| Game: | **PANDEMIC** | **v3** |
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| Publisher: | **Z-Man Games (2008)** | |
| Page 1: | **Rules summary** core game | **Dec 2013** |

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

# PANDEMIC

## SETUP

Separate the **Disease cubes** by color into 4 supply piles. Place the **outbreaks marker** on the 0 space of the Outbreaks track, the **infection rate marker** on the leftmost space (2) of the Infection Rate track, and the 4 **Cure markers**, 'vial' side up, near the Discovered Cure indicators.

Shuffle the **Role cards** and deal one faceup to each player. Each player takes a reference card and places his matching pawn in **Atlanta**. Place 1 **research station** in **Atlanta**.

Take the **Epidemic cards** out of the player deck and set them aside. Shuffle the other player cards (City and Event cards) and deal the following number to each of the players to form their initial hands: **4 players:** 2 cards; **3 players:** 3 cards; **2 players:** 4 cards.

Set the desired difficulty of the game: **Introductory:** 4 Epidemic cards; **Standard:** 5 cards; **Heroic:** 6 cards. Remove unused Epidemic cards from the game.

Divide the remaining player cards into a number of facedown piles equal to the number of Epidemic cards, as equal in size as possible. Shuffle an Epidemic card into each pile and stack the piles to form the **player deck** (place smaller piles on the bottom).

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 and put 2 disease cubes on each of these cities. Flip over 3 more cards and put 1 disease cube on each of these cities. All these cards go faceup on the Infection discard pile. The other Infection cards form the **Infection deck**.

Players look at the City cards they have in hand; the player with the highest city population goes first.

## GAME SEQUENCE

Play proceeds clockwise. Players may advise each other, but the player whose turn it is decides what to do.

### EACH TURN, THE CURRENT PLAYER MUST:

#### 1: Do 4 actions
**Select any combinations of the available actions.**

An action may be performed more than once, each time counting as one action. You may *pass* an action. Unused actions cannot be saved from turn to turn.

Your *role* may change how an action is completed.

#### 2: Draw 2 player cards
**Draw 2 cards from the player deck.** If the card is an Epidemic card follow the Epidemic rules.

If there aren't enough cards to draw, the game immediately ends in defeat for all players.

#### 3: Infect cities
**Draw cards from the Infection draw pile equal to the current Infection Rate** and add 1 cube of the color of each card to the pictured cities.

## 1. ACTIONS

### MOVEMENT ACTIONS

**Drive / Ferry:** Move to a city connected by a white line to the one you are in. Lines 'wrap around 'the board.

**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.

### OTHER ACTIONS

**Build a Research Station:** Discard the City card that matches the city you are in to place a **research station** there.

If all 6 stations have been built, take one from anywhere on the board.

**Treat Disease:** Remove 1 disease cube from the city you are in and place it back in the supply. *If this disease color has been cured,* remove *all* cubes of that color from the city you are in.

If the *last* cube of a *cured disease* is removed from the board, this disease is **eradicated**. Flip its cure marker to its ⊘ side.

**Share Knowledge:** *Give* or *take* the City card that matches the city you are in to or from another player. The other player must be in the city with you.

A player who now has more than 7 cards must immediately discard a card or play an Event card.

**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 (however its cubes remain on the board and new ones can still be placed). Move the disease's cure marker to its **Cure** indicator.

If no cubes of this color are on the board, the disease is **eradicated**. Flip its cure marker to its ⊘ side.

### Roles

**The Contingency Planner** may, as an action, take an Event card from anywhere in the discard pile and place it on his Role card (only one may be there at a time, and it does not count against his hand limit).

When he plays the card, remove it from the game instead of discarding it.

**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.

When taking a *Direct* or *Charter Flight*, discard cards from his hand. When taking a *Charter Flight*, the card played must match the city the pawn is moving from.

**The Medic** removes *all* cubes of the same color with the *Treat Disease* action. If a disease has been *cured,* he automatically removes all cubes of that color from a city by entering it or being there (this does not take an action). This can occur on other players' turns.

The Medic also prevents placing disease cubes (and outbreaks) of cured disease in his location.

**The Operations Expert** may, as an action, either build a research station in his current city without discarding (or using) a City card, or once per turn, move from a research station to any city by discarding any City card. The Dispatcher may not use the Operation Expert's special move ability when moving the Operations Expert's pawn.

**The Quarantine Specialist** prevents both outbreaks and the placement of disease cubes in the city he is in and all cities connected to that city.

**The Researcher** may, as an action, give any City card from his hand to another player in the same city, without this card having to match the city.

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

**The Scientist** only needs 4 City cards of the same disease color to *discover a cure* for that disease.

## 2. DRAW CARDS

### EPIDEMIC CARDS

When an **Epidemic** card is drawn, take the following steps in order:

**1. Increase**
Move the infection rate marker forward 1 space on the Infection Rate track.

**2. Infect**
Take the bottom card from the Infection deck. Unless its disease color has been eradicated, put 3 disease cubes of that color on the named city.

If the city already has cubes of this color, add enough cubes so that it has 3 of this color then an **outbreak** occurs. Discard the card to the Infection discard pile.

**3. Intensify**
Reshuffle just the cards in the Infection discard pile and place them on top of the Infection deck.

If 2 Epidemic cards are drawn at once, complete all 3 steps once then again. Events can be played after resolving the first epidemic.

After resolving any Epidemic cards, remove them from the game (do not draw replacement cards for them).

### HAND LIMIT

**Players have a hand limit of 7 cards**. If you have more after resolving any Epidemic cards, discard cards or play Event cards until you have 7 cards in hand.

## 3. INFECTIONS

Flip over a number of cards from the Infection deck, one at a time, equal to the current **infection rate** (below the space on the Infection Rate track with the infection marker).

Cities are infected in the order drawn. Infect the city named on each card by placing 1 matching disease cube onto the city (unless the disease has been eradicated).

If the city already has 3 cubes of this color, instead of adding a 4th cube, an **outbreak** occurs there. Discard the card to the infection discard pile.

## OUTBREAKS

Each time a disease outbreak occurs, move the **outbreaks marker** forward 1 space on the Outbreaks track.

Then place 1 cube of the disease color on every city connected to the city.

If any of them already has 3 cubes of the disease color, in each of them a **chain reaction outbreak** occurs after the current outbreak is done.

When a chain reaction outbreak occurs, move the outbreaks marker forward 1 space. Then place cubes as above; except do not add a cube to cities that have already had an outbreak or chain reaction outbreak during the *current* infection card resolution.

## CARDS

### EVENT CARDS

**Event Cards** may be played at any time (even on another player's turn) except in between drawing and resolving a card. They do not require an action to play.

The player who plays an Event card decides how it is used.

After playing an Event card discard it to the player discard pile.

### PLAYER CARDS

When playing the *Introductory* game, place your cards facup in front of you. In the *Standard* and *Heroic* games cards are kept private.

Only player cards count towards your hand limit; role and reference cards are not part of your hand.

The discard piles may be examined at any time.

## GAME END

### DEFEAT

The game immediately ends in defeat for all players if any of the following occur:

1. You are unable to place the number of disease cubes actually needed on the board.
2. The outbreaks marker reaches last space of the Outbreaks track.
3. A player cannot draw 2 Player cards after doing his action.

### VICTORY

Players collectively win the game immediately **when the cures to all 4 diseases are discovered**.

Players do not need to eradicate all 4 diseases to win, just cure them.