

Chapter 1 : The Pandemic Legacy Reset Kit - No Spoilers : boardgames

** Word and PDF versions of a sticker sheet you can print on Avery labels * A png file that shows how to divide up the sticker sheet into the organization packets. * Word and PDF versions of Rules Reminders cards to show when certain actions become available.*

Put things aside, instead of destroying them. Dossier doors Some doors had associated text in the door retainer with no clue as to which door number that text was coming from. Start of the campaign Reversible or not: This way nothing mixes with the rest. We photocopied the front side of the character cards and the last page of the manual. These are the only things you need to write on. The character card back sides have a simple table which we drew by hand a header and a single line. We also photocopied the sticker sheet minus the small stickers, see next paragraph. Small stickers We actually used the original small, repeating sticker and stuck them on the board e. But we never stuck stickers over existing ones: Some repeating stickers were not limited e. It was very easy to keep count of what resources we still officially had and which were only in stock because of sticker removal. For example, if you never lose a permanent research facilities in the first place, or never created six in total, you will never need to remember that six is the maximum. After the campaign it was a little tedious to peel so many panic level stickers off, but totally doable. We also put them back on some blank scrap plastic sheet instead of the original sticker sheet for practical and preserving reasons. Bigger board stickers There are only very few. Stickers which go on cards Those usually had a headline and some explanatory text. We used Post-Its and wrote only the headline on them. We kept the originals as reference. And we actually also made photocopies: We discarded the paper copy once the corresponding Post-It was on a card. Rule book stickers We used those as intended with one addition: This served only as reference for the final cover-up with Post-Its and can also be done later with the help of the PDF rule book. Surprise boxes Open them from the side for better reuse. You can also drop a note inside a single word was enough for us to undo their opening without the help of the Internet. Pawn actions The rule book discoveries are kept in sync with stickers for 4 action reference cards. We created only one self-made paper reference sheet with photocopied stickers. That was easy, fun and really enough. Final notes As the cards have labels, it was very simple to re-create the legacy deck. We put a Post-It over scratch fields on them. We also created a secondary legacy deck consisting of the pristine dossier doors left:

Chapter 2 : Pandemic: Legacy Review | Board Game Quest

Pandemic Legacy is not an add-on to Pandemic. It is a different game set in the same thematic universe. Think of it more like "the dice game" or "the role playing game" or "the card game".

This article contains full spoilers for Pandemic Legacy Season 1. Via a slightly indirect route which you can read more about in this other article, I found myself at Christmas with a copy of Pandemic Legacy Season 1, and a copy of Season 2. Ideally I needed to have finished playing through both by the first week of February. The board looked a lot like a standard Pandemic board, there were some noticeable changes – extra paths between cities and the like, but for all I knew these were standard in the 2nd edition anyway. I had the standard decks of player cards, infection cards, and actions, plus a few pawns, plenty of disease cubes, and the standard plastic markers. The legacy content was essentially hidden. There were lots of flat card dossiers with advent-calendar-style windows to remove, and 8 mini cardboard boxes, also sealed. The biggest change that I could actually see was a sheet of stickers. Characters in Pandemic Legacy can gain abilities or scars – stickers that are attached to their card giving them new powers or restrictions, diseases can mutate, and most interestingly at the outset, cities can panic. If it happens repeatedly, there should be consequences. In Pandemic Legacy, every time a city outbreaks, you raise its panic level by 1. As soon as you reveal the 2nd Epidemic card somewhere in the 2nd 5th of the player-deck, you start opening windows and find that things have changed. We failed our first game, with a string of chain-reaction outbreaks tearing through South America. The downside of victory is the impact it has on your funding. A normal game of Pandemic features a fixed number of events, based on player count. Funding felt like another sensible twist to make the campaign coherent, and to ensure that difficulty auto-corrects. Win or lose, after each game, you get to choose upgrades: In February, we found out that Yellow had mutated once more, meaning it could no longer be Cured or treated. At this point the game introduces quarantine tokens, which are a way to prevent disease being placed – they had been seen albeit in a different form in the On the Brink expansion for the original game, and function in a similar way to the water purification tokens in Pandemic Iberia. We made fairly limited use of the new elements, but still won this fairly comfortably at the first attempt, eradicating Black and Blue once more, and choosing to mutate them further. March added Military bases – new structures that could be built. March also added a second objective to complete: By the end of March, things were looking pretty good. We had starting research stations in Atlanta, Delhi and Cairo, and had mutated both black and blue to the point that a cure could be discovered without visiting a research station or spending an action. Our funding was now at zero, meaning we had no tools to prevent cities from being re-infected immediately after an epidemic struck, and strings of outbreaks were a concern. For this reason I decided to switch up my character, using the Quarantine Specialist instead of the Dispatcher. Apparently the mutated disease is causing violent outbursts in victims, as well as making their skin go see-through. Fading is permanent, so an outbreak from a faded city would turn the connected cities it overspilt into faded as well, meaning that we lost the whole of the West Coast of America, and Sydney. Against the odds, we sneaked a win in April, but with more outbreaks, and a lot of fading. Roadblock tokens on the bottom row In May things got nasty. Roadblocks were added to the game: We played May twice, each time with the Medic and the Quarantine specialist. We were now having to complete 3 objectives instead of 2, and though we managed to cure Black, Red and Blue, eradicating at least one of them, the 3rd objective eluded us. May was the first month failed altogether. Looking back we should probably have replaced the Medic with the Operations Expert or the Colonel. We now had permanent roadblocks separating Chicago from the west coast, and Military bases in New York, Essen and Bangkok, but Madrid had fallen to the fade, along with Sydney, the whole of Africa, and all but the north-east of the Americas. The faded was not something I was expecting – it was certainly a very big twist. The fact that the boundaries between regions were no longer fixed was definitely interesting, although I think the thematic implications were a bit macabre for my wife who needed a few days off after May. It also made the game noticeably harder, as any character starting their turn in a city with a faded figure suffered a scar. Given that we had no way to remove faded figures, this severely hampered our movement. Aside from the fact that it

made things harder, it just felt very fiddly. This was a slightly unusual mechanic – discarding cards to advance one cardboard token and hoping to catch up with a second token which is itself advanced by the appearance of Epidemic cards. We got fairly lucky with our first search, finding the virologist within 4 turns, well ahead of the first objective. The further we got into the year, the more searching became a big deal. Having found the virologist, there was an Immunologist to look for – this was a harder search to begin with, and we had a little bit of bad luck, meaning he got away from us during both attempts at August. Likewise, they felt too strongly pushed towards one individual city, rather than just an area, or a structure type. Quarantine, Road Blocks, military characters etc also borrowed fairly heavily from later expansions. Turns out it was all a big conspiracy – CodA was bio-engineered to facilitate a military coup, and one of your characters was working against you all the time. The bit that really fell flat though, was the traitor character. The fact that it was the Operations Specialist, who had built lots of Military bases added a bit of logic, but it still felt odd. It would have felt a lot more thematically coherent if you had to play a character until they died, and only then picked a new one. However, that would make it likely that one of you had been playing as a traitor for 6 months. Components Pandemic Legacy is a fairly expensive game compared with regular Pandemic, as well as being one which has been very highly rated, only recently giving up top spot on the BGG Rankings to Gloomhaven. You can read the full details here , but it certainly threw a lot of things up in the air. The biggest change, was that it meant I had to send the game back to Amazon. As such, our campaign stopped in mid-autumn. Ultimately, after I got my refund from Amazon, I never heard any more on the matter. I decided not to pursue things any further – by this point we were deep in our Season 2 campaign. A non-Legacy game mid-way through the year could be quite interesting- CodA non-treatable, upgraded infrastructure, but with rioting cities.

Chapter 3 : Gen Con Preview: Pandemic Legacy – Season 2 from Z-Man Games ****SPOILERS**** – Th

The Legacy Deck, which is the heart of the campaign-style play of Pandemic Legacy, is pretty easy to follow. The cards are numbered (bottom right corner), so you can put them back in order easily. The cards are numbered (bottom right corner), so you can put them back in order easily.

Pandemic is a cooperative board game for two to four players designed by Matt Leacock and originally released in by Z-Man Games where players work together to eradicate four different diseases spreading across the world. Each player takes on a role that gives them some special abilities, and each turn consists of a player taking a few actions moving around the board trying to stem the spread of the infection, getting a few resource cards or potentially triggering an Epidemic, then drawing several cards that represent cities where disease is trying to spread. Cubes represent the presence of disease in a city, but if a city ever tries to gain more than three cubes of one color, an Outbreak occurs, where instead of adding more than three cubes to that city, you instead place a cube of that color in each connected city on the board. This can lead to chain reactions that can be potentially game ending. The real ingenious mechanic of this game lies in the Infection deck. Every time an Epidemic card is revealed from the Resources deck, you take the discard pile of cities recently infected, shuffle it, and then place it on top of the Infection deck. This means that cities that were recently infected are now the most likely to be infected again. Pandemic is a fantastic game, easily one of the best cooperative games ever made. Quarterbacking aka the Alpha Gamer Problem is where one player in the group tends to dominate the game and effectively plays the game for everyone by telling each player what they should be doing on their turn. This can lead to some negative experiences if you play with people who have this tendency. Those complains are relatively minor, though, and overall Pandemic is an incredibly tense, enjoyable game. The Legacy system involves playing a game multiple times campaign-style where something about the game state changes or is retained between games. This involves a number of interesting events, like revealing secret envelopes that might change the rules of the game, permanently altering the board or your player abilities, or even tearing up existing game cards, never to be used again. You place stickers, write on the board with permanent marker, and the end result is that the game you end with after however many games you have to play the goal with 15 games for Risk: Legacy is both vastly different than where you started, and completely unique to your group. As soon as this was announced for Pandemic, I knew this was a Day 1 purchase. The only difficulty inherent in a game like this is, while not mandatory, you want to experience the game with the same group of people from start to end, so that you all participate in the same narrative together. Imperial Assault most recently, I am well aware of the scheduling challenge of getting four adults together to regularly play the same game. Legacy tells stretches over the course of a single year, January through December. Each month players play through a game of Pandemic. If the players win, they advance the story to the next month. If they lose, they get a chance to replay that month. If they lose that month again, they then automatically move forward. This means that to play through Pandemic: Legacy, players will be playing anywhere from 12 – 24 games of Pandemic to complete the story. Legacy, however, once you complete December, the story is complete, and you cannot replay the game. I suppose you could simply recreate the conditions of December with whatever surprises the game introduces that last month, but I personally feel like doing so would detract from the experience. This has made some people nervous, but consider this: I think once we complete our playthrough, I will be perfectly satisfied with putting it away or hanging our finished board up in my game room and feel like it was well worth it. I still own the original Pandemic, after all, if I want to scratch that itch. This is the top card in the Legacy Deck. The narrative in Pandemic: Legacy is driven by the Legacy deck. These cards may set up the story for the next month, instruct you to open secret compartments from a large dossier of hidden stickers and components, require you to tear up cards, or otherwise change the game rules or narrative as the story progresses. What I aim to do over the next few weeks is keep a case history of our playthrough of Pandemic: If you want to see what this experience is like, feel free to continue. Case History Game 1: January – Attempt One: Players begin the game by selecting their Role, and, if the Role is being played for the first time, naming the character, who is forever stuck with

that name. Presented here are the players and their selected Roles in turn order. This will change as we win or lose games. Each player in a 4-Player game receives two cards, at which point you split the Player Deck into 5 piles and seed in the Epidemic cards. We start off the game immediately in a bad way in the Middle East, drawing a rather large block of black cards in the setup stage and near a potentially massive chain of outbreaks in the area after the first Epidemic card is revealed earlier than expected. This triggers Dave taunting the Black disease as being the Zombie Plague a regular occurrence in Pandemic games for some reason. After triggering our second Epidemic, we reveal the first big surprise: The largest disease on the board has been identified as the disease strain C0dAa, which has the effect of making the Black disease currently running rampant through the Middle East both incurable and much harder to treat requiring two actions instead of one to Treat. Additionally, we were instructed to take the initial objective card declaring that we needed to cure all four diseases to win and tear it up, replacing it with a new card declaring we needed to cure the remaining three normal diseases now that C0dA was incurable. At the end each game, regardless of win or loss, the players can select two upgrades from a set of stickers provided with the game. We select a character upgrade for the Medic that allows them to cure diseases once per turn in a city adjacent to where they are, and place a permanent research station in Istanbul. Additionally, the funding changes based on whether you won or lost. Since we lost, our funding level was raised from 4 to 6, meaning we get to seed two additional Funding Action cards into the player deck. The big sticker sheet of stuff, including upgrades, panic level stickers, and scars. We also reveal an additional goal condition that says if we manage to win in January, we gain a bonus currently hidden in a scratch-out block until the end of February. January â€” Attempt Two: By the end of the third rotation through the players, we manage to research a cure for the Blue disease, and get it close to eradication. While we struggle to keep the Black disease at bay, problems start cropping up in both South America and Africa. Rather than push ourselves out around the world, we scramble to finish researching the cures. Dagin, our Dispatcher, manages to research the cure for Yellow now known as Walken Fever , and orders Dave, who has all the cards required to cure Red in hand, to travel to him in Atlanta so Dave can cure the Red disease at the beginning of his turn. Unfortunately, we trigger a double outbreak in Africa on the last Infection Card Dagin had to draw, so we lose again. For those familiar with Pandemic, this feels like a very familiar outcome, losing on the brink of victory. No special win bonus for us. At the end of the game, we decide to place two more permanent Research Stations, one in Hong Kong and one in Sao Paulo. Going into February, our Funding Level has now increased to 8, meaning the government has seen we did so poorly in fighting off disease that we are now going to have access to all eight currently available Funding Action cards. Hopefully that should give us more of an edge going into February. This is the board state following our abysmal beginning. One other concept that is unique to Pandemic: Legacy is the notion of panic. Now, every time a city outbreaks, you place a sticker next to the city to indicate that the panic level in that city has risen. A Panic Level of means the city has begun rioting. Research stations there are destroyed and can never be built there, and additionally, any player in a city when it outbreaks takes a scar. For those familiar with Pandemic, imagine never being able to play as the Medic again, ever.

Chapter 4 : After-action report: Pandemic Legacy (FULL SPOILERS) - Board Game Barrister, Ltd

Pandemic spawned various expansions and spin-offs, none more successful than 's Pandemic Legacy - a campaign version of Pandemic where you play through a year, and each game has permanent consequences for the rest of the campaign - stickers to add to the board and the rule-book, cards to scratch off or destroy.

Score This review is Put stickers on the board or on cards, rip up old components!!! Changes that will also make your copy of the game completely unique, because they are scripted in a way, but depend on player decisions and random events as well. You will be done with the game at some point. There are a limited number of plays in the box. The proponents hold against them that the Legacy system creates a previously unknown depth of engagement, a feeling that every decision really matters even beyond the end of this game. They say that you truly make a copy of a Legacy game your own. They are also right. The Stop Packet A lot of what will happen in a Legacy game is hidden at first, in boxes and envelopes, hidden from the players. Opening new components should always be a real surprise. That creates a completely new problem for us reviewers: Giving away the plot twists in a review seems unfair to future players, so we will not talk about the plot, only about rules and components you know from the start. So, after all this introduction, lets go. The basics of Pandemic Legacy are identical to good old Pandemic. In fact, if you have never played Pandemic before the rules recommend you ignore the Legacy bits for your first few games and play regular Pandemic, and then start the story when your comfortable with it. But let me just tell you the basics again. Up to four players, in the roles of disease experts, must travel around the world to fight four different diseases, represented by different colors of cubes. As with most cooperative games, Pandemic alternates between player actions and game events. On their turn, a player has four actions to use to travel around the world, treat diseases and use their hand cards to find a cure for a disease. Finding the cures for all four diseases is the only way to win Pandemic. That sounds easy, but is actually quite tough between a hand limit of seven cards, using the cards for long distance travel and to build research centers as well and the difficulty of trading cards with other players, which can only be done in the right location. And, of course, being distracted by having to cure people. Having hot spots is bad because you can only have three disease cubes of the same color in one city. If you have to add a fourth, you get an Outbreak instead and add one cube of that color to all cities connected to the one with the Outbreak. If one of them already has three cubes as well, you get a lethal chain reaction. Goals and Panic Getting back to Pandemic Legacy, then. There are eight black paper boxes with additional components and some sheets with closed, numbered doors behind which stickers are hidden. You will eventually open most or even all of those, and all of them add new things to the game. Next, there is a large stack of cards, marked with a large STOP sign. Those are the Legacy cards, the story of the game. Pandemic Legacy is played in 12 months, each month is one game. If you fail a month once, you get a second chance. If you fail again, you still advance to the next month. So, in theory, if you lose every single time, you can play Pandemic Legacy 24 times. Losing a game always means that you will have more special event cards for the next game, and they help a lot. Winning a game, on the other hand, gives you fewer special events for the next game because, as the rule book says, you clearly have the situation under control. The Legacy Deck tells the story for every month. You go through it from top to bottom, and the cards tell you when to advance. Usually at the start and end of a month, but sometimes things happen in the middle of a game, too. You will learn to fear the event marker that reminds you to open the next Legacy card! All those little secrets Finally, there is a large sheet with stickers, and since they are open from the start we can talk about them without fear of spoilers. A large part of the sticker sheet is taken up by Panic Level stickers. Whenever there is an Outbreak, the Panic Level in that city goes up one step, up to a maximum of five. Since the numbers are on stickers, they stay around for the next game. But at level Rioting you can not use a card for long distance travel to or from that city any more. Things get really bad at level 4 Collapsing when you have to discard a card for a regular move into the city and 5 Fallen when that effect goes up to two cards. Discarding two cards to enter New York, for instance, the only city in North America from where you can cross the Atlantic, will mess up your game forever. Being in a city when it falls is also one way to permanently kill a character. When that happens,

you rip up the character card. Instead, you will use a Civilian card without any special abilities. The other way to kill a character is to receive a third Scar. Scars are another set of stickers on the sheet, they are applied to a character card when the character is in a city while it has an outbreak. Scars give a character some permanent disadvantage, like a reduced hand limit or needing an additional card to research a cure. Make the World better That all sounds pretty grim, but there are some nice things, too. After every game, no matter if you won or lost, you get to apply upgrades. At the start, your options are: Mutating a disease, in this case, means a beneficial mutation that makes the disease easier to cure. You can only apply this upgrade to a disease that was eradicated in this game “ you had a cure and removed all cubes from the board ” and makes it easier to research a cure in the future. For a starting research station you apply a sticker to any city where you have a research stations in this game, and in the next game it will still be there. There is even more long term planning in these upgrades, and they sometimes make players take crazy risks to make future games easier: That is often followed by really bad things happening and you losing the game. While that is everything you know before your first game, there are many more things that will happen during your campaign. There will be more permanent changes to everything. You will learn actions beyond the basic actions you already know. You will change the world forever. The campaign has a steadily rising level of difficulty, some of it driven by your own decisions, but it never crosses the line from challenging into unfair. So if you ask what side of the discussion about Legacy games I stand on, let me say this:

Chapter 5 : Pandemic Legacy Season 1 (Red)

Unlike most games, which fully reset every time you play, Pandemic Legacy carries some elements forward from one game to the next. Decisions you make in game 1 will be there in game 2,3, and every game played with your copy of the game.

Your job is to keep four deadly diseases at bay for a year. New viruses, challenges, and surprises will come every month. Two to four people can play. One game takes about an hour. Pandemic Legacy is based on the now classical Pandemic and Risk: Legacy, the famous Risk spin-off that introduced the Legacy mechanics to the world of the board games. You are playing a campaign that consists of a string of separate games. Each game influences the following ones. During the campaign, everything is evolving, including your characters. They can get new skills or scars or even die. During the campaign, you will be making changes to the game itself: These changes are permanent. Decisions you take in each game affect the whole campaign. Some elements of the game will be hidden from you until you reach them in your game story. The number of games depends on you and varies from 12 to 20. One game is one month, and you have two chances to pass one month. There are apps both for iOS and Android to play Legacy. Blue vs Red You can buy Pandemic Legacy in two different editions: The difference between the two is in the color of boxes. Setup 1 Read the mission briefing When you are playing some month for the first time, draw cards from the Legacy deck until you reach card STOP. Read out the mission briefing and, if necessary, introduce new cards to the game. In each starting city, place a research station. In future games, other pieces might have to be placed here. Four cure markers go at the bottom of the disease tracking area. All current objectives have to be in the objectives area. Flip over three Infection cards. Place three disease cubes of matching colors on each of these cities. Repeat the procedure, but this time, place only two cubes on each city. Repeat the procedure again, this time placing only one cube on each city. You shuffle these cards with the City cards. Then the cards are dealt to players to form the initial hands. As you are playing in a team, keep your hand of cards faceup all the time. They take the corresponding reference and a pawn of their color. All characters start together at one of the research stations. Its owner will be the first player. Rules If you have never played classical Pandemic, it is recommended that you play a few games of Pandemic before you start playing using the Legacy mechanism. Each player turn consists of three steps. Do four actions Draw two player cards Infect cities All players take part in discussing what one should do and what the general strategy should be, but it is always the player whose turn it is who makes the final decision. Do four actions You can perform up to four actions. Select from the following options: If there are no more cards, your team has lost! If you have drawn an epidemic card, resolve it immediately and do not add it to your hand. Infect cities Flip over as many cards from the Infection Deck as the Infection rate currently is. To infect a city, place a disease cube of the city color into it. If there are three cubes already, do not place the fourth one. Instead, an outbreak happens. The rulebook has places for rule stickers to be added later on in the game. Game end If you meet all necessary objectives, you win the game. Your team loses if outbreaks marker reaches the last space on the track if you do not have enough disease cubes, or if you run out of cards. If you have won: Otherwise, move on to the next month your funding level is increased by two In either case, you get to choose two upgrades for your game.

Chapter 6 : Pandemic Legacy game review - The Glass Meeple

Pandemic Legacy by Z-Man Games has quickly become a household favorite! Players unite to defeat waves of diseases plaguing the Earth! Discounted now! (click for more).

Research stations are destroyed and cannot be rebuilt. If your character is in a city when it falls, it is lost. Each player begins game 1 by creating a character. To create a character: Select a Character card each one has different special abilities and give your character a name. These characters will carry through from game to game and they may become lost see below. You do not have to play the same character in every game. Scars Characters can be mentally or physically damaged over the course of play. Characters are scarred when they are in a city that outbreaks and may be scarred in other ways that will be noted in future rules. Whenever you must place a scar on a character that has no room for it, that character becomes lost. Lost Characters If you have to put a scar on your character and it has no more scar slots or if your character is in a city when it falls, your character is lost. When your character is lost, destroy rip up your Character card. It cannot be played in this or in future games. Discard all cards you have, take the Civilian card matching your pawn, and place your pawn in a city with a research station this may be your current city. If there are no research stations in play, place your pawn in Atlanta. If your character was lost during your turn, continue with your turn, keeping any remaining actions you have. Dispatcher The Dispatcher may, as an action, either: A card discarded for a Charter Flight must match the city the pawn is moving from. Generalist The Generalist has slots for 4 different character upgrades and gets 5 actions per turn. Medic The Medic removes all cubes, not 1, of the same color when doing the Treat Disease action. If a disease has been cured, he automatically removes all cubes of that color from a city, simply by entering it or being there. This does not take an action. The Medic also prevents placing disease cubes and outbreaks of cured diseases in his location. Researcher When doing the Share Knowledge action, the Researcher may give any City card from her hand to another player in the same city as her, without this card having to match her city. Setup You may notice that some steps are missing. They will be added later. Read the mission briefing and integrate new cards if any to the game. Separate the cubes by color into 4 supply piles. Place a research station in each city with a starting research station sticker. You begin the game with one in Atlanta. In future games there may be other pieces you place. Place the 4 cure markers, "vial" side up, at the bottom of the disease tracking area. Place all current objectives in the objectives area. Shuffle the Infection cards and flip over 3 of them. Put 3 disease cubes of the matching color on each of these cities. Flip over 3 more cards: You will place a total of 18 disease cubes, each matching the color of the city. Place these 9 cards faceup on the Infection Discard Pile. The other Infection cards form the Infection Deck. The Player Deck can have as many Funded Event cards as your current funding level. Your funding level is 4 for your first game. Shuffle these Event cards and City cards together and deal cards to the players to form their initial hands. Give cards according to the number of players: In Pandemic Legacy, players keep their hands faceup at all times. Prepare The Player Deck Divide the remaining player cards into 5 facedown piles, as equal in size as you can. Shuffle 1 Epidemic card into each pile, facedown. Stack these piles to form the Player Deck, placing smaller piles at the bottom. Give them the corresponding Reference card and pawn. Place their pawns at any one research station. Players will start their first game in Atlanta. All the characters must start together. Place any remaining character cards and pawns back in the box. If there are no research stations, players start in the ruins of Atlanta. Use Game Winning Bonus Winning a month will result in getting a bonus for the next month played. The group should use that bonus now. Begin Play Take all the pawns and blindly select one. That player goes first and play proceeds clockwise. Game Play Each player turn is divided into 3 steps: After a player is done infecting cities, the player on their left goes next. Players should freely give each other advice. Let everyone offer opinions and ideas. However, the player whose turn it is decides what to do. Your hand can have City and Event cards in it. City cards are used in some actions and Event cards can be played at any time. Actions You may do up to 4 actions each turn. Select any combination of the actions listed below. You may do the same action several times, each time counting as 1 action. Some actions involve discarding a card from your hand; all these discards go to the Player Discard Pile. A white line that goes off

the board "wraps around" to the other edge and connects to a city. Sydney and Los Angeles are connected. Direct Flight Discard a City card to move to the city named on the card. You cannot use Direct Flight in or out of a city that is rioting, collapsing, or fallen. Charter Flight Discard the City card that matches the city you are in to move to any city. You cannot use Charter Flight into or out of a city that is rioting, collapsing, or fallen. Shuttle Flight Move from a city with a research station to any other city that has a research station. Build A Structure Discard the City card that matches the city you are in to place a structure there. In January, the only structures you have available are research stations; more will come later. Take the structure from the pile next to the board. If all structures of a type have been built, you may take one from anywhere on the board and move it to your current city. Each city may contain one of each type of structure. Treat Disease Remove 1 disease cube from the city you are in, placing it in the cube supply next to the board. If this disease color has been cured see Discover a Cure below , remove all cubes of that color from the city you are in. If there are cubes from several cured diseases in a city, you must still Treat Disease once for each cured color to remove these cubes. If the last cube of a cured disease is removed from the board, this disease is eradicated. Flip its cure marker from its vial side to its " " side. The first time you eradicate a disease, invent a name for it, then write its new name on the board in the disease tracking area. Eradicating a disease also gives you the option to give it a positive mutation at the end of the game as one of your bonuses. Positive mutations may only be applied to diseases that were eradicated in the just-played game. Eradicating a disease is not needed to win. However, when cities of an eradicated disease are infected, no new disease cubes are placed there. Removing the last cube of a disease that is not cured has no effect. Share Knowledge You can do this action in two ways: The other player must also be in the city with you. Both of you need to agree to do this. If the player who gets the card now has more than 7 cards, that player must immediately discard a card or play an Event card. If you have the Moscow City card and are with another player in Moscow, you can give this card to that player. Or, if another player has the Moscow card and you both are in Moscow, then you can take it from that player. In either case, you both must agree before handing the card over. Discover A Cure At any research station, discard 5 City cards of the same color from your hand to cure the disease of that color.

Chapter 7 : Pandemic Legacy | fistfulofmeeples

Pandemic Legacy: Season 1 is a unique and epic cooperative game where your decisions in one game carry over into future games. Over the course of the campaign, you will open sealed packets, reveal hidden information, and unlock secrets that will change your world in unexpected ways.

This brings too many painful reminders of how that went wrong for us in January. With the knowledge that something bad will be happening mid-month, our plan is to focus on the same strategy that worked for us the last two games: Since we all feared Military Bases would be a much larger focus, I decide to play the new Operations Expert role, which allows me to create Military Bases without playing cards, and to charter military flights from there to anywhere in the world. I also decide to establish a Family Relationship with the Quarantine Specialist Buttersworth is her married name, apparently , which allows us to take an extra action if we start our turn in the same city as the other person. Aside from a little trouble early on with the initial problem cities, our game plan was working. Then we trip our second Epidemic. After resolving it, we draw the next Legacy card that tells us to our complete non-shock that things with C0dA have gotten worse. People infected by C0dAc are now basically translucent zombies. Since we achieved both optional goals, we scramble to finish researching cures to close out the game before any Faded figures can be placed. We actually manage to do it; no cities became Faded during April. We also decide to place a permanent Military Base in Khartoum to help combat the hordes we feel are coming next round. Faded are spreading faster than hoped. We must now complete three goals one of which must still be the research cures to the three curable diseases instead of two, and a new optional goal is added saying that we need to have seven faded cities under Quarantine at a single time. We are, however, allowed to play roadblocks, which are tokens that effectively prevent Faded from spreading across those connections, even during an Outbreak. This also prevents player movement along blocked connections. This means there are now more ways to add Faded to the board besides just the Infection Deck. One other new rule we received: If a player starts his turn in a city with Faded, he has to take a Scar. That could be very bad news, given Dagin and Nick need to be in those areas to try and keep them under control. The mission surprise from April with the new Briefing for May. Each circle on the bottom of the card indicates new stickers or cards to be opened at that time. Sorry about the glare. He establishes a Relationship with the Medic, now that Aaron was recently conscripted into the Military following the events of last month. Everyone else plays the same roles as last game. Our game plan is for Dagin to continue his Quarantine work, with Nick to join him in Europe to suppress the Faded that show up. Dave as Medic continues to travel a lot to try and keep things from getting too bad in any one area, and Adam as the Ops Expert again tries to use the military airlifting ability to place new Military Bases in each region to allow Dave faster travel around the world. This game starts on a bad note right away. Africa also teeters on Outbreak madness. Dave and I set to work, hopping around the globe, trying to keep things from getting out of hand, but new hotspots keep cropping up: Petersburg is a problem. Everything is too spread out. Dagin and Nick are working feverishly to tamp down the amount of Faded showing up and keep the region quarantined to prevent their spread, working out of our base in Istanbul. By the end of the month, only Istanbul and Karachi of the 12 Black-colored cities have not been infected by the Faded. We manage once again to cure Mortenson Syndrome early and eradicate it thanks to all our Positive Mutations. No one has more than two cards of any color other than Red, which we have already cured. We hit Epidemic after Epidemic. South America outbreaks, Africa outbreaks, and the formerly peaceful St. Petersburg descends into massive rioting. After Dave triggers the 5th and final Epidemic, he counts the cards left in the Player deck and realizes there are only eight left. Neither Walken Fever or Sad Pandaitis has been cured. Dagin has 4 Blue cards, Dave and Dagin have 3 Yellow cards a piece. Despair starts to set in. Riyadh is swarming with Faded; St. Nick takes his turn, and after passing his card to Dave, we again resolve infections. Riyadh is drawn and the Quarantine Zone is now gone. Dagin takes his turn, taking the last card needed from Nick and researches the cure to Sad Pandaitis, then passes Dave the card he needs. We flip Infection cards, and St. Petersburg Outbreaks for the third time this game , pushing us to 7 total Outbreaks. Essen is now poised to outbreak, and Johannesburg is also full, but no other Outbreaks occur.

With two cards left in the Player deck, Dave researches the cure for Walken Fever, and we escape the month with a win! As we all try to calm ourselves back down, we take stock of the shambles the world became during May. Petersburg is a mess, having triggered three successive Outbreaks this game alone. Any number of other mistakes could have easily cost us the win. The state of the board at the end of May. So, how much did the world change in the past two months? No Outbreaks occurred in the Black regions, a surprising outcome to be sure, and all the Positive Mutations have made a huge impact on Red, though it certainly came close a few times. Africa is in bad shape, and now the race is on between St. Petersburg and Cairo to see which city will collapse first.

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Note: Pandemic Legacy: Season 2 is a standalone game, and does not require that you own or even have played Season 1 or the original Pandemic. All of your hopes of saving the world depend on the decisions you make now.

In the meantime, the game has been receiving glowing reviews and has shot to the top of BoardGameGeek. So I finally popped open my copy in order to take a look at the goodness inside “ and yes, I took pictures to share with you. After lifting the lid, sitting right on top of all the other components, was something that immediately got me excited and highlighted a key difference from the original Pandemic: A sheet of stickers. As I said in my original post, the big deal with Pandemic Legacy is that different events trigger effects that carry over between games. These stickers keep track of those basic changes. A large portion of the sheet is dedicated to the status of cities. These stickers track the panic level in cities over the course of the year depicted in the game. But while the panic level stickers take up about half of the sheet, the other things found there might be even more interesting. Based on the upper left corner, most of these appear to be upgrades you, as a team, get to choose from at the end of each game. You have everything from valuable starting research stations to character upgrades and even disease mutations that make them easier to treat. It looks like some tough decisions are in store. These do have negative effects on the character, but the game straight up lays out the most intimidating thing about these: After the excitement of the sticker sheet comes the rulebook. I want to highlight the setup page because it is very reminiscent of the same page in the rulebook for the original Pandemic. Intriguing are the three spaces for new rule stickers. How will these stickers modify the game? What will trigger them? Will we be forced to choose between different stickers or will they just be automatically applied once certain conditions are met? I ask these questions because! Right below the rulebook was what has me the most excited about getting this game started: The sticker sheet was cool. In addition to being labelled Top Secret, which is always cool, just look at all of those hidden compartments. There are letters AND numbers! I can only imagine what will be behind all of them or what events have to take place for me to open one of them. After the dossiers we begin getting to some of the smaller components. Before I go any further, though, I just want to hover on this shot of the box for just a moment. You can see a couple of decks of cards off to the left, but do I see some slots for cards that might be added later on? Moving on to some of the individual components, of particular note here are the new character cards and the Legacy Deck, a new addition for Pandemic Legacy. Particularly interesting here, though, are the slots for relationships. The Legacy Deck is probably one of the biggest mysteries of the game thus far. I can assure you, though, that the game takes this particular component very seriously. The instruction manual is very explicit about reading these cards in order until being instructed to stop. Whatever ends up being in here, it seems to be important to the overall experience of the game. At this point the board is the only thing left in the box. Finally, we have the board. It might not be noticeable in the picture, but this board is significantly larger than the one from the original Pandemic. This is probably to accommodate the additions, the most obvious of which are the spaces for cards? I assume these spaces are reserved for mutations to the diseases. You might also notice the lines across it that seem to break the map into particular regions. Before even playing a month, just the thought of losing one of these characters forever has already got me more invested in this game than I am for almost any other game. His favorite games include Escape:

Chapter 9 : Pandemic Legacy Season 1 Red Board Game at calendrierdelascience.com

The first thing you'll do in Pandemic Legacy: Season 2 is make a character. I was handed a small sticker sheet with six pictures, four roles and a small selection of scars.

August 18, Author: Alexander 3 Comments You can take a look at our video review of Pandemic Legacy: Season 1 by clicking [here](#). Season two has been one of the most hotly anticipated games recently and we finally had the opportunity to demo it at GenCon I took a lot of pictures so this will be more a photo essay than anything in order to whet your whistle and show you what this game looks like. Season 2 Each demo was approximately 30 minutes long, and it played the entire first game. The major thing to start off with this game is that it is set 71 years after the events of Season 1. That should tell you a few things. Firstly, your beloved characters are long dead. And thirdly, the artwork and style has changed to reflect that. The backstory of the game was contained in a neat little card, but the actual characters you have tell a lot more of the story. You can see below the character avatar stickers you put on your sheet. The artwork is really cool, and wildly different from Season 1. The art style reminded me of many post apocalyptic style games, and this is one of those. The jobs have slightly different nuances to them which relate to the new series of actions each character can take on their turn. This is the character sheet. It has four other slots outside of your job, presumably for upgrades or scars. Of special note is the box in the bottom left, which has a spot for you to write the place of death which is somewhat foreboding and I love it! That means you can do them as many times as you want during your turn. The map starts with three cubes on each space, and the infection deck spreads a green coloured plague. Each infection card removes a supply cube which represents waning medical and food supplies for survivors to protect themselves. As you can see the starting map is made up of just the Atlantic ocean and the coastal cities. The cards in the player deck and the infection deck are all very limited in the locations they can show. The same number of cards are present, but the board only has cities that can be infected. Green plague cubes are placed in a city if the infection card of that city is drawn and there are no supply cubes present. It simply counts the 8 green plague cubes. If ever all 8 are on the board you immediately lose. There was also no way to combat or remove the green cubes in the prologue game. The game was neat, over all. One card enabled you to produce not 1, but 3 cubes with the production action. There was also an OR option on that card with a blank space that was perfectly sized for a sticker.. Like a moron though I forgot to get a picture of it. The prologue ended when you built two supply depots, which we were able to do without ever seeing a green cube on the board! If you like Season 1, then this will probably be right up your alley! The most exciting thing about this game is the inland exploration. What does the world look like now? We played 18 games in season 1 yes we lost our share of months! But for Pandemic fans, the wait is nearly over! This one will be on shelves sooner than you think!