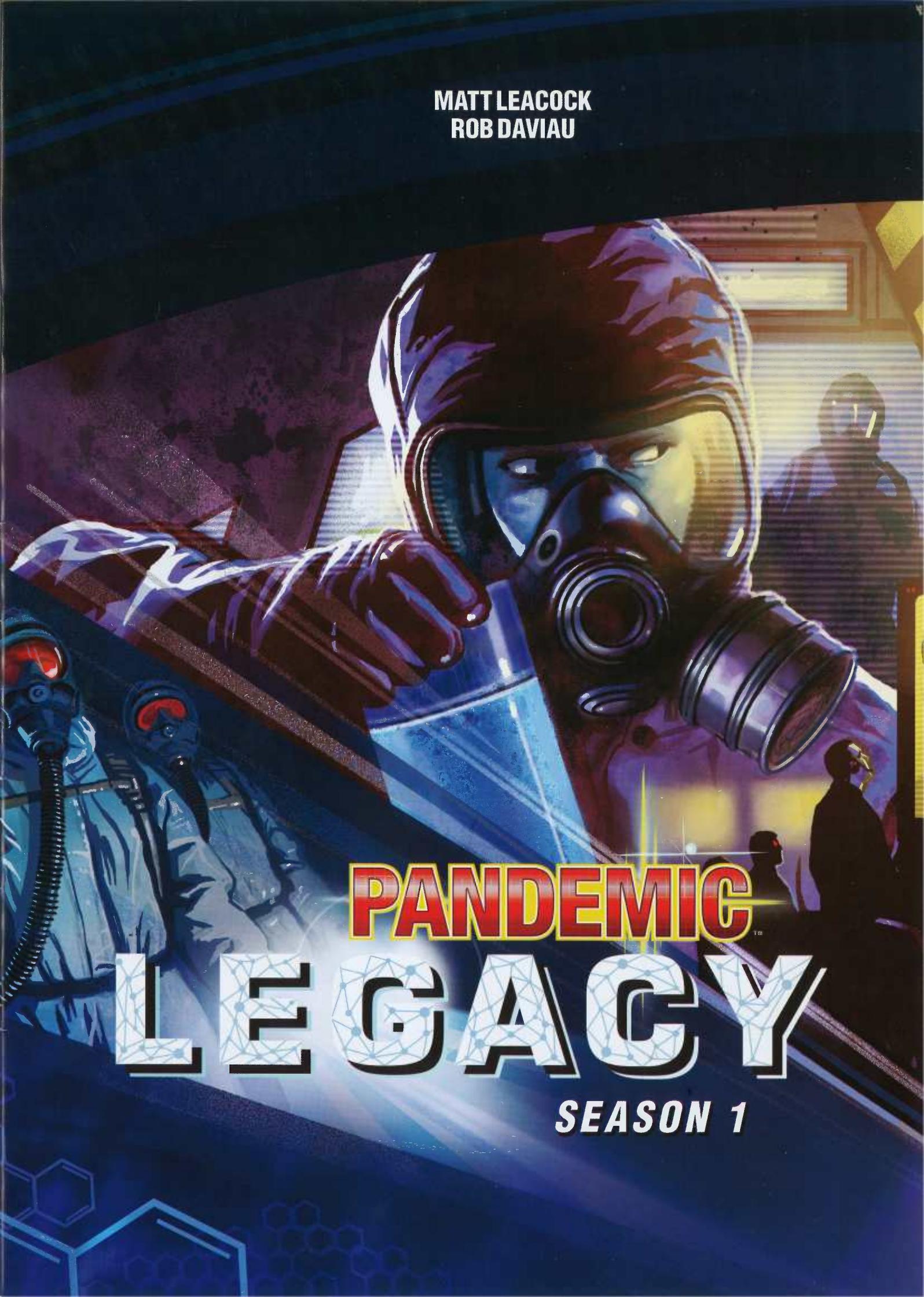


MATT LEACOCK  
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**PANDEMIC**  
**LEGACY**  
*SEASON 1*

# PANDEMIC LEGACY

SEASON 1

by Matt Leacock and Rob Daviau

*The world is falling apart. Four diseases are sweeping the planet and your team is on the front lines.*

*Worse yet, one disease has shown signs that it may become resistant to any treatment.*

*Pandemic Legacy is a cooperative game where all players must work together to develop cures and prevent disease outbreaks, before 4 diseases contaminate humanity. You will all win or lose together.*

*Can you survive the year and save humanity?*

## STARTING CONTENTS



5 Character cards



4 Pawns



61 Player cards  
(48 City cards, 5 Epidemic cards, 8 Event cards)



4 Reference cards  
(one per player color)



48 Infection cards



62 Legacy cards



4 Civilian cards



5 Dossiers and  
1 Sticker sheet



4 Cure markers

Eradication  
"0" side



1 Infection rate marker



1 Reminder token



1 Outbreaks marker



96 Disease cubes  
24 in 4 colors



1 Board



6 Research stations

1 Package box with 8 numbered packages

You will need a pen. It is not included in this box.

# OVERVIEW

## HOW DO YOU PLAY A LEGACY GAME?

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. Different groups will make different decisions and will have a different experience. What results is a game unique to the group that plays it.

Sometimes you will write on parts of the game. Sometimes you will put stickers on cards or the board. Sometimes you will even destroy (tear up) a card. These changes are permanent.

Also, at the end of each game, the group will make two Game End Upgrades to prepare for future games. You will put stickers on the board, cards, and character.

As you play, you will learn about other ways the game will change.

Also, some elements of play are hidden and sealed off before your very first game. As you play, you will find instructions that tell you when to open these packages. Do not open the packages in the box until you receive instructions to do so. The dossiers also contain hidden information that will be revealed as you play.

Some rules, labeled A through Y, are missing throughout this rulebook. As you play, you will gain these missing rules and stick them into the rulebook. From that point on, the rules will be permanently changed.

## IF YOU'VE NEVER PLAYED PANDEMIC...

We recommend that you play a few games without any of the special "Legacy" rules to get a feel for the decisions you will have to make.

Read this rulebook then play without using the following rules:

- Game Months, Legacy Deck, Dossiers
- Objectives, Funding, Game Calendar, Panic Level
- Scars and Lost Characters
- Game End Upgrades

The object of these warm-up games is to cure four diseases before any of the game-losing conditions are triggered (noted on page 14 of these rules). You should play at least two games this way to get a feel for the game before adding the additional rules.

## IF YOU HAVE PLAYED PANDEMIC...

You will see that game 1 of Pandemic Legacy plays like Pandemic with a few changes, explained in the next few pages.

## WHAT STAYS AND WHAT GETS RESET?

Writing on the board, putting stickers on the board or on cards, and possibly tearing up or destroying components are permanent changes.

In all other ways, the game resets for the start of each game. The pieces on the board, cards in hand, outbreaks, etc. all start fresh.

## GAME MONTHS

Pandemic Legacy is broken into 12 months, starting with January.

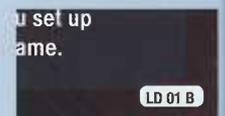
If your group succeeds in a month, you move on to play the next month. If you fail, you get one more chance to succeed in the current month. Start a new game with the current set of rules and objectives for the month you just lost. If you lose again, you must move on to the next month for your next game.

## THE LEGACY DECK

The Legacy Deck contains cards that will describe what happens over the course of the game's 12 months. It is arranged in a specific order—**do not look through or shuffle these cards**. At the start of a game, draw the cards and read them one at a time, until you get to a card that says STOP on the back. This card will tell you when to continue drawing from the deck, which might be mid-game, at the end of a game, or at the start of the next month. The Legacy Deck is a one-way trip. Even if you repeat a month, do not put Legacy cards back. The tray was designed with two spaces for used Legacy cards: one for the used cards, the other for cards that will be used in future games.

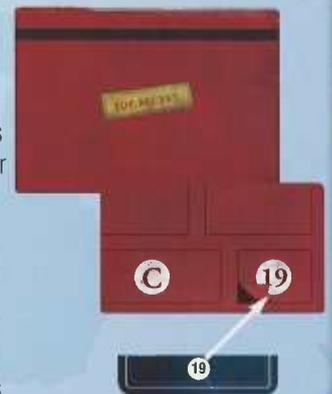
If the Legacy Deck becomes scattered, have someone who is not playing the game put the cards back in order using the numbers in the corner of each card. Shown to the right is the first Legacy Deck card (LD 01 B).

To ensure this does not happen, once you've removed it from its packaging, **leave the Legacy Deck in the storing tray**.



## THE DOSSIERS

The five dossiers contain the stickers that will go onto the game. As you go through the Legacy Deck, you will come across cards that have dossier numbers or letters on them. When you do, open up—and tear off using the pre-cut corner—the dossier doors matching the numbers (or letters) on the card, **one at a time**, resolving each one before opening the next. Some of these dossier doors will contain one-time stickers. Others will create a card that will be used from time to time in future games.



## THE PACKAGES

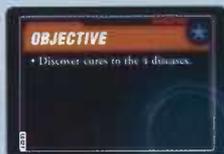
There are eight packages in the game. As you play through the game, yellow boxes will instruct you to open specific packages.

Important: Before your very first game, place the Open Package 8 sticker next to door 8 of the package box.

# OVERVIEW

## OBJECTIVES

At the beginning of each game, you will have an objective (or objectives) you need to complete in order to win. The number of objectives needed to win in a month is shown on the board for that month.



If an objective is marked as **mandatory**, it must be completed in order to win. You do not need to decide which other objectives you are trying to accomplish at the beginning of any game; you may wait to see how the game unfolds.

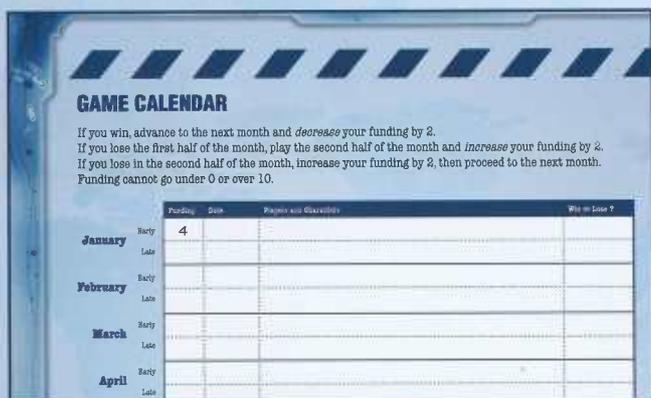
Some objectives will remain in play until the group completes them; others will expire at the end of a particular month. As the year unfolds, new objectives will be introduced.

## FUNDING

At the beginning of each game, you will add Funded Event cards (of the group's choice) to the Player Deck equal to your Funding Level. Your Funding Level is 4 at the beginning of the first game in January but will go up and down from game to game. The minimum funding is 0 and the maximum is 10.

## GAME CALENDAR

Use the game calendar to record your progress, wins and losses, players involved, and your current Funding Level. The game calendar can be found on the back cover of this rulebook.



## REMINDER TOKEN



This token is used occasionally during games to remind players to remember something.

## THE GAME BOARD

### REGIONS

The board is broken up into six regions, each roughly equivalent to a continent. These will come into play later.

### OBJECTIVES SECTION

In one corner of the board is a section where objectives are placed. January will start with one objective. Other objectives will be added and removed in future months.

### DISEASE TRACKING AREA

Use this area of the board to apply changes to any of the four diseases.



### PANIC LEVEL

Cities are panicking as these diseases take hold. Whenever an outbreak occurs in a city, its panic level will go up by one. The first time a city panics, place the level 1 sticker (unstable) in the panic level sticker box near the city. After that, place the next numbered sticker over the previous one (level 2, then level 3, etc.). The effects of panic levels are shown below. *These effects are cumulative.*

LEVEL	STATE	EFFECT
	<b>Unstable</b>	No effect.
	<b>Rioting</b>	Players cannot take Direct Flights or Charter Flights in or out. Research stations are destroyed and cannot be rebuilt.
	<b>Collapsing</b>	Discard 1 card of the city's color to enter this city with the Drive/Ferry action.
	<b>Fallen</b>	Discard an additional card of the city's color to enter this city with the Drive/Ferry action (for a total of 2 cards). If your character is in a city when it falls, it is lost. See Lost Characters on page 5.



By placing the level 2 panic level sticker, the city's panic level goes from unstable to rioting.

## CHARACTERS

Each player has a specific character with special abilities to improve the team's chances. 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.

*RULE STICKER A  
will go here*

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. When this happens, choose an available scar and add it to your character's card. 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.

## CHARACTER REFERENCE

Refer to this section after you've learned how to play the game for fine points regarding each of the characters.



### Dispatcher

The Dispatcher may, as an action, either:

- move any pawn, if its owner agrees, to any city containing another pawn, or
- move another player's pawn, if its owner agrees, as if it were his own.

The Dispatcher can only move other players' pawns; he may not direct them to do other actions, such as Treat Disease.

When the Dispatcher moves a player's pawn as if it were his own:

- use the Dispatcher's scars and upgrades, not those belonging to the character he is moving,
- cards that need to be played or discarded (for Direct and Charter Flights or to enter a collapsing or fallen city) come from the Dispatcher's hand. 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. The Medic's automatic removal of cubes also happens during other players' turns.



### Scientist

The Scientist needs only 4 (not 5) City cards of the same disease color to Discover a Cure.



### 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. The transfer must be *from* her hand to the other player's hand, but it can occur on either player's turn.

# SETUP

You may notice that some steps are missing. They will be added later.



## 1 Read the Mission Briefing

When playing a month for the first time, draw cards off the top of the Legacy Deck until you reach one that says STOP. Read the mission briefing and integrate new cards (if any) to the game.

## 2 Set out the board and pieces

Put all structures (initially you'll only have research stations) nearby. 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.

## 3 Place outbreaks, cure markers, and objectives

Place the outbreaks marker on the "0" space of the Outbreaks Track. Place the 4 cure markers, "vial" side up, at the bottom of the disease tracking area. Place all current objectives in the objectives area.

## 5 Select Funded Events, add them to the deck, and deal out Player cards

As a group, decide which Funded Event cards are going into the Player 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:

# of players	Cards
2-player game	4
3-player game	3
4-player game	2

In Pandemic Legacy, players keep their hands faceup at all times.

## 6 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.

## 7 Select Characters and Starting Location

Have each player select a character and player color. 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.



Outbreaks Marker

Outbreaks Track



Cure markers

Disease Tracking Area



Stack

Shuffle

