

PANDEMIC

HOT ZONETM

NORTH AMERICA

In **Pandemic: Hot Zone—North America**, you are members of a specialized disease-fighting team. Using your unique skills, you must work together to stop the spread of diseases across North America while working to discover the cures.

CONTENTS & ASSEMBLY

You will need:

- 17 sheets of paper (A4 or US Letter)

- Miscellaneous small objects to use as disease cubes, player pawns, and other markers (see below).



1 Game Board

38 Player Cards



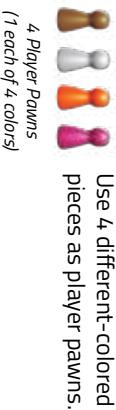
The 24 City cards, 3 Epidemic cards, 4 Event cards, and 7 Crisis cards all have the same Player card back. The 24 Infection cards have a separate Infection card back.



Very special thanks to Tom Lehmann for his assistance.
Z-Man Games is committed to diverse representation and accessible gaming for all. If you have any concerns or suggestions, please contact us through our website.

Use small pieces for disease cubes, 16 each in 3 different colors. (16 each of 3 colors)

Use 3 pieces for cure vials, ideally in the same 3 colors as the disease cubes.



Use 4 different-colored pieces as player pawns.

48 Disease Cubes (16 each of 4 colors)

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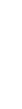
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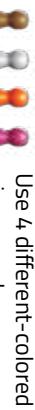
DIFFERENCES FROM PANDEMIC

If you've played the original **Pandemic**, **Pandemic: Hot Zone** differs as follows:

- During setup, the number of cards drawn is slightly different.
- To discover a cure, players need only 4 cards (instead of 5).
- There is only 1 research station (in Atlanta). Players can't build more research stations or take shuttle flights.
- There are only 3 Epidemic cards in the player deck, and all of them are used every game.
- Diseases cannot be eradicated.
- The Researcher and Dispatcher effects are slightly altered.



1 Outbreak marker



Use 2 different pieces for the Infection Rate and Outbreak markers.

4 Player Pawns (1 each of 4 colors)

Chain Reaction Outbreaks

While resolving an outbreak, if you add a cube to a city that already has 3 cubes of that color, do not place a fourth cube. Instead, after you resolve the outbreak in the current city, a chain reaction outbreak

EVENT CARDS

After drawing and resolving Infection cards, your turn ends, and the player to your left takes the next turn.

SETUP

After you have played the game a few times using the basic rules, you can test your skills against dangerous and unpredictable Crisis cards.

- If you draw an Epidemic or Crisis card on your turn, you do not draw a card to replace it.
 - The hand size of 6 Player cards applies at all times. If you receive a card from another player or draw cards during your turn that give you more than 6 cards, you must play Event cards or discard City cards until you have only 6 cards in hand.

CRISIS CARDS

FINE POINTS

TURN END

your turn ends, and the player to your left takes the next turn.

EVENT CARDS



LOSING & WINNING

Event cards cannot be played while you are already resolving a card. This means that once an Infestation card is drawn, it's too late to play an Event card to stop that cube from being placed (or an outbreak occurring).

- The game immediately ends and **all players lose** if any of the following occur:

 - The Outbreak marker reaches the last space of the Outbreak track.
 - You need to place a cube on the board, but there are no cubes of that color left in the supply.

CHAIN OUTBREAK EXAMPLE

Toronto and Montréal both have 3 blue cubes on them. During the "Draw Infection Cards" step, the Toronto Infection card is drawn. Instead of placing a fourth cube on Toronto, a blue outbreak occurs. Blue cubes are placed on New York and Chicago, and instead of placing a fourth cube on Montréal, a chain reaction outbreak occurs in Montréal. Blue cubes are placed on Boston and New York, but not on Toronto, because Toronto has already had an outbreak while resolving this Infection card.

PLAY

When you draw a Crisis card, resolve its effect. Some Crisis cards have an immediate effect, while other Crisis ccc

- The image shows three identical boxes of Listerine mouthwash arranged vertically. Each box has a blue and white cross logo on its right side. Three red arrows point from the text "Listerine" at the top of the page to these logos.

CLARIFICATIONS

- Whenever an effect allows you to interact with another player during your turn (moving their pawn, giving/taking cards), both players must agree.
- Due to outbreaks, a city can have up to 3 cubes of each color on it.
- If the "Hot Spot" Crisis card would place cubes on a city that already has 1 or more cubes of that color, instead fill that city to 3 cubes, then an outbreak occurs.

You do not need to 'remove all cubes from the board to win. After your team discovers the cures for the diseases, local doctors are able to treat anyone still affected by them with the cures your team discovered.

When the cures for all 3 diseases have been discovered, the players **immediately** win the game!

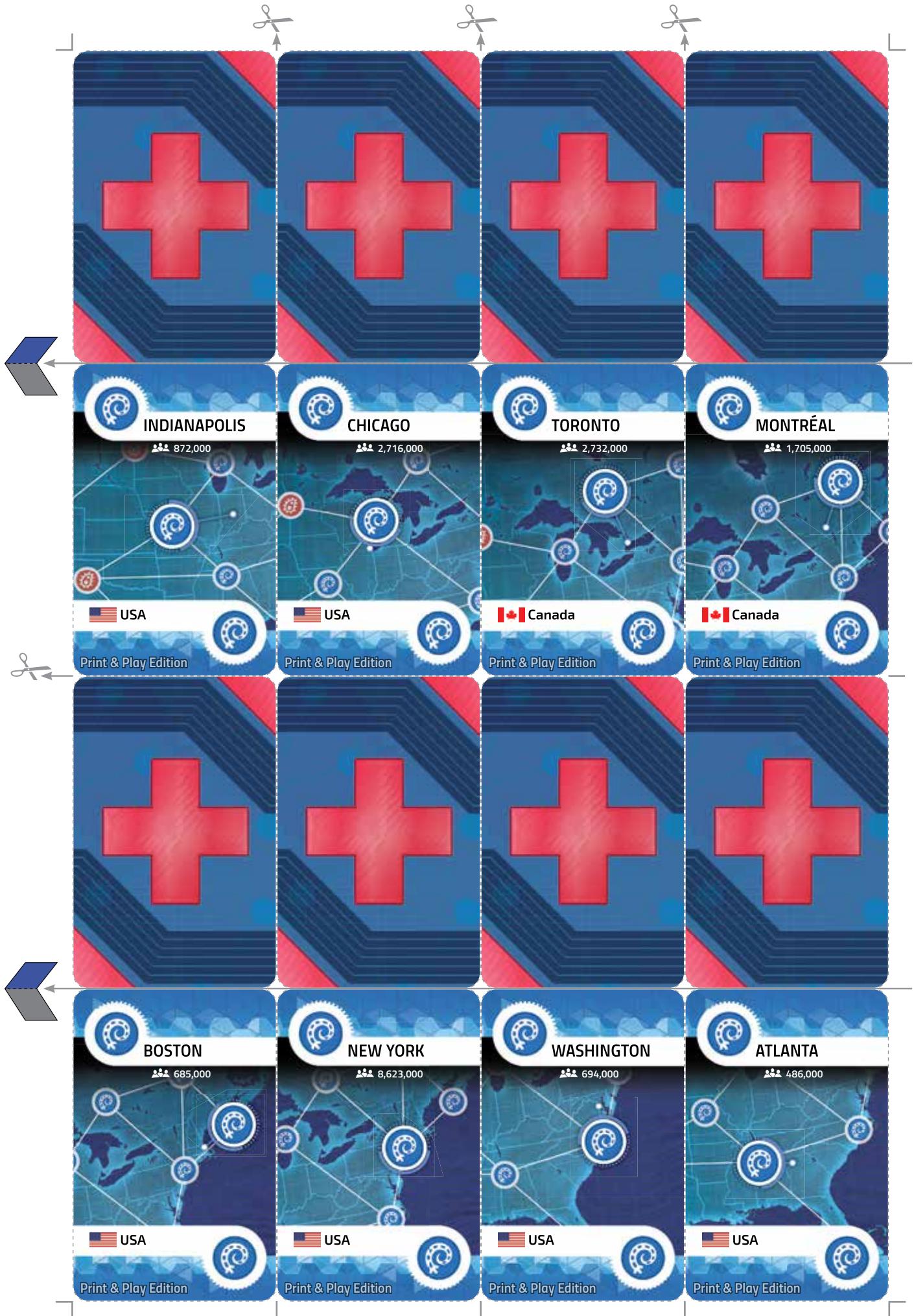
You do not need to remove all cubes from the board to win. After your team discovers the cures, you can stop playing.

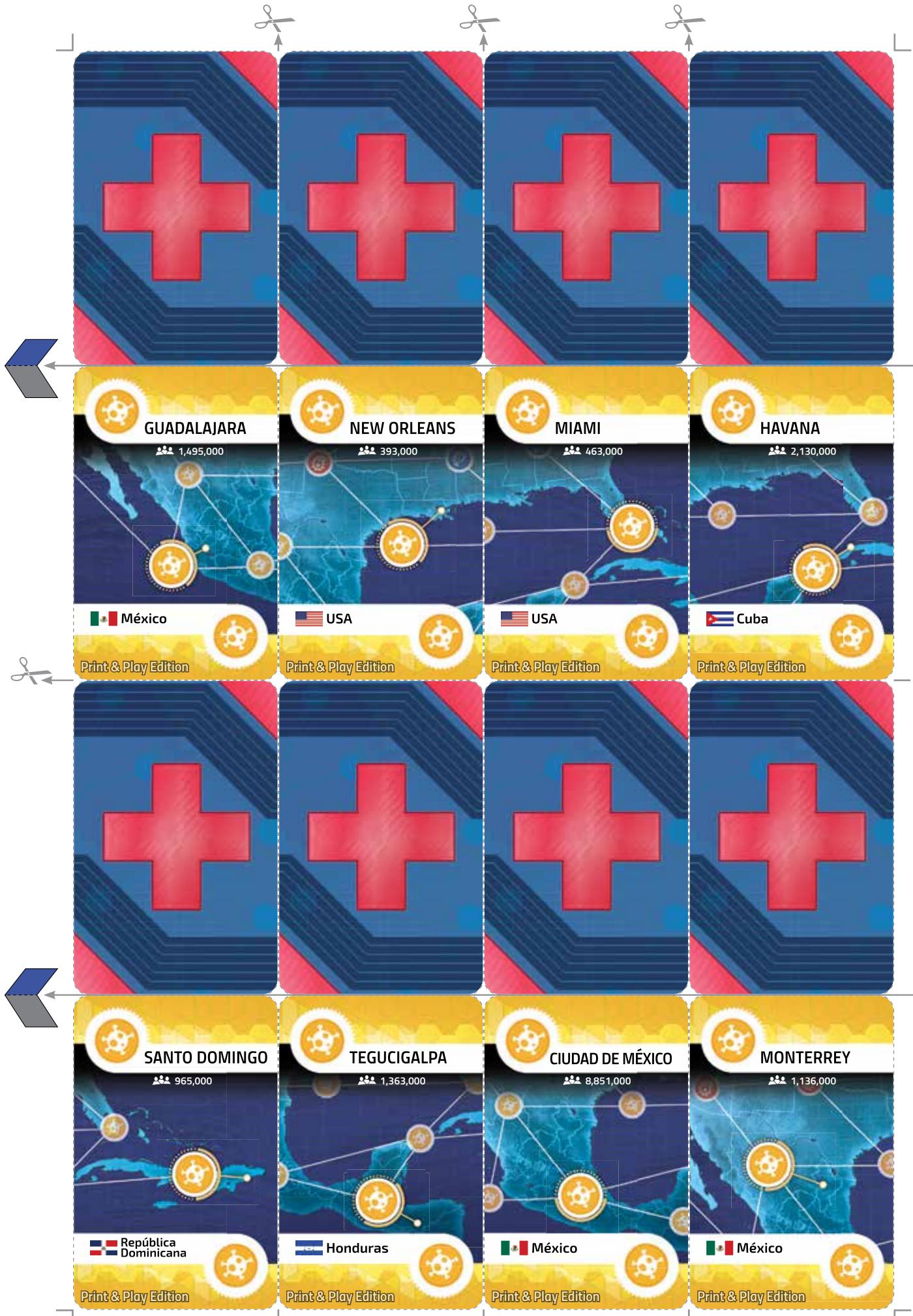
cards are left).

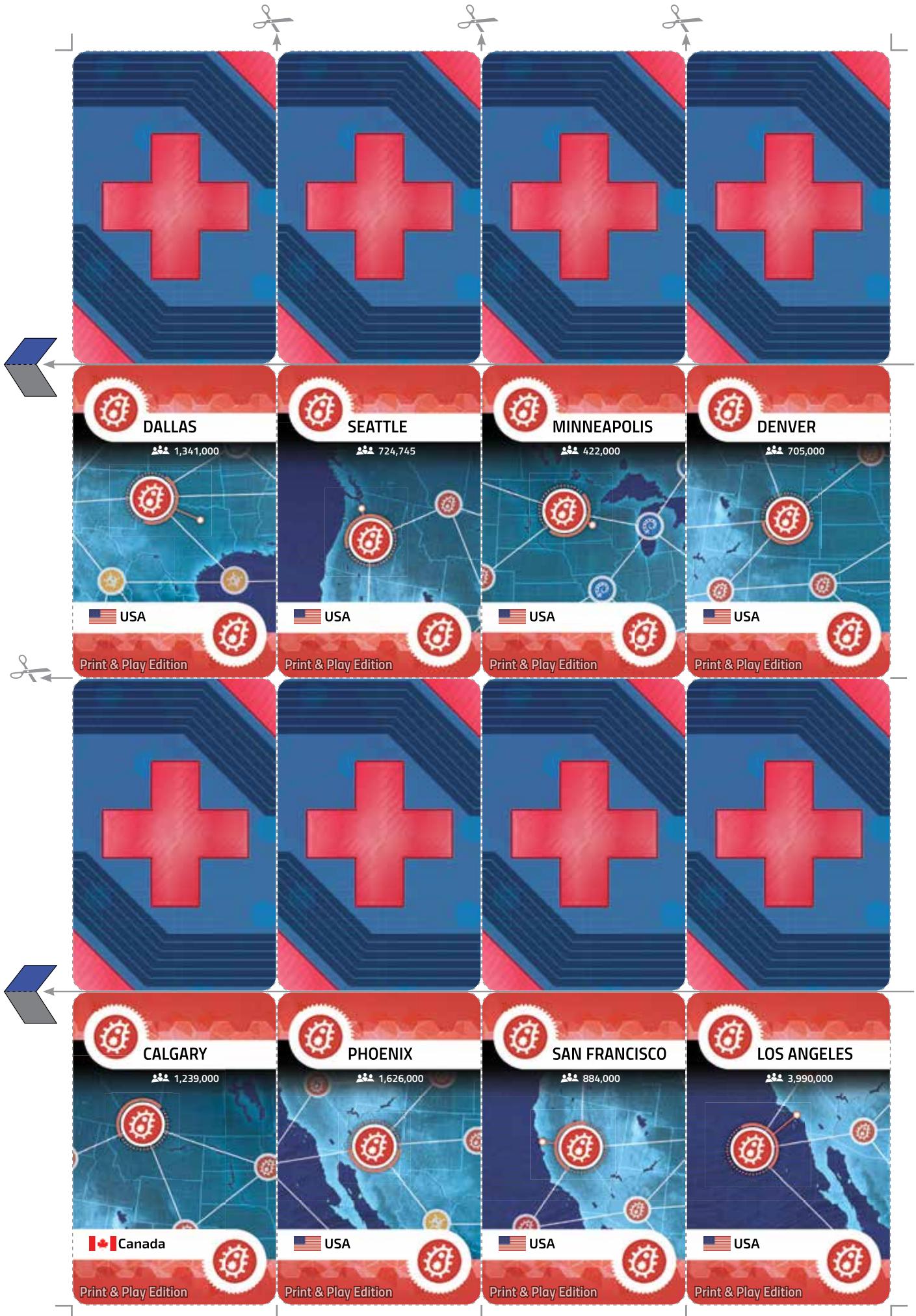
- You do the "Draw 2 Player Cards" step, but there are not enough cards left in the deck before drawing (either 1 or 0 cards are left).

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ACTIONS Print & Play Edition

Drive/Ferry
Move to a connected city.

Direct Flight
Discard a City card to move directly to that city.

Charter Flight
Discard the City card matching your city to move directly to **any** city.

ACTIONS Print & Play Edition

Treat Disease
Remove 1 disease cube from your city. If that disease is cured, remove **all** cubes of that color from your city instead.

Share Knowledge
Give or take the City card matching your city from a player in your city.

Discover a Cure
In Atlanta, discard 4 City cards of the same color to cure that disease.

ACTIONS Print & Play Edition

Treat Disease
Remove 1 disease cube from your city. If that disease is cured, remove **all** cubes of that color from your city instead.

Share Knowledge
Give or take the City card matching your city from a player in your city.

Discover a Cure
In Atlanta, discard 4 City cards of the same color to cure that disease.

MEDIC

- When you do the Treat Disease action, remove all the cubes of 1 color.
- At any time, remove all the cubes of cured diseases in your city for free.

GENERALIST

- You can do up to 5 actions on your turn.

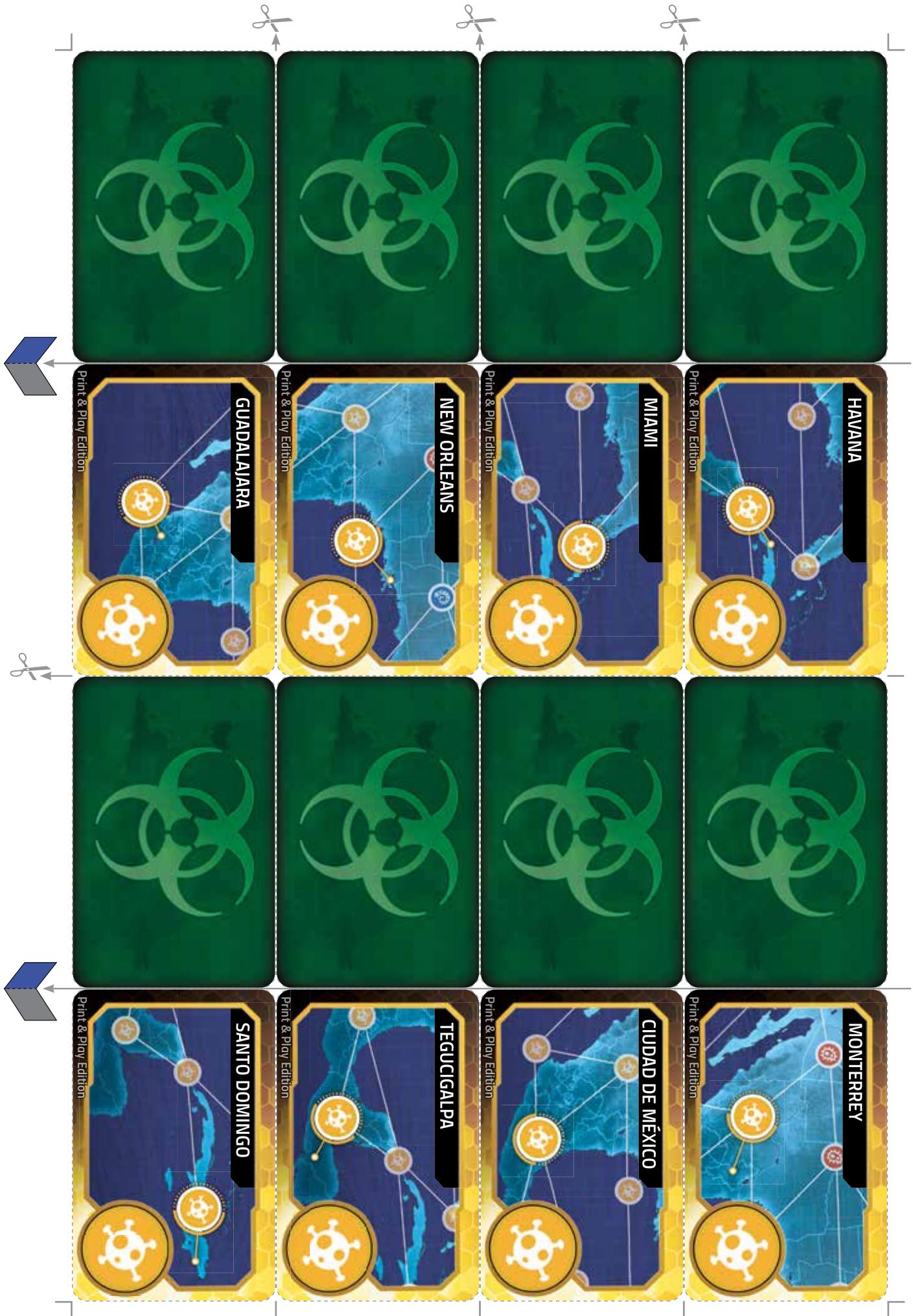
DISPATCHER

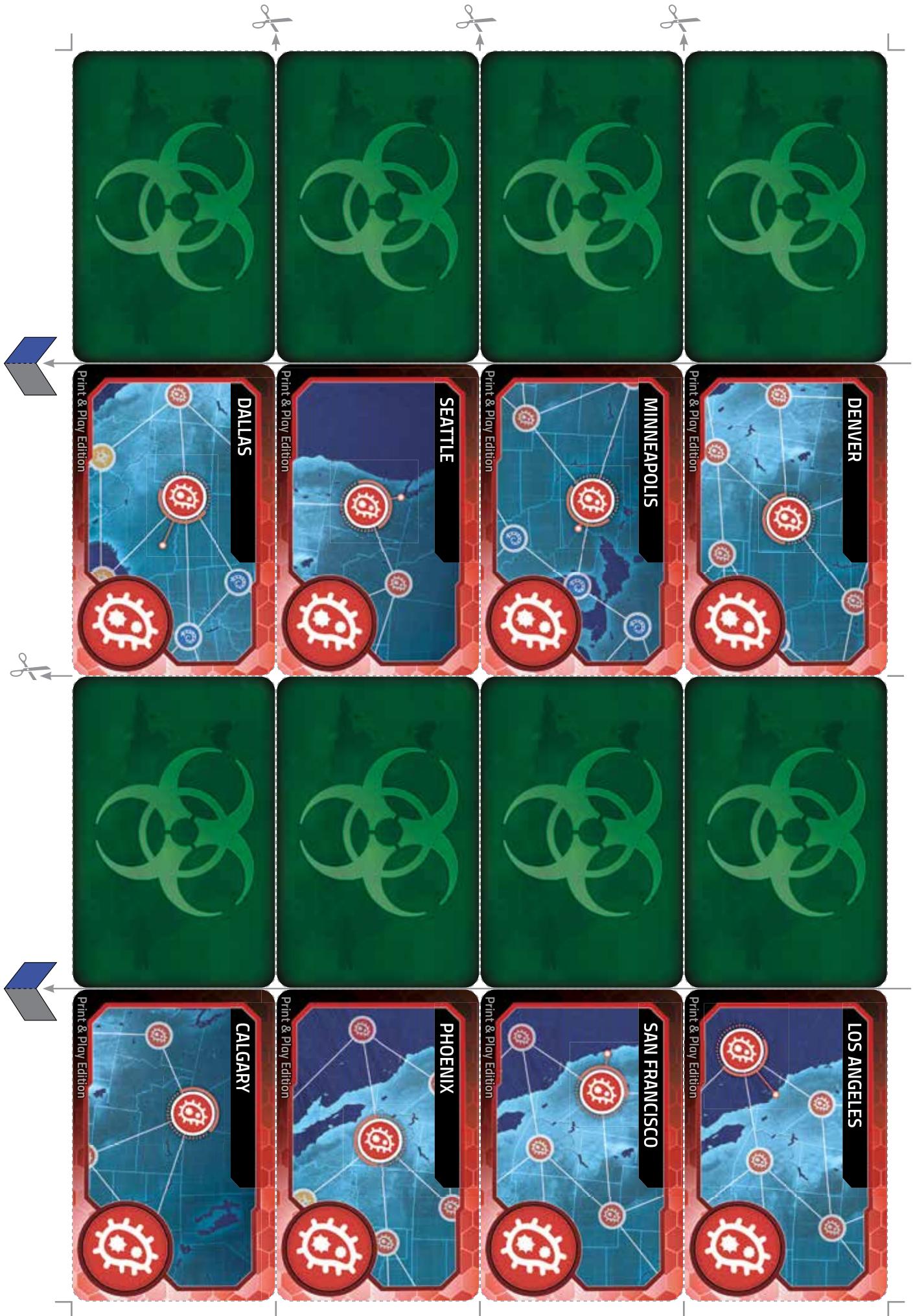
- Action:** Move any pawn directly to any other pawn's city.
- Action:** Move another player's pawn to a connected city.

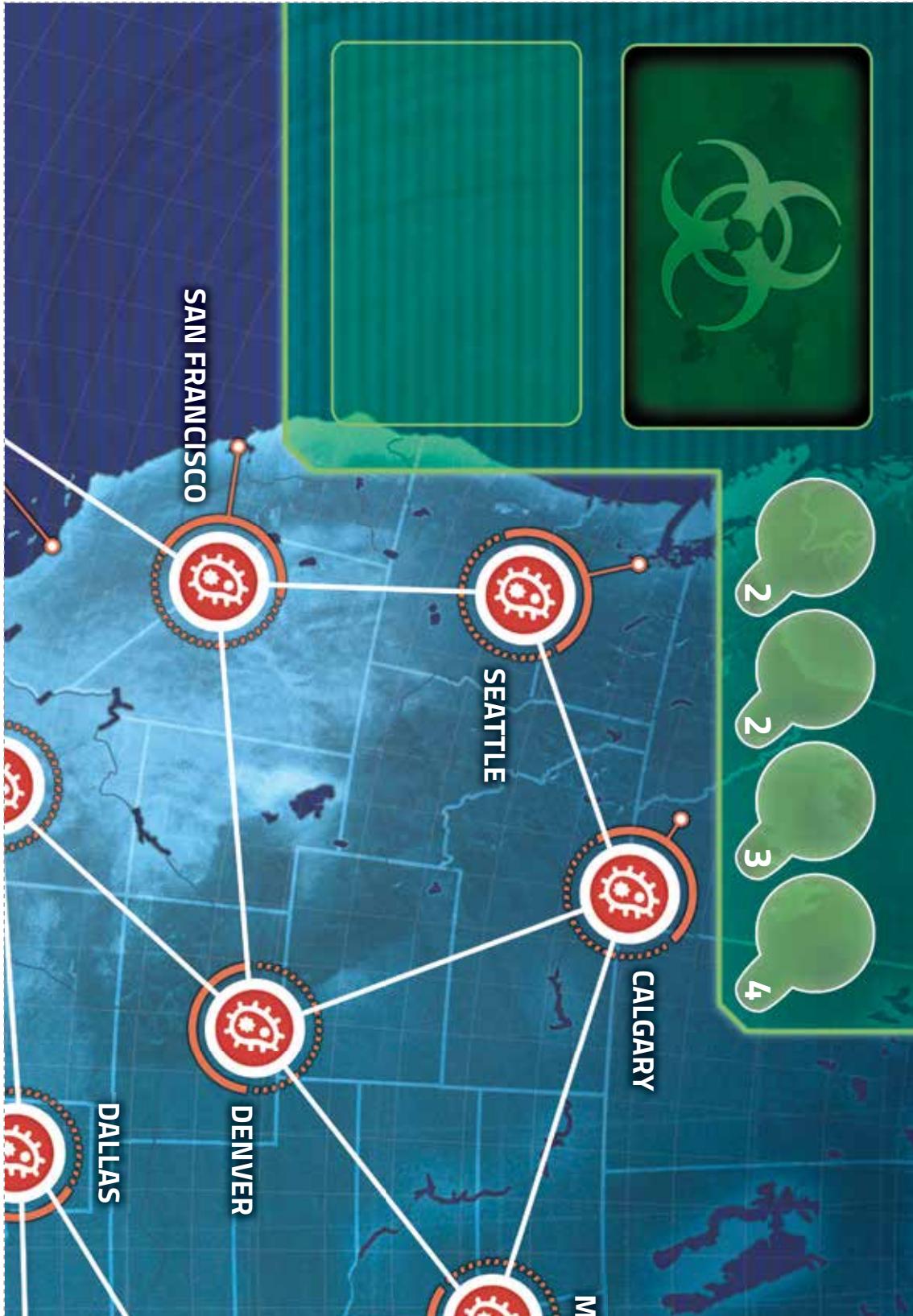
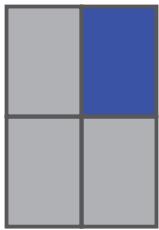
RESEARCHER

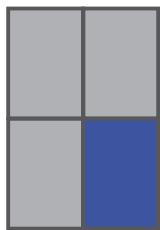
- Action:** Give a City card from your hand to another player in your city. The card does not need to match your city.



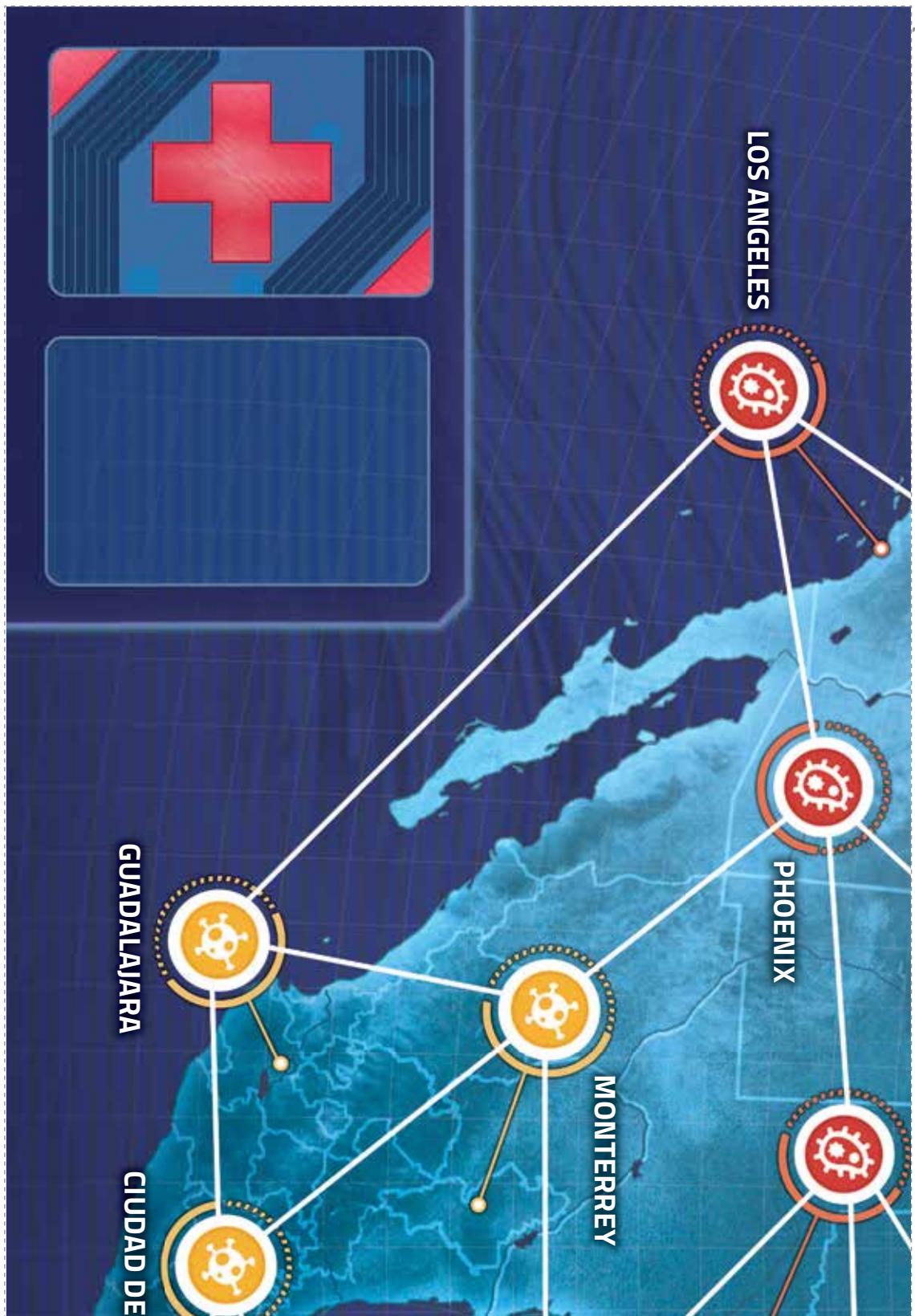
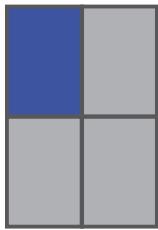


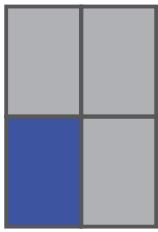






PLAYERTURN





The map displays several infection centers marked by orange circles with a skull icon. Cities labeled include AD DE MÉXICO, TEGUCIGALPA, NEW ORLEANS, ATLANTA, HAVANA, MIAMI, and SANTO DOMINGO. A legend in the top right corner shows a white circle with a black outline and a blue circle with a black outline. A small house icon is also present.

PLAYER TURN

1. Do 4 Actions
2. Draw 2 Player Cards
3. Draw Infection Cards

Hand size is 6 cards at all times

Print & Play Edition

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4

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