

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **PANDEMIC**

Pub: **©2008 Z-Man Games**

Page 1: **Rules summary** Core game

Page 2: **Rules summary** On the Brink

Page 3: **Rules summary** OTB (Bio-Terrorist)

v2

Jun 2010

For best results, print on card, laminate and trim to size.

PANDEMIC

SETUP

Shuffle the **Role cards** and deal 1 to each player. Each player takes his corresponding pawn and places it in **Atlanta**. Place 1 **Research Station** in **Atlanta**.

Put the **Outbreaks marker** on the 0 space of the Outbreaks indicator, the **Infection marker** on the first space (2) of the Infection Rate track, and the 4 **Cure markers** near the Cures Discovered area of the board.

Take the 6 **Epidemic cards** out of the **player card deck** and set them aside. Shuffle the remaining player cards and deal the following number to each of the players face down: **4 players:** 2 cards; **3 players:** 3 cards; **2 players:** 4 cards.

Divide the remaining Player cards into a number of piles according to the desired difficulty of the game: **Introductory:** 4 piles; **Normal:** 5 piles; **Heroic:** 6 piles.

Shuffle an Epidemic card into each pile and stack the piles on top of each other to form the **player draw pile** (stack larger piles above the smaller, if necessary). Put any excess Epidemic cards back in the box.

Shuffle the Infection cards and place them face down to form the **Infection draw pile**.

Separate the **Disease cubes** by color and place them in separate piles. Put the initial Disease cubes on the board: draw 3 cards from the Infection draw pile and for each card, add 3 cubes (of the color of the card) to each pictured city. Draw 3 more cards and add 2 cubes to each city. Then draw 3 final cards and add 1 cube to each city. All these cards go face upon the discard pile.

The player who was most recently sick goes first.

GAME SEQUENCE

Each turn, the current player must:

1: Take 4 actions

Choose 4 actions from the available basic and special actions.

A given action may be performed more than once during a turn. Players may also pass an action. Unused actions cannot be saved from turn to turn.

Each player's **Role** grants special abilities.

2: Draw 2 cards to add to his hand

Draw 2 cards from the **player draw pile**. If the card is an Epidemic card follow the Epidemic rules below.

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

3: Play the role of the Infector

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

Basic Actions

Drive / Ferry: Move your pawn to a city connected by a red line. Lines wrap around the edges of the board.

Direct Flight: Discard a card from your hand and move your pawn to the pictured city.

Charter Flight: Discard a card from your hand corresponding to your current location and move your pawn to any city.

Shuttle Flight: If your pawn is in a city with a Research Station, move it to any other city with a Research Station.

Special Actions

Build a Research Station: Discard a card from your hand matching your current location, then place a **Research Station** there. If there are none left, transfer 1 of the stations already in play.



Discover a Cure: If your pawn is in a city with a Research Station, discard 5 cards of the same color to cure the corresponding disease.

Take a **Cure marker** and place it (vial side up) on the Discovered Cures area of the board to show which disease has been cured.

Treat Disease: Remove a disease cube from the city your pawn is in (each cube cost an action) and place it back in the stock. *If players have discovered a cure, remove all cubes of the cured disease.*



If a cure has been discovered and *all* of the cubes of that color have been removed from the board, flip the Cure marker to its **Sunset** side. The disease is **eradicating** and cards of this color no longer have any effect when drawn.

Share Knowledge: Transfer a card of the city you are in from one player to another (each card costs an action) if his pawn is with you in the city.

Roles

The Dispatcher may use any of the basic actions to move other player's pawns on his turn (if they permit him). He may also spend an action to move a pawn to any city containing another pawn. When taking a **Charter Flight**, the card played must correspond to the current location of the pawn he wishes to move.

The Operations Expert does not have to play a card to **Build a Research Station**; he simply spends an action.

The Scientist only needs 4 cards to **Discover a Cure**.

The Medic may remove all the cubes of a single color with the **Treat Disease** action. If at *any time* he is in a city containing cubes of a cured disease, he may immediately remove all those cubes.

The Researcher may, on *any* player's turn, give a fellow player in the same city *any* card when choosing to **Share Knowledge**. This applies only when he is giving a card, not receiving one.

2. DRAWING CARDS

Players have a hand limit of 7 cards. If the number in a player's hand ever exceeds 7 he must immediately discard excess cards of his choice to the discard pile. **Special Event cards** may be played.

Special Event Cards may be played at any time (even on another player's turn) and do not require an action to play. Immediately follow the card's instructions then place it on the discard pile.

Players may openly discuss strategies but in the *Normal* and *Heroic* games they may not show their cards to fellow players.

The discard piles may be examined at any time.

Epidemics

When an **Epidemic Card** is drawn, discard it to the discard pile and:



1. **Increase the Infection Rate:** Move the marker up by 1 on the Infection Rate track.
2. **Infect:** Take the *bottom* card from the Infection draw pile and add 3 cubes to the pictured city, then place the card on the discard pile. This may trigger an **Outbreak**.
3. **Increase the Intensity of Infection:** Shuffle the Infection discard pile and place it *on top* of the Infection draw pile.

3. PLAYING THE ROLE OF THE INFECTOR

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. Cards are resolved in the order drawn.

If the pictured city is of a color that has been **eradicating**, do not add a cube.

If a city already has 3 cubes of the color being added, instead of adding a 4th cube, an **Outbreak** occurs there.

After all the Infection cards have been resolved, place them on the discard pile. The player to the left now begins his turn.

Outbreaks

Add a cube of the outbreaking color to each adjacent city.

If any of these new cubes cause the total number of cubes of *that color* in an adjacent city to exceed 3, additional outbreaks may occur. Each city may only outbreak *once* in each chain reaction.



Each time a city outbreaks, move the **Outbreaks marker** up 1 space on the indicator.

GAME END

Defeat

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

1. A player needs to add Disease cubes to the board and there are none left of that color in the supply.
2. The 8th outbreak occurs (the Outbreaks marker reaches the **skull** symbol on the Outbreak Indicator).
3. There are not enough cards in the Player draw pile when a player must draw cards.

Victory

Players collectively win the game immediately when the cures for all 4 diseases (Blue, Yellow, Black and Red) have been discovered. Players do not need to administer cures to every infected city in order to win the game—victory is instant when any player discovers the 4th and final cure.

PANDEMIC

NEW ROLES

Add these new **Role cards** before shuffling the deck and dealing a Role card to each player.

Notes

The Containment Specialist may remove 1 cube even if his pawn is moved by another player. If there are multiple diseases with 2 or more cubes present, remove 1 cube from each such disease.

The Field Operative may return cubes on his Role card to the supply at any time.

The revised **Operations Expert** replaces the Operations Expert Role card from the base game.

The Troubleshooter return the cards he looks at in the Infection draw pile in the same order.

The Bio-Terrorist is used only when playing the **Bio-Terrorist Challenge**.

NEW SPECIAL EVENTS

During setup, shuffle the 5 **Special Event cards** from the base game with to the 8 new Special Event cards. Add 2 cards per player to the player cards before shuffling them and dealing these to each player. Put unused Special Event cards back in the box unseen.

Borrowed Time The player drawing *Borrowed Time* may not immediately play it to continue taking actions.

Rapid Vaccine Deployment Cubes may be taken from only one city if desired. *Connected cities* means those with a red line connecting them. At least 1 cube must be taken from a city for it to be part of the connection.

Mobile Hospital The Medic removes only 1 cube (of an uncured disease) per city with this event; the Containment Specialist first removes 1 cube if there are 2 or more cubes of a color present, and then removes 1 cube with this event.

Special Orders The current player must discard (or reveal) any cards used to move that pawn by *Direct* or *Charter* flights. Any powers triggered by the pawn being moved (such as the powers of the Containment Specialist or Medic) still apply.

LEGENDARY DIFFICULTY LEVEL

Use the extra **Epidemic card** to bring the number of Epidemic cards to 7. Set up as usual, but separate the player deck into 7 piles before shuffling an Epidemic card into each pile.

CHALLENGES

Each challenge adds some difficulty; very experienced players may wish to tackle 2 challenges at once. The **Virulent Strain** challenge can combine with either the **Mutation** challenge or the **Bio-Terrorist** challenge. (The latter 2 challenges *cannot* be combined.)

THE VIRULENT STRAIN CHALLENGE

Setup

Put the normal Epidemic cards back in the box.

Shuffle the *Virulent Strain* Epidemic cards facedown and draw a number of them equal to your chosen difficulty level (4, 5, 6, or 7 cards.) Add these Epidemic cards sight unseen to the player cards to form the player draw pile, using the normal Epidemic card setup rules.

Put the unused *Virulent Strain* Epidemic cards back in the box unseen.

Determining The Virulent Strain

The game plays as normal until the first (*Virulent Strain*) Epidemic card is drawn. When a player draws the first Epidemic card, and after performing the Infect step of this first Epidemic card, count the cubes on the board for each disease; the disease with the most cubes on the board is the **Virulent Strain**. (If there is a tie, randomly determine the Virulent Strain from among these tied diseases.) Place the Epidemic card next to that disease's cube pile as a reminder.

If you are also playing with the Mutation or Bio-Terrorist challenge, the purple disease *cannot* be the Virulent Strain; ignore it when determining the Virulent Strain.

Virulent Strain Epidemic Effects

In addition to the normal Epidemic effects, each Virulent Strain Epidemic card has its own unique effect which applies to that disease only.

Some cards are marked with an icon indicating that they trigger a Continuing Effect; keep these cards faceup as reminders for the rest of the game.

Complex Molecular Structure

A player would need to turn in 6 city cards of the Virulent Strain color to cure this disease, except for the Scientist, who could turn in 5 cards, or the Field Operative, who could turn in 4 cards and 3 samples.

Government Interference

The effects of the event *Mobile Hospital* (when applied against Virulent Strain cubes in cities that a player is in or has entered) will negate the effects of *Government Interference*.

The Containment Specialist's power does not negate the effects of this card, nor do the events *Remote Treatment* or *Rapid Vaccine Deployment* (unless all Virulent Strain cubes in the city in question are removed).

THE MUTATION CHALLENGE

Setup

Put the 12 purple cubes near the board. Place the purple Cure token vial-side up with the other 4 tokens. Put the Purple Disease Status tile on the board above the Cures Discovered area.

Immediately after dealing player cards to each player, but before adding the Epidemic cards, shuffle the 3 Mutation Event cards face-down into the Player draw pile.

After determining the initial infections, put the 2 Mutation cards on top of the Infection discard pile.

How The Mutant (Purple) Disease Spreads

At game start, there is no purple disease on the board. Once in play, the purple disease behaves just like other diseases, except as specifically described below.

Purple disease cubes enter play in 3 ways during the game:

Mutation Cards If a Mutation! card is drawn during the infection phase of a player's turn, draw a city card from the bottom of the Infection draw pile and place a purple cube in the depicted city. Do not place a cube of the depicted city's color in that city.

Drawing a Mutation! card does count as one of the infection draws for that phase. The Special Event *Resilient Population* cannot be used to remove a Mutation! card from the Infection Discard Pile.

Mutation Event Cards If a Mutation Event card is drawn during the *Drawing Cards* phase of a player's turn, follow the instructions on the Mutation Event card and then discard it.

2 of the 3 Mutation Event cards (*The Mutation Spreads!* and *The Mutation Threatens!*) require a card to be drawn from the bottom of the Infection draw pile; when resolving them, do not place a cube of the depicted city's color in that city.

Drawing a Mutation Event card *does* count as one of the card draws for that phase.

If a player draws both a Mutation Event card and an Epidemic card, resolve the Mutation Event card first (if a player draws 2 Mutation Event cards, then the player chooses which card to resolve first).

Infection Phase During the infection phase, if an Infection card is drawn for a city with at least 1 purple cube on it, add both 1 purple cube and 1 cube of the indicated color (unless that disease has been eradicated), resolving any outbreaks normally.

Curing The Purple Disease

The purple disease can be cured if a player, for an action, discards 5 city cards (in any combination of colors) at a research station. At least one of these cards must depict a city which currently contains one or more purple cubes.

The purple disease can be eradicated normally by treating all purple cubes on the board after curing the disease.

If the purple disease is eradicated and a *Mutation!* card is later drawn during the infection phase, discard it to the Infection discard pile (without effect). This card still counts toward the number of Infection cards drawn that phase.

Resolving Epidemics and Outbreaks

Conduct purple disease outbreaks normally. When drawing a card from the bottom of the Infection draw pile to resolve step 2 of an Epidemic, do not place a purple cube if one is already in the pictured city; just place 3 cubes of the indicated color normally.

Winning and Losing

The players win immediately by either:

- Discovering cures to all 5 diseases *or*
- Discovering cures for all 4 standard diseases and—at the same time or later—fully treating the purple disease (resulting in 0 purple cubes on the board).

The players lose by all normal means, but also if there are no purple cubes in the supply when one is needed. There are only 12, not 24, purple cubes in the supply.

PANDEMIC

THE BIO-TERRORIST CHALLENGE

This challenge works with 3 or 4 players.

One player is the **Bio-Terrorist** and takes the Bio-Terrorist **Role card**, the **black pawn** (off-board at the start of the game), a **Location sheet**, and a pencil.

After placing initial cubes on the board, deal 2 Infection cards face down from the Infection draw pile to the Bio-Terrorist. The Bio-Terrorist draws and uses only Infection cards, not player cards.

After the board is setup and the first player is chosen, the Bio-Terrorist looks at his cards and decides which city he will begin the game in; secretly writing the city name in the **Starting City** space of his Location sheet.

SETUP

Put the 12 purple cubes near the board. Put the purple Disease Status tile on the board above the Cures Discovered area. Place the purple Cure token vial-side up with the other 4 tokens.

Use 2 Event cards per player in the game, counting the Bio-Terrorist as a player for this purpose (only).

SEQUENCE OF PLAY

The Bio-Terrorist takes his turn **after every player turn** (after the infection phase). He does not draw cards (except by using actions) and does not perform an infection phase.

BIO-TERRORIST SECRECY

The Bio-Terrorist moves secretly about the board, keeping track of his moves and other actions on the Location sheet.

If at any time the Bio-Terrorist is in the same city as another player's pawn, he is spotted and must place his pawn on the board. If he (or another player) later moves so that the Bio-Terrorist is alone in a city, he is **hidden** and removes his pawn from the board.

When the Bio-Terrorist moves by *Direct* or *Charter Flight* actions, he discards the used card faceup into the Infection discard pile and announces that his pawn was sighted at that airport. He need not reveal if he used the card for a *Direct Flight* or a *Charter Flight* nor on which of his actions the flight took place.

BIO-TERRORIST ACTIONS

On each of his turns, the Bio-Terrorist takes 2 of the following actions, plus 1 extra *Drive* (or *Ferry*) action (this extra action is optional and may be taken before, after, or in-between the other actions).

Basic Actions

The basic actions are available whether he is spotted or hidden.

Drive/Ferry Move to an adjacent city along a connecting red line.

Direct Flight Discard an Infection card to move to the city pictured on the card. Announce that the Bio-Terrorist has been sighted in the new city's airport.

Charter Flight Discard the Infection card matching your current city to move to any other city. Announce that the Bio-Terrorist has been sighted in the old city's airport.

Draw a Card Draw a card from the top of the Infection draw pile to add to your hand. Your hand limit is 7 cards; if you ever have more, immediately discard the excess to the Infection discard pile (without effect).

Pass Do nothing for 1 action.

Hidden Actions

These actions are available only while he is hidden. Each may only be performed once per turn.

Infect Locally Place a purple cube in your current city, conducting any outbreaks as described below.

Infect Remotely Discard an Infection card to place a purple cube in the pictured city (even if a player pawn is present there) conducting any outbreaks as described below. Do not place a cube matching the color of the city pictured on the card.

Sabotage Remove a research station from your current city, by discarding an Infection card of matching color to this location. Return the station to the supply.

Captured Actions

While captured, only these 3 actions are available (until he escapes).

Escape Discard an Infection card to escape via a *Direct Flight* (make sure to announce a sighting) to the pictured city. Take the Bio-Terrorist pawn back from the player who captured it.

Draw a Card Same as the basic action.

Pass Same as the basic action.

CAPTURING THE BIO-TERRORIST

If the Bio-Terrorist's pawn has been spotted and is on the board, a player in the same city as the Bio-Terrorist may, for an action, **capture** him.

Capture (special action) Place the Bio-Terrorist's pawn on your role card. He must immediately discard all cards in hand to the Infection discard pile (without effect).

While captured, the Bio-Terrorist can take only the *Draw a Card*, *Escape*, or *Pass* actions. (Since he loses all cards in hand when captured, his first action after being captured will usually be to *Draw a Card*.) After performing an *Escape*, he completes his turn normally.

INFECTING CITIES CONTAINING PURPLE CUBES CURING THE PURPLE DISEASE

If a player during the infection phase draws an Infection card for a city that currently contains at least one purple cube, place *both* a purple cube and the indicated cube (resolving purple outbreaks as described below and any other outbreaks normally).

Epidemics: When drawing a card from the bottom of the Infection draw pile to resolve step 2 of an Epidemic, do not place a purple cube even if one is already in the pictured city; just place 3 cubes of the indicated color normally.

PURPLE "FLARE-OUT" OUTBREAKS

Outbreaks of the purple disease (in the Bio-Terrorist challenge only) are so intense that they "flare out", leaving the cities they break out from with just one purple cube.

During a purple disease outbreak, first remove two purple cubes from the city (returning them to the supply) and then add a purple cube to each adjacent city. If a purple disease outbreak results in "chain reaction" outbreaks, do not add purple cubes back to those cities that have already had a purple outbreak while resolving these chain reaction outbreaks.

This purple outbreak "flare-out" rule applies only to the **Bio-Terrorist** challenge, not to the **Mutation** challenge.

CURING THE PURPLE DISEASE

The purple disease can be cured if a player, for an action, discards 5 city cards (in any combination of colors) at a research station. At least one of these cards *must* depict a city which currently contains one or more purple cubes. The purple disease can be eradicated normally by treating all purple cubes on the board *after* curing the disease.

To cure the purple disease, the Scientist discards any 4 city cards and the Field Operative discards any 3 city cards and turns in 3 purple sample cubes; in both cases at least one of the city cards discarded must depict a city currently containing one or more purple cubes.

WINNING AND LOSING

The players win by either:

- Discovering cures to all 5 diseases *or*
- Discovering cures for all 4 standard diseases and— at the same time or later—fully treating the purple disease (resulting in 0 purple cubes on the board).

The players lose by all normal means, but also if there are no purple cubes in the supply when one is needed.

The Bio-Terrorist wins if the players lose and there is at least 1 purple cube on the board. The Bio-Terrorist immediately loses (and is out of the game) if the players **eradicate** the purple disease.

Everyone loses if the players lose and there are no purple cubes on the board, or if they lose after eradicating the purple disease.

ETIQUETTE

The Bio-Terrorist may listen to the other players as they discuss their plans and cards; the other players may not leave the table to hold private discussions nor pass notes to each other.

The Bio-Terrorist may not reveal Infection cards in his hand until he plays them.

The Bio-Terrorist must be honest recording his own location and reporting when he is spotted. He may taunt the other players on his turn, but should refrain from interrupting player discussions on their turns.