



A fast playing dice game based on Pandemic by Z-Man Games.

What you will need to play:

- Print outs of the map and tracker sheets
- 14x each of red, blue, yellow and green cubes (4-6mm preferable)
- 4x 6-sided dice
- 1x player pawn

The Dice

The 4 dice are as follows:

- 3x coloured dice (faces of red, blue, yellow, green, black, white)
- 1x standard number dice

The Role Dice

1	Scientist	Only require 4 research point to cure a disease
2	Emergency Response	Can fly to start city or last infected city as an action
3	Researcher	May re-roll any dice showing infection(black) after first research roll
4	Medic	When treating, remove all cubes of a single colour from the city. If the disease has been cured, may remove all cubes of that colour as a free action
5	Dispatcher	Roll the numbered dice, you may fly to any city matching the number show as an action
6	Choose Role	Choose any of the above roles

Rolling Cities

This is done both during the game set-up and when playing the infector.

Roll one of the coloured dice and roll it, this is the colour of the city. Then roll the numbered dice to get the number of the city.

Game Set-Up

Take 12 of each of the four cube colours and place them in piles next to the board. Then place one cube of the relevant colours in the zero squares of the Cure Research Trackers.

Place a cube on the zero square of the Outbreak Tracker and on the white square at the start of the Infection Tracker.

Now we roll for the initial infections. If you roll and already infected city then re-roll.

Do three city rolls, each city receives 3 infection cubes of the relevant colour.

Do three more city rolls, each city receives 2 infection cubes of the relevant colour.

Lastly, do three more city rolls, each city receives 1 infection cubes of the relevant colour.

No city can be infected more than once during the set-up phase, so reroll if a city has already been infected.

Place your player pawn in the start city. This is the city with the black number on it, in the case of the US map it is Atlanta. You don't get a role until the end of the first round when you first roll the role dice.

The Turn

On your turn you may take 4 actions. The available actions are:

Treat	Remove 1 cube from the current city. (Medic can remove all cubes of one colour)
Cure	Mark the disease as cured by moving the coloured cube from the Cure Research Tracker to the relevant Cured box.
Drive/Sail/Fly	Move your pawn to an adjacent city (Dispatcher can also fly to last infected city and the start city)
Pass	Take no action

At the start of the turn you take your 4 actions, then you do a Research roll.

Roll the three coloured dice of which two will ultimately be kept as your research results. You may re-roll the dice, but need to keep at least one of the rolled dice each time, unless none are "actionable". Any showing a black face MUST be kept for your research results (if you are the Researcher, you may re-roll them once), and any for already cured diseases are not considered "actionable" so cannot be kept for your research and will need to be re-rolled if you don't have two dice being used for your research results.

If you are left with 2 black dice then an infection will always occur. Move the infection rate tracker either 2 spaces or to the next epidemic icon (whichever is the further).

If the cube on the Infection tracker finished on, or passes over, a square containing the infection icon then an Infection occurs. Do a city roll and place 3 infection cubes in the city rolled.

If you have kept 2 dice showing white then a special event occurs (see below).

You now update the relevant trackers. For any faces showing one of the 4 disease colours, advance the relevant Cure Research Tracker.

The next step in the turn is Playing the Infector.

Below the Infection Tracker is a number indicating the number of infections per round. Do that number of City Rolls, placing one cube in each infected city.

Lastly, roll the Role Dice to get a new role.

Outbreaks

An Outbreak occurs when there are already 3 cubes of a single colour in a city and a fourth needs to be added. In this case a fourth is not added, instead an Outbreak occurs and 1 cube is places in each adjacent city and the Outbreak Tracker is advanced.

If any of those surrounding cities already have 3 cubes of the relevant colour in, then they in-turn Outbreak, however please not that each city can only Outbreak once in any given chain reaction.

Special Events

When a special event occurs, roll the numbered die to determine the special event:

1	Air-Lift	Move your pawn to any city
2	One Quiet Night	Skip the Playing the Infector step
3	Resilient Population	Remove a single cube from any city. If the disease has already been cured then remove all cubes of that colour from the city
4	Break-through	Advance any one Cure Research Tracker by one
5	Quarantine	Choose a city, that city can't get infected this turn
6	Re-emergence	Roll the numbered dice, place 1 cube in each city matching that number where the disease has been eradicated

Eradicating Diseases

If a disease has been cured and you then remove all cubes of that disease from the board, then the disease has been eradicated. Move the relevant cube from the Cured to Eradicated side of the square. Now when ever playing the infector, or in the case of an epidemic, if a city of that colour is rolled then no infection occurs.

Winning and Losing

To win you just need to cure all four diseases; however you lose if any of the following happen:

- The Outbreak Tracker reaches the death icon
- The Infection Tracker reaches the death icon
- You need to place a cube on the board, but there are no more of that colour

Too Easy For Ya?

That's the introductory game, if you want more of a challenge then try the standard game.

In the standard game you are only allowed a total of 7 Cure Research Points at any one time (so you'll have to discard some to stay on 7 or less) and diseases cannot be eradicated.

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US Map based on image uploaded to Stock Exchange (www.sxc.hu) by user speculator.

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