

Pandemic

Players: 2–4

Objective: Collaboratively discover cures for four diseases before outbreaks overwhelm the world.

Setup:

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Players choose roles with unique abilities.

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The board represents a world map with cities connected by routes.

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Disease cubes are placed on cities based on initial infection cards drawn.

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Gameplay:

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Players take turns performing actions such as moving, treating diseases, sharing knowledge, and discovering cures.

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After each turn, new infection cards are drawn, spreading diseases.

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Epidemic cards increase the infection rate and intensify outbreaks.

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Winning: Players win by discovering cures for all four diseases. They lose if too many outbreaks occur, disease cubes run out, or the player deck is exhausted.