

## Hemispheres

### 2-Board Variant Rules

## Overview

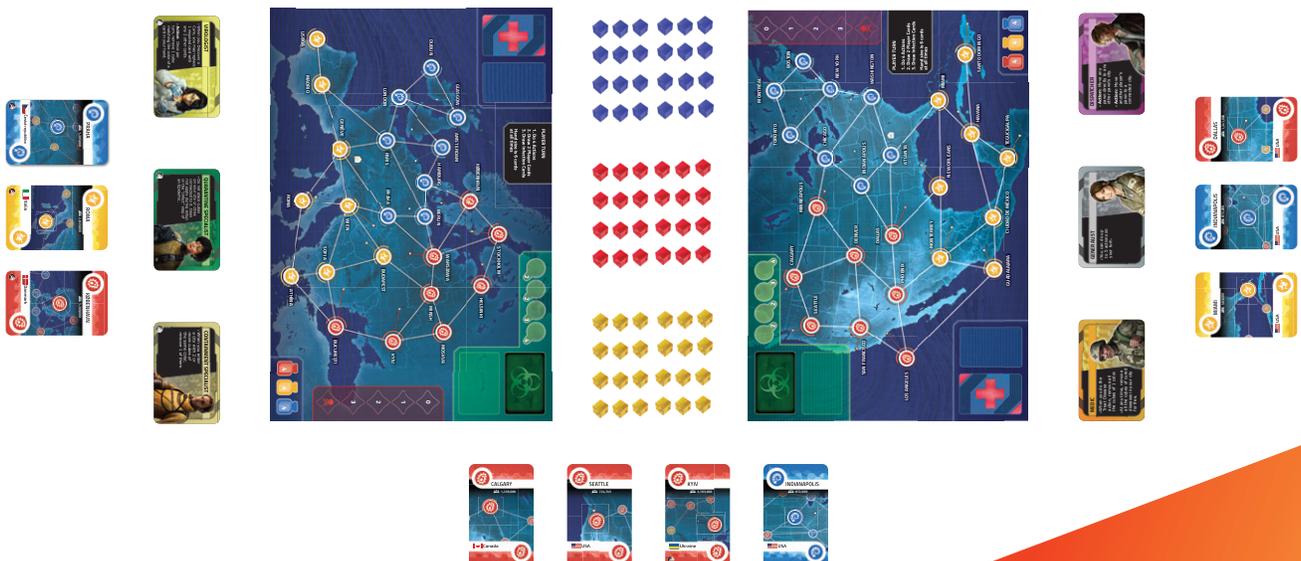
In Hemispheres, 2 players combine 2 different sets of **Pandemic: Hot Zone** to create an exciting shared challenge. Each player manages a disease fighting team and travels across both game boards to assist in treating disease and discovering cures. To win, players must cure all 3 diseases on both boards before losing on either board. Good luck!

**Important:** Two different **Pandemic: Hot Zone** sets are required to play, and both players should be familiar with **Pandemic: Hot Zone** rules and strategy.

## Setup

Players can sit opposite or next to each other as they find convenient. Each player selects one **Pandemic: Hot Zone** set as their home board and fully sets up a game on it with the following changes:

- Each player deals 3 Character cards from left to right in a row in front of themselves and takes the matching pawns to form a team. All 3 team characters share that player's (single) hand of cards. Place an unused pawn on the leftmost Character card to indicate the character taking the first turn for that team. (Not all characters can be used in Hemispheres. See Fine Points on page 4.)
- When preparing the Player cards for each set, remove the Event cards and shuffle the City cards. Deal 3 City cards to form a team's initial hand and set 2 City cards aside (for the next step). Then, shuffle the 4 Event cards with the remaining City cards. (Players' hands won't include Event cards at the start of the game.)
- Take the 2 cards set aside by each player and combine them to form the initial archive.
- Take 12 cubes of each color from each set and combine them to form a supply of 24 cubes of each color. These cubes are shared by both sets. Return the other cubes to their boxes. Then perform the rest of setup for each game normally.
- Choose a player to take the first turn.



## Playing Hemispheres

Hemispheres essentially plays as two contemporaneous games of **Pandemic: Hot Zone** in which the players must cooperate with each other to discover all three cures on both boards. Each player's pawns can travel across both boards, assisting each other with treating diseases, sharing cards, and any other actions or strategies as needed. All of the normal rules for playing **Pandemic: Hot Zone** still apply, with the additions and exceptions noted throughout this rule document.

## 2 Game Boards

Your team of three pawns all start on your home board (based on the Pandemic: Hot Zone game set you chose during setup). Though your pawns can travel throughout both boards, during each of their turns you will always resolve "Draw 2 Player Cards" and "Draw Infection Cards" from the components corresponding to your home board.

This includes resolving player cards, infection cards, and epidemics, and tracking infection rate and outbreaks as if you were playing with just your set. The only exception is that there is a shared pool of disease cubes from the two sets, making it slightly less likely to lose the game by needing to infect a city after running out.

## Taking Turns

The steps of each turn proceed as normal, except that each player controls 3 different characters. The first player takes their first turn (actions, then draws and infections from their home board) with their first character, then the other player takes their first turn with their first character, then the first player takes their first turn with their second character, and so on.

Players continue alternating turns with their characters, left-to-right, looping back to their first character once each character has had a turn.

Each player's 3 characters share a single hand of cards. Each player's hand limit is still only 6 cards, but players can use the archive to augment this limit.

## The Archive

The archive is an area next to the board that can hold City cards. 4 City cards are dealt to the archive during setup, but the Access Archive action allows players to deposit more cards into the archive or withdraw cards already there.

There is no limit to the number of City cards that can be in the archive.

## New Action: Access Archive

**Action:** Once per turn you can access the archive to either deposit 1 card from your hand into the archive or withdraw 1 card from the archive into your hand.

You may:

- Deposit or withdraw the City card **matching your city**.
- Deposit or withdraw a City card corresponding to the other board **if it matches the color of your city**.

## New Action: Transfer Sample

**Action:** If there is another player in your city, and both players agree, you can do one of the following:

- Give a city card from the other board matching your city's color to that player.
- Take a city card from the other board matching your city's color from that player.

*Example: Donna is in Washington (a blue city in North America). She gives the Berlin card (a blue city card from the Europe board) to Matt who is also in Washington.*

## Discover a Cure

This action follows the normal rules with the following adjustments:

- You must be in a city with the research station icon  to do this action.
- When discarding city cards, you can use any combination of cards of the same color from both game sets.
- When you discover a cure for a disease, mark the cure **on your current board**. You can discover cures on either board (not just your home board).
- Each cure applies only to its own board.

*Example: If the blue cure has been discovered in North America, you wouldn't treat blue cubes more efficiently in Europe until you discover the blue cure in Europe.*

## Moving Between Boards

Pawns can move from their current board to the other board via Charter or Direct Flights or through character abilities and event card effects.

## Winning the Game

When the cures for all 3 diseases on both boards have been discovered, the players immediately win the game. If any of the loss conditions are met on either board, the game ends and both players lose. Remember that players can cure diseases on either board!

## Difficulty Level and Challenges

Hemispheres can be played on Introductory, Standard, or Heroic levels. To play at Standard or Heroic levels, randomly assign a challenge (Crisis cards, Mutation cards, or other) to each board.

Each Challenge affects only the board it is assigned to. For example, if you draw a Mutation card or a Crisis card, it only affects the board for which it was drawn.

## Fine Points

- The Researcher (North America) cannot be used when playing the Hemispheres variant.
- During the game, certain effects will reference a pawn's "current board," which is the board that pawn occupies, as well as the "other board," which is the board that the pawn does not occupy.
- The Medic (North America) refers to the cures that have been discovered for their current board when using their abilities.
- Airlift (North America) can move a pawn from one board to the other.
- The "Transfer Sample" action does not replace "Share Knowledge" but offers a method by which players can give and take cards from the different boards.
- Regardless of where your pawn is when you discard City cards, discard them to their original boards.
- When resolving an effect that affects a deck, like "Forecasting", you choose which board's deck to affect.