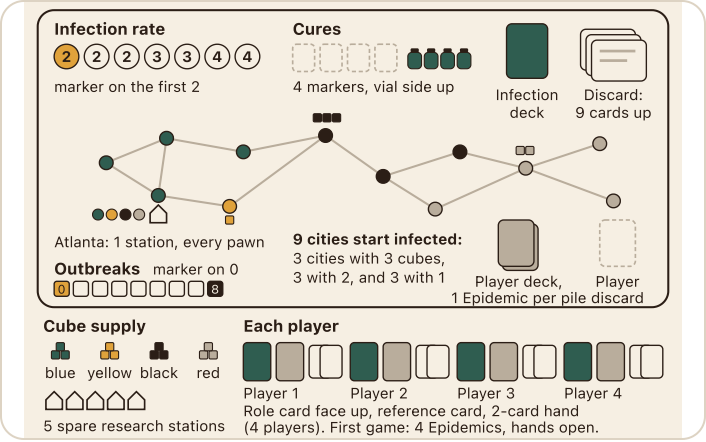
THE LUDARIUM · TEACH SHEET

Teach Pandemic in ten minutes

2 to 4 (official solo variant for 1) players · About 45 minutes · Ages 8 and up

The goal: Work as one team to discover cures for all four diseases before the world runs out of time.



On your turn

1. Do 4 actions: move, treat, build, share, or cure, in any mix.
2. Draw 2 Player cards. Resolve any Epidemic at once, then discard down to 7.
3. Infect: flip Infection cards equal to the infection rate. 1 cube on each city.
4. A 4th cube of one color means an outbreak: 1 cube on every connected city.

Three tips for your first game

1. The Infection discard pile is the future. After an Epidemic, those cities come back first.
2. Every flight spends a card you might need for a cure.
3. Each player decides their own turn. Advise, never order.

Setup

1. Research station and every pawn in Atlanta. Sort the cubes by color beside the board.
2. Outbreaks marker on 0, infection rate on the first 2, cure markers beside the board.
3. Flip 9 Infection cards: 3 cubes on three cities, 2 on three, 1 on three. Discard all 9.
4. Deal each player a role card and a reference card. Box the rest.
5. Starting hands, no Epidemics: 4 cards each for 2 players, 3 for 3, 2 for 4.
6. Split the rest into one pile per Epidemic, shuffle one into each, stack smaller piles at the bottom.
7. First game: 4 Epidemics, and play with every hand face up.
8. Highest city population in hand goes first.

Scoring

- No points. The whole team wins or loses together.
- Cure: discard 5 City cards of one color at any research station.
- After a cure, Treat Disease clears every cube of that color in your city.
- Cured with no cubes left on the board: eradicated. Its cities get no more cubes.
- Epidemic: raise the rate, fill the bottom card's city to 3 cubes (it outbreaks if it had any), reshuffle the discards on top.
- Lose: 8th outbreak, too few cubes of a color, or too few Player cards to draw 2.

Game end: You win the moment the fourth cure is found. You lose at once on the 8th outbreak, when a color's cubes run out, or when a player cannot draw 2 cards.

Free course: theludarium.com/academy/pandemic/

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