1. **Discuss how the different game elements (components, rules, etc.) support the theme and the fiction. (João Henriques 81633)**

The game Pandemic, as the name indicates is about an epidemic, in this case of four diseases. The whole game is surrounded by this theme, can be played by two to five players, each one having a different role.

Each "role" has unique characteristics that if used well are the key to winning the game. Since this game is about saving the world from 4 deadly diseases, it makes sense that players play as a team against the board itself, this one also has lines between each city, which represent to which city the player can travel or which cities become infected in case of an "Outbreak", these lines recall the routes of the planes, which today is how most people travel, and represent a concern in spreading contagious diseases by different countries. Each set of cities has a color that represents the respective disease that this city may have, however in case of "Outbreak" a city can get a disease that "is not theirs". In other words, a blue city may be infected with a blue and a yellow disease at the same time, again this can also be seen in the real world, certain diseases are more propitious in certain countries, but with the increase of people infected and resistance the virus itself may appear in other countries. To cure a disease beyond having 5 cards of the respective color the player also needs to be in a research center. Just like in real life, the higher the number of outbreaks and the greater the number of people infected the more difficult the game becomes.

In this image you can see the board and the remaining content of the box, (the image was already taken in the middle of a game)

2. **Describe how the game accommodates the different player types and play styles.(Ricardo Sousa 94048)**

As it was mentioned in the previous question, Pandemic is a game where cooperation is essential to win the game. Although the learning curve is a bit steep for new players, anyone can get comfortable playing after a while. For players that are more casual, they'll have a certain challenge winning the game not only with the lowest number of epidemics but also the challenge to adapt to playing with other people in a way that they create a team to win this game. For the hardcore players they'll have a good challenge creating some strategies that not only are more efficient to clean the diseases in each town, but also doing so in the lowest number of turns winning the game the fastest as possible.

Now let's speak about play styles, if we examine this game we can verify that Pandemic is more appropriate for the "Analysts" play style, because being a cooperative game and seeing the huge amount of possible situations that could occur in the end of each turn, either being the possibility of drawing towns with enough diseases to cause an outbreak or drawing an epidemic card, it's necessary to do a more careful analysis not only for the current turn, but also the next and even the next two turns, only if possible, in a way to reduce the amount of danger that could come up on the end of the current turn.

3. **Define the experience and discuss how the design of progression supports the experience. (Lourenço Cortesão 94267)**

Pandemic offers a cooperative experience, where you must communicate and strategize with the other players, because each player has a different role you must utilize yours and the other's "powers" to accomplish the goal.

Whilst at the same time it offers an experience of rush and panic, this is accomplished by how bad the situation can get if you make a bad move or even if luck goes against you.

In Pandemic when you have an **outbreak** (when you have 4 cubes of the same color in 1 city) you move closer to the game's lost state, this is because when you reach the max number of outbreaks you lose, to not let outbreaks happen you must clean diseases before there is 4 pieces in the same city, this supports the cooperative experience as it "forces" the players to collaborate and have other players abilities in mind (for example the medic can clean all cubes when doing the treat disease action), whilst at the same time creating a sense of rush to the players, because you get closer to the game over state.

Other progression that happens in the game is the **infection rate** (number of infection cards a player must flip each turn), which works with the epidemic cards, where when you get an **epidemic card** the rate will increase. The design of progression here helps the cooperative experience, because you must strategize as a team as to control the situation as well as possible, you can utilize special cards to nullify cards or to choose which you flip in the next turns. Whilst parallelly to helping the cooperative experience it makes the panic and rush even more profound as if you don't manage the situation well you can lose in one fell swoop.

4. **Discuss the common gameplay strategies, dominance and counter-strategies**. (Afonso Figueiredo - 83416)

Since we have such harsh events that can end the game **[outbreak** - when the **8th** occur the team loses the game; **Infection Rate** - since you have to put cubes that represent the disease in the bord, you have always to be aware of the number of cubes left available to put, since whenever you get no cubes left to put in the bord you lose the game (this also happens with player cards)**]** each player has a different game role. Any player can choose 1 from the following list:

The player strategies should adapt to the team's different roles. If you have a **Scientist** you should have a **Researcher**, allows your team to trade cards and to put easily 4 cards in the **Scientist** to cure the all deseas faster! And to decrease the chance of accumulating 8+ cards and to discard up until 7.**Dispatcher** and **Operations Expert** (Revised) also make an awesome combo allowing to build all the Research facilities faster to teleport from each to another, and to move to anywhere in the map players with combo! **Medic,** for me, is the god, he allows to instantly remove all cubes from different diseases with 1 action or even none (Drive by) if you already cured them!