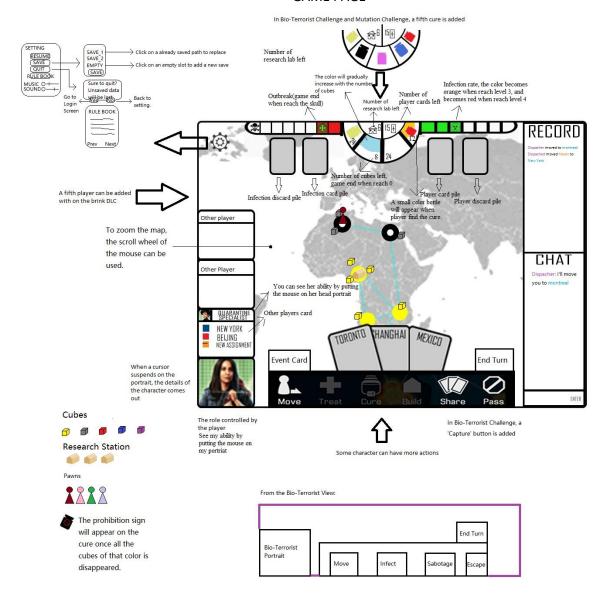




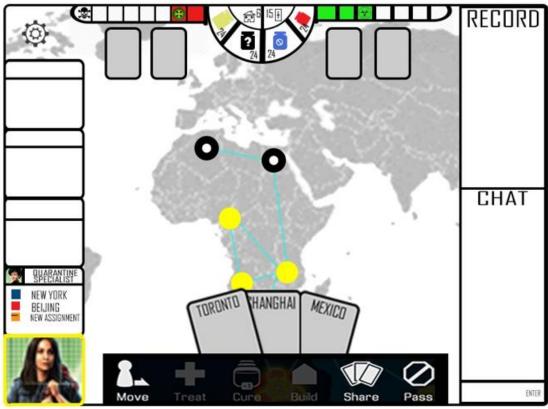




### **GAME PAGE**



# Making Turns





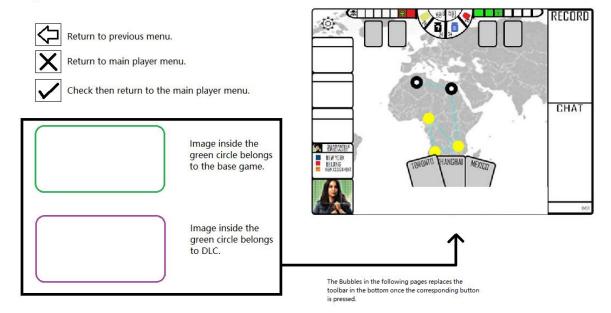
During the player's turn, the profile will be highlighted.

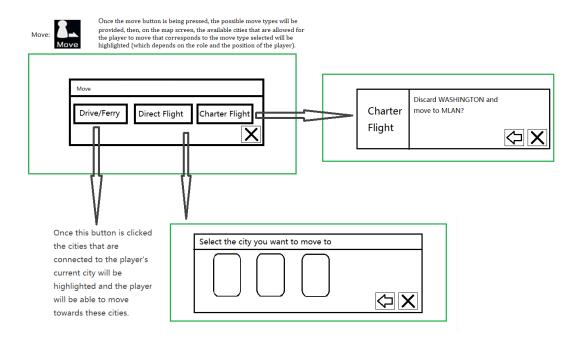


During other player's turn, all the above buttons will be grey and disabled.

### **ACTIONS**

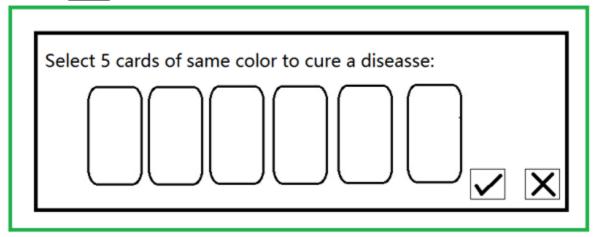
### Legends





Cure:

Once the cure button is pressed, the list of card will be shown, which allows the player to select the city cards that they want to discard in order to develop the cure (the amount of card needed also depends on the role of the player).



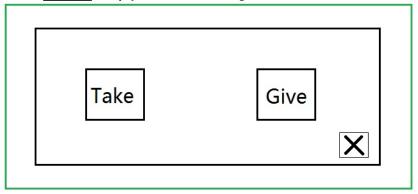


# Discrad Beijing to build a research station?

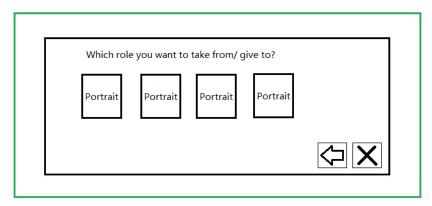
Once checked, the card is discarded and a research lab will apear on the corresponding position.



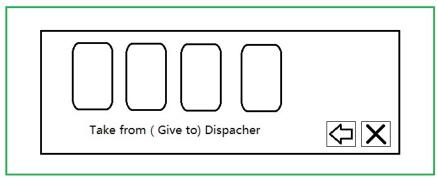
Once the share button is being pressed, the player has to first select the option of take or give. Then a list of available players will be shown. The player is allowed to choose among these players either to give or to get a card. Then once the player is selected, a list of cards will be provided for the player to select to take or to give.



If take/give is pressed:

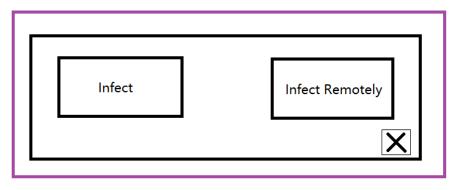


After one character is selected:

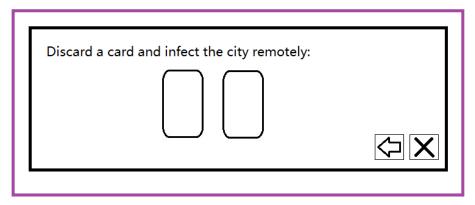


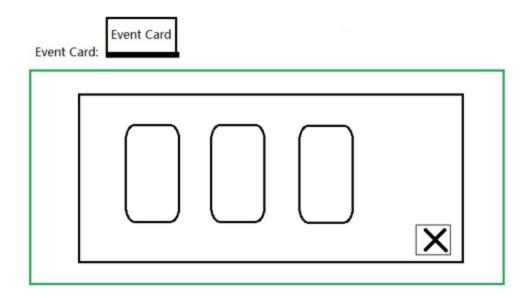
## Bio-terrorist:

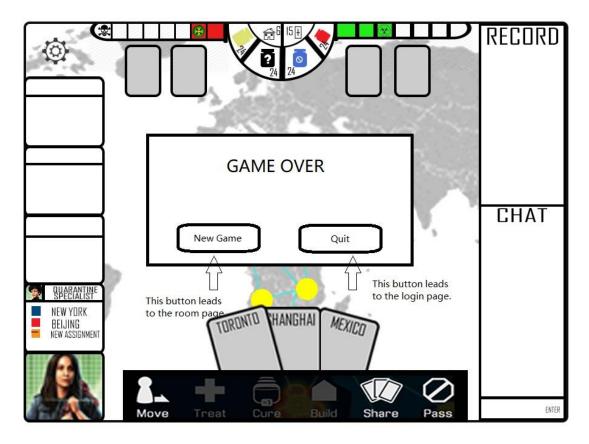
# Infect:



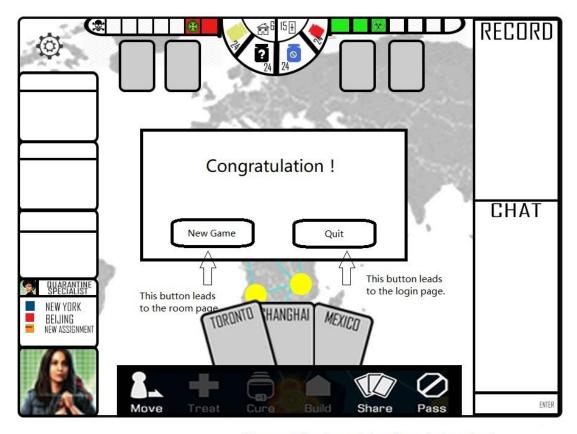
# Infect Remotely:







This page will be triggered when the outbreak bar reaches the end, or the player discard pile is empty, or any kind of cube is used up.



This page will be triggered when all cures has been found.