PANDEMIC PUZZLES

"Identity Crisis"
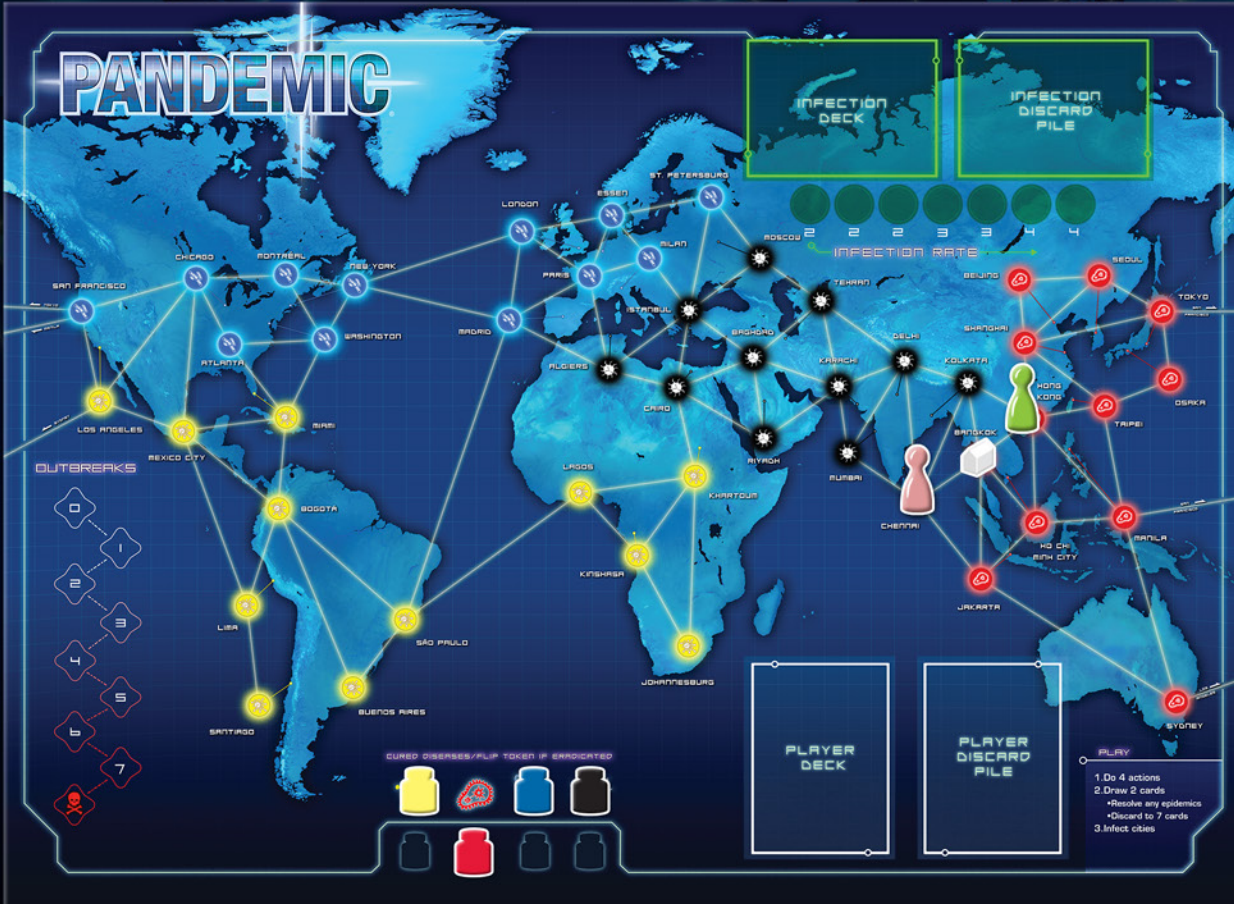
Using standard Pandemic® rules, how can you complete the following scenario?

GOAL: Cure RED by the end of the Epidemiologist's turn.
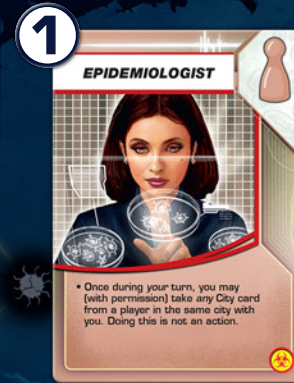
It is the Epidemiologist's turn...

SET-UP:
Infection Rate: N/A
Outbreaks: N/A
Cures Found: N/A

INFECTED CITIES:
NONE

STARTING LOCATIONS:
Epidemiologist: Chennai
Operations Expert: Hong Kong

① EPIDEMIOLOGIST
- Once during your turn, you may (with permission) take *any* City card from a player in the same city with you. Doing this is not an action.

KOLKATA
ESSEN
MONTRÉAL
TOKYO
JAKARTA

EVENT NEW ASSIGNMENT
Play any time. Not an action.

Select a player. This player may swap their Role card with any one of the unused Roles.

② OPERATIONS EXPERT
- As an action, build a research station in the city you are in (no City card needed).
- Once per turn as an action, move from a research station to any city by discarding any City card.

CHENNAI
HONG KONG
SYDNEY
BEIJING

MEXICO CITY
MEXICO

PANDEMIC

INFECTION DECK

INFECTION DISCARD PILE

INFECTION RATE 2 2 2 3 3 4 4

OUTBREAKS
0 1 2 3 4 5 6 7

CURED DISEASES/FLIP TOKEN IF ERADICATED

PLAYER DECK

PLAYER DISCARD PILE

PLAY
1. Do 4 actions
2. Draw 2 cards
   • Resolve any epidemics
   • Discard to 7 cards
3. Infect cities

Enlarged cards for reference on next page.

Enlarged cards for reference.

ACTIONS

DRIVE / FERRY
Move to a city connected by a white line.

DIRECT FLIGHT
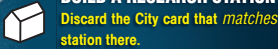Discard a City card to move to the city named on the card.

CHARTER FLIGHT
Discard the City card that *matches* the city you are in to move to *any* city.

SHUTTLE FLIGHT
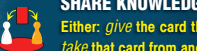Move from a city with a research station to any other city that has a research station.

BUILD A RESEARCH STATION
Discard the City card that *matches* the city you are in to place a research station there.

TREAT DISEASE
Remove 1 disease cube from the city you are in. If this color is *cured*, remove all cubes *of that color* from the city.

SHARE KNOWLEDGE
Either: *give* the card that *matches* the city you are in to another player, or *take* that card from another player. The other player must also be in the city with you.

DISCOVER A CURE
At *any* research station, discard 5 City cards of the same disease color to cure that disease.

MEDIC

- Remove *all* cubes of one color when doing Treat Disease.
- Automatically remove cubes of cured diseases from the city you are in (and prevent them from being placed there).

EPIDEMIOLOGIST

- Once during *your* turn, you may (with permission) take *any* City card from a player in the same city with you. Doing this is not an action.

OPERATIONS EXPERT

- As an action, build a research station in the city you are in (no City card needed).
- Once per turn as an action, move from a research station to any city by discarding any City card.

EVENT NEW ASSIGNMENT
Play any time. Not an action.

SELECT A PLAYER. THIS PLAYER MAY SWAP THEIR ROLE CARD WITH ANY ONE OF THE UNUSED ROLES.

DISPATCHER

- Move another player's pawn as if it were yours.
- As an action, move any pawn to a city with another pawn.

Get permission before moving another player's pawn.

SCIENTIST

- You need only 4 cards of the same color to do the Discover a Cure action.

RESEARCHER

- You may give *any* 1 of your City cards when you Share Knowledge. It need not match your city. A player who Shares Knowledge with you on their turn can *take* any 1 of your City cards.

Additional Role Cards provided for use of "New Assignment" Event Card.
Continued on next pages.

CONTINGENCY PLANNER

- As an action, take *any* discarded Event card and *store* it on this card.
- When you play the stored Event card, *remove it* from the game.

Limit: 1 Event card on this card at a time, which is not part of your hand.

QUARANTINE SPECIALIST

- Prevent disease cube placements (and outbreaks) in the city you are in and all cities connected to it.

ARCHIVIST

- Your hand limit is 8 cards.
- Once per turn, as an action, you may take the City card that matches the city you are in from the Player Discard Pile into your hand.

CONTAINMENT SPECIALIST

- When you *enter* a city with 2 or more disease cubes of the same color, remove 1 of them.

FIELD OPERATIVE

- Once per turn, as an action, you may move 1 disease cube from the city you are in onto this Role card.
- When you Discover a Cure, you may replace 2 of the needed City cards with 3 cubes of the cure color from this card.

GENERALIST

- You may do up to 5 actions each turn.

TROUBLESHOOTER

- Start your turn by looking at as many Infection cards as the current infection rate.
- When you do a Direct Flight, *reveal* the City card used (but do not discard it).

COLONEL
Use only with quarantines; use all 6 quarantine markers

- When you enter a city with a "1" quarantine marker, flip it to its "2" side.
- As an action, you may discard a City card to place a quarantine marker in *any* city.

Additional Role Cards provided for use of "New Assignment" Event Card.

FIRST RESPONDER
- As an action, you may move to any city with a research station.
- Immediately after an Epidemic, you may – out of turn – move to the epidemic city and Treat Disease there (before Infections).

PHARMACIST
- As an action, reveal a City card to Treat Disease (or Distribute Vaccine) there.
- As an action, remove 1 cube of a *cured* disease from any city to the supply.

VETERINARIAN
Use only in Hinterlands challenge
- As an action at a research station, you may move to any Hinterlands space.
- In a Hinterlands space, remove 2 cubes of an uncured disease when you Treat Disease.

GENE SPLICER
- You may Discover a Cure at a research station – in a city *of the color being cured* – by turning in 2 City cards of the cure color, plus 1 City card each of the 3 other (standard) disease colors.

FIELD DIRECTOR
- You may Treat Disease in a city connected to the city you are in.
- Once per turn, you may (with permission) move another player's pawn in your city, or a city connected to it, by Drive/Ferry. Doing this is a free bonus action.

VIROLOGIST
- When you Discover a Cure, you may discard 2 City cards of the same color to replace 1 City card of the cure color.
- As an action, discard a City card to remove 1 cube of its color from any city, returning it to the supply.

LOCAL LIAISON
- Once during *your* turn, as an action, you may give a City card that matches the *color* of the city you are in to a player in any city of the *same* color.
- **Lab Challenge**: once per turn, at a research station, you may either Characterize a Disease or Test a Cure as a free bonus action.

PILOT
- You cannot do movement actions (Drive/Ferry or flights), nor build research stations.
- You may, as an action, *fly* to any city within 3 connections of the city you are in, skipping cities in between. You may (with permission) take 1 other pawn with you.

WARNING!
THE NEXT PAGE CONTAINS THE SOLUTION TO THE PUZZLE.

SOLUTION

THE EPIDEMIOLOGIST'S TURN:

1. Drive/Ferry to Bangkok.
2. Drive/Ferry to Hong Kong.
- Using the Epidimiologist's ability, take the Mexico City card from the Operations Expert (with their permission of course). This is not an action.
3. Drive/Ferry to Bangkok.
- Play the New Assignment Event Card. Choose the Gene Splicer as your new role.
4. At the Research Station in Bangkok make the cure for RED with 2 red cards, Mexico City (yellow), Kolkata (black), and 1 blue card from your hand.