

Game Setup:

- 1) There will be 6 research stations available, and 4 differently colored cube stacks each with 24 cubes.
- 2) One research station will be immediately placed on Atlanta.
- 3) There is an outbreak track with 9 spaces, 0 - 8, place the outbreak marker on the zero space.
- 4) Each of the 4 disease cure vial indicators will be placed face down on the board in their respective slots.
- 5) There is an infection rate track with 6 slots, 2 - 4, two of each number. Place the infection rate marker on the first 2 slot.
- 6) Shuffle the infection cards and flip 3 over, place 3 disease cubes of the matching color on each of these cities. Flip over 3 more, and put 2 disease cubes of the matching color on each of these cities. Flip over 3 more cards, and place 1 disease cube of the matching color on each of these cities. Then place all 9 of these infection cards in the discard pile.
- 7) Give each player a reference card.
- 8) Shuffle the role cards, and deal one face up to each player, place the matching colored pawn for each of these roles in Atlanta. Remove the remaining pawns and role cards from the game.
- 9) Shuffle the City and Event player cards, if there are 2 players, give each player 4 cards, if there are 3 players, give each player 3 cards, and if there are 4 players, give each player 2 cards.
- 10) Choose to use 4, 5, or 6 epidemic cards in order to set the difficulty for the game.
- 11) For each epidemic card chosen in this way, form a stack of City and Event player cards with one epidemic card shuffled in of as even size as possible. Stack these card pile together with the smallest of the piles on the bottom if they are uneven.
- 12) Begin the game, the player with the highest city population in their hand goes first.

Player Turn:

- 1) Do 4 actions.
- 2) Draw 2 player cards
- 3) Infect cities as relevant

Player Actions (Player Turn, Step 1):

Movement:

- 1) Drive/Ferry: Move to a city that is connected to your current city by a white line.
- 2) Direct Flight: Discard a City card to move to the city named on that card.
- 3) Charter Flight: Discard a City card that matches your city to move to any city.
- 4) Shuttle Flight: Move from a city with a research station to any other city with a research station.

Other Actions:

- 1) Build a Research Station: Discard the City card that matches the city you are in to place a research station there. If there are already 6 research stations, choose one from somewhere on the board and move it to where you are.

- 2) Treat Disease: Remove one disease cube from the city you are in, placing it in the cube supply next to the board. If this disease color has been cured, remove all cubes of that color from the city you are in.
- 3) Share Knowledge: Give the city card that matches the city you are in to another player, or take the city card that matches the city you are in from another player, both of you must be in the same city. If a player has more than 7 cards they must immediately play an event card or discard a card.
- 4) 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. Change to corresponding cure indicator.

Player Draw Cards (Player Turn, Step 2):

- 1) The current Player will draw 2 cards from the player deck, if there are less than 2 cards left in the deck, the game ends and the players all lose.
- 2) If any epidemic cards are drawn by the player, follow the steps for handling and Epidemic immediately, in this order:
 - A) Increase: Move the infection rate marker forward 1 space on the infection rate track.
 - B) Infect: Draw the bottom card from the Infection Deck. Unless its disease color has been eradicated, put 3 disease cubes of that color on the city named on the card. If the city already has any disease cubes of this color on it, instead just add enough cubes to make it have 3 and initiate an Outbreak.
 - C) Intensify: Reshuffle just the cards in the Infection Discard Pile and place them on the top of the infection deck.
- 3) If the player has more than 7 cards, they must immediately play an event card, or discard down to 7 cards.

Infections (Player Turn, Step 3):

- 1) Flip over as many infection cards from the top of the infection deck as the current infection rate.
- 2) Infect each of these cities by placing 1 disease cube of the matching color onto the city. If the city already has 3 cubes of this color, do not place a 4th, instead initiate an outbreak.

Outbreaks:

- 1) Move the Outbreaks Track 1 space forward.
- 2) Place 1 cube of the disease color on every city connected to city which has triggered an outbreak.
- 3) If any city having a cube added to it already contains 3 cubes, it will trigger another outbreak, but do not place more cubes on cities that have already been infected by an outbreak this turn.
- 4) If the Outbreak Track reaches the last space (8), the game ends and the players lose.

Event Cards:

- 1) Any Player may play an event card at any time during the game.
- 2) After an event card is played, discard it to the player discard pile.

- 3) (We currently do not know what the event cards are, and cannot add their functionality until we do, however we can easily implement them later without much change.

Player Cards:

- 1) Player's hands are public, everyone can see each other's cards.
- 2) Only City and Event cards count toward hand total, not reference or role cards.

Win Conditions:

- 1) Players cure all 4 diseases.

Lose Conditions:

- 1) Outbreaks marker reaches the last space.
- 2) If there are insufficient quantities of disease cubes left to be places when needed.
- 3) If any player cannot draw 2 cards after their actions are complete.