

PANDEMIC

STATE OF EMERGENCY

An expansion
for Pandemic by
Matt Leacock
and Tom Lehmann

Faced with a treatment resistant disease, diseases jumping from animals to humans, and unpredictable crises, players must race against time to save humanity. Can you defeat the Superbug, Hinterlands, or Emergency Event challenges? Mix things up with new roles and events. Make challenges easier with Quarantines. Welcome to Pandemic: State of Emergency!

5 Role cards



5 Pawns



7 Event cards



4 Reference cards



6 Quarantine markers



2 Hinterlands boards



18 transparent disks



1 Hinterlands die



4 Vaccine factories



10 Emergency Event cards



2 Superbug Infection cards



24 Vaccine doses



8 Superbug Bonus cards



24 Disease cubes



1 Cure marker



1 revised Role card (superbug version)



1 Cure Indicator card



These duplicate some On The Brink and In the Lab components for the Superbug challenge. If you have those Pandemic expansions, do not use these components.

State of Emergency cards have this icon in their lower right corner, so you can easily separate them.

OVERVIEW

This expansion adds 5 roles, 7 events, and 4 new ways to play:

- **Quarantines:** slow down infections to gain time to find cures.
- **Hinterlands challenge:** can you stop diseases jumping from animals to humans?
- **Emergency Event challenge:** can you find cures in the face of unpredictable events?

- **Superbug challenge:** an untreatable disease is spreading; can you find a cure and eradicate it in time?

To get started, play with the new roles and events. Vary play with Quarantines. Then, try the Hinterlands, Emergency Events, or Superbug challenges.

Typically, challenges increase the game's difficulty. Consider playing with 1 fewer Epidemic card than you normally use when trying a new challenge.

This expansion requires only the base *Pandemic* game to play, but is compatible with both its *On the Brink* and *In the Lab* expansions. Rules notes for these expansions appear in sidebars.

NEW ROLES AND EVENTS

New Roles

Add the new Role cards to the other Role cards before shuffling and dealing 1 Role card to each player. See page 8 for role details.

Use the Colonel role only when using Quarantines.

Use the Veterinarian role only when playing the Hinterlands challenge.

Use the Superbug version of the Medic only when playing the Superbug challenge.

Fine Points

Advance Team

After it is played, this card does not count against a player's hand limit. If adding multiple disease cubes to a city would produce the next outbreak, bring the number of these cubes in that city up to 3 (but do not do the outbreak).

Emergency Conference

This cannot move pawns affected by the *On the Brink* Virulent Strain effect Government Interference.

Emergency Response

Finish all Epidemic steps. Then, you may play this before doing the next Infections step. The "epidemic city" is the city of the card drawn from the bottom of the Infection deck during the Infect step of resolving the Epidemic.

Resource Planning

The hand limit does not apply as you do this event.

New Events

Add the new Event cards to the other Event cards and shuffle them face down.

Use **2 Event cards per player** (as in *On the Brink* and *In the Lab*). This is a rule change from the base game. Play the new Events normally.

Use the Event Local Initiative only when using Quarantines.

QUARANTINES

Quarantines provide players a way to slow the spread or growth of diseases, typically making it easier for players to win. They can be combined with any challenge except the *On the Brink* Bio-Terrorist challenge.

When using Quarantines, you can use the Colonel role and the Event Local Initiative.

Setup

Put 4 quarantine markers in the supply. If the Colonel is in play, use all 6 quarantine markers.

Play

As an action, a player may *impose a quarantine* on the city he is in by placing a quarantine marker in that city with its "2" side face up. A player may not put a quarantine marker in a city that already has one.

If all 4 (or 6 with the Colonel) quarantine markers are on the board, the player moves a quarantine marker to his current city, flipping it to its "2" side if needed.

Each quarantine marker prevents the next 2 attempts to place disease cubes or do an outbreak in that city. When new disease cubes would be placed (or an outbreak would occur), do not add any cubes to the city (or do an outbreak there). Instead, flip the marker over to its "1" side (the first time) and then remove it (the second time), returning it to the supply.

Fine Points

A quarantine marker prevents placing disease cubes (or outbreaks) in the city it is in by Infections, Epidemics, Emergency Events, Superbug Infections (and expansion Virulent Strain or Mutation effects). Instead, flip (or remove) a quarantine marker each time one of these effects would place cube(s) in a city with a quarantine marker.

If the Quarantine Specialist prevents outbreaks or placements of disease cubes in a city with a quarantine marker, do not flip over or remove that city's quarantine marker.

An outbreak in a connected city that produces *chain reaction outbreak(s)* which would also place cubes in a city under quarantine counts as 1 cube placement (not 2 or more), resulting in a single flip/removal of that city's quarantine marker.

Placing 2 differently colored cubes *at the same time* in a quarantined city — in the Superbug challenge or the Emergency Event Disease Zones Expand (or the expansion Mutation challenge) — counts as a 1 cube placement (not 2).

The *On the Brink* Virulent Strain effect Government Interference does not apply to pawns in cities with quarantine markers.



HINTERLANDS CHALLENGE

In this challenge, disease strains are jumping from animals to humans in farm areas, the "hinterlands" beyond the major cities shown on the board. Players must keep these diseases from outbreaking into nearby cities. However, studying these animal disease strains — by visiting the Hinterlands spaces and Sharing Knowledge there — can make it easier to discover cures.

Setup

Set up the game normally, except:

- Place the Hinterlands boards next to the Pandemic board.



- On the *main* board, place the 18 colored transparent disks on the cities connected to the four Hinterlands spaces, matching disk colors to city colors. The disks allow players to easily see which cities connect to each Hinterlands space.
- In step 3 — Infect 9 Cities — *also* place 1 disease cube of the matching color in each *Hinterlands space*. Place the Hinterlands die on top of the Infection deck as a reminder (see below).

Play

Take turns doing actions normally, except as noted below. After each player's turn, before Infections, infect the Hinterlands (see next section).

The Hinterlands spaces behave like normal "city" spaces. Players may move to (or from) a Hinterlands space with a Drive/Ferry action from (or to) any of its connected spaces (with a disk of that color). Players may fly to a Hinterlands space by the Event Airlift or Charter Flight. (Direct Flights are not possible since there are no City cards for Hinterlands spaces.)

As Hinterlands spaces do not have City cards, research stations may be built in them only by the Event Government Grant or the Operation Expert's ability.

A player in a Hinterlands space may Treat Disease there normally (or quarantine the space if playing with Quarantines).

Important: to eradicate a cured disease, all cubes of that color must be removed from both the main board and the Hinterlands board.

The Share Knowledge action works differently: a player in a Hinterlands space with another player may either *give* any City card matching the *color* of this space to that player or *take* any City card of the matching color from the other player.

Hinterlands Infections

Before drawing Infection cards, roll the Hinterlands die. If a colored die face is rolled, place 1 disease cube of that color in that Hinterlands space (or do an outbreak if 3 cubes of that color are present, placing a cube in each connected city). If a blank die face is rolled, there is no effect. Draw and resolve Infection cards normally. Then, place the Hinterlands die on top of the Infection deck as a reminder.

Hinterlands spaces receive cubes from any outbreaks in their connected cities (which might result in a chain reaction outbreak in the Hinterlands space).

Winning or Losing

The Hinterlands challenge is won or lost as in the base game (or any challenge it is combined with).

This challenge can be combined with Quarantines and the Emergency Event or Superbug challenges (and all expansion challenges). Since this challenge makes the game both easier and harder (in various ways), it can be played as a change of pace, without increasing the overall difficulty.



Hinterlands space connections and Outbreaks examples (see Infections below)

The Regional Response Team Bonus cards in the Superbug challenge (and in the Lab's Team game) can go to the matching colored Hinterlands spaces. The In the Lab Pilot may fly in or out of a Hinterlands space, but cannot fly through a Hinterlands space (in a single action). In the In the Lab Team Game, team research stations may not be placed in Hinterlands spaces.

The In the Lab Field Director may Treat Disease in adjacent spaces using Hinterlands connections.

This less restrictive Share Knowledge action in the Hinterlands spaces represents the benefits of studying the related animal disease strains.

Do not roll the Hinterlands die if the Event One Quiet Night is played to skip Infections.

EMERGENCY EVENT CHALLENGE

In this challenge, players must contend with Emergency Events, which have nasty, unpredictable effects. (Since these events add extra player turns and space out epidemics a bit more, they also make the game slightly easier in other ways.)

Setup

- Shuffle all 10 Emergency Event cards face down. Use as many Emergency Event cards as Epidemic cards. Put unused Emergency Event cards away without looking at them.
- When preparing the Player Deck, shuffle 1 Emergency Event card into each Player card pile (along with its Epidemic card).

Play

When you draw an Emergency Event, immediately read the card aloud and follow its instructions. Some Emergency Events have *continuing* effects until discarded or *delayed* effects. Place them face up near the Player Deck as reminders until discarded. These cards do not count against players' hand limits.

If a player draws both an Epidemic card and an Emergency Event, do the Emergency Event first. If a player draws 2 Emergency Events, the player chooses the order that they take effect.

This challenge can be combined with Quarantines and all other challenges. When you're considering adding another Epidemic card to make the game more challenging, adding Emergency Events instead will increase both its difficulty and variety.



When combining this challenge with the On the Brink Mutation challenge, if you draw both an Emergency Event and a Mutation Event, do the Emergency Event first.

Fine Points

Emergency Events are not Event cards.



CDC Planes Grounded

This does *not* prevent the Dispatcher from moving pawns to other pawns; the Operation Expert's discard to move ability; or — in other expansions — the Pilot from flying or the Bio-Terrorist's Flight or Escape actions.



Containment Failure

If a connected city has 2 cubes of this disease's color, add 1 cube and then do a chain reaction outbreak there. (The *On the Brink* Virulent Strain effect Highly Contagious does *not* add to Containment Failure.)



Disease Hot Spot

If any cubes of the drawn card's color are in this city, adjust their number to 3 and then do an outbreak there.



Limited Options

If several players wish to play Events (instead of discarding), do so in any order. This event *does* affect the CDC (in the *In the Lab* Solo game), but not the *On the Brink* Bio-Terrorist player. The *On the Brink* Archivist's hand limit is reduced to 7, not 6.



Patient Zero

This *can* affect an eradicated disease. It will continue to do so until this event is discarded. After it is discarded, discard its Infection card to the Infection Discard Pile.

Widespread Panic

In *On the Brink*, this effect *does* add to the Virulent Strain effect Slippery Slope.

SUPERBUG CHALLENGE

In this challenge, players contend with a 5th disease that cannot be treated. Instead, players must cure it, produce vaccines, and deliver them to the infected cities to eradicate the superbug disease.

Quarantines (see page 2) *must* be used with this challenge (so players have a way to slow infections of the superbug disease). This challenge can be combined with Emergency Events or the Hinterlands challenge if desired. This expansion is quite a bit harder than the previous two challenges.

Setup

Set up the game normally, except:

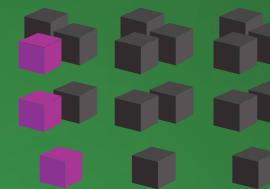
- Add 24 purple cubes to the supply and use the purple cure marker and indicator for the superbug disease.
- Put the vaccine doses and the 4 vaccine factories near the supply.
- In step 3 — Infect 9 Cities — *replace* 1 disease cube with a purple cube when placing cubes for the 1st, 4th, and 7th cities drawn. Put 1 Superbug Infection card in the Infection Discard Pile and 1 *on top* of the Infection Deck.

This challenge cannot be combined with the expansion Mutation or Bio-Terrorist challenges. See the separate sections below for how to combine this challenge with the expansion Virulent Strain or Lab challenges.

24 Vaccine doses



4 Vaccine factories



Superbug Reference card



Superbug Medic version



Quarantine markers



Stack



Shuffle



- Give each player a Superbug Reference card.
- If the Medic is in play, use the Superbug version of the Medic.
- Add **4** quarantine markers to the supply (use all 6 if the Colonel is in play).
- Shuffle the 8 Superbug Bonus cards face down and use as many as Epidemic cards. Put away unused Bonus cards without looking at them. When preparing the Player Deck, shuffle 1 Bonus card into each Player card pile (along with its Epidemic card).

Overview

To win, players must discover cures for all 5 diseases *and* eradicate the purple Superbug disease.

The Treat Disease action *cannot* be used to remove purple disease cubes.

Purple disease cubes can be prevented from being *placed* on the board normally (by quarantine markers, the Quarantine Specialist's ability, various Events, or — once the purple disease is cured — by the Medic.)

3 purple cubes begin play in cities. More enter play when these cities are re-infected or when Superbug Infection cards convert regular infections into purple infections. Purple disease outbreaks occur normally.

After the purple disease is cured, players remove purple cubes by collecting vaccine doses from vaccine factories and delivering them to purple infected cities.

Each vaccine factory produces 1 vaccine dose when built and after every player's turn. The research station where the purple disease is cured converts into a vaccine factory. Players can convert other research stations into vaccine factories.

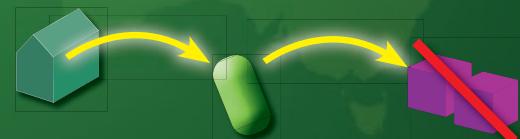
Play

Take turns and do actions as in the base game.

Important: The Treat Disease action *cannot* remove purple cubes.

Once the purple disease is cured, at the end of every player's turn (after Infections), each vaccine factory built produces vaccine. Mark this by placing 1 vaccine dose on each space with a vaccine factory.

Purple cubes can be removed in other ways, by certain expansion roles and Events; and — once the purple disease is cured — by the Pharmacist's or Medic's abilities (if the Medic can discard a vaccine dose) or the On the Brink Event Rapid Vaccine Deployment. However, the On the Brink Field Operative may not sample purple cubes.



If fewer vaccine doses are in the supply than the number of built vaccine factories, the player ending a turn decides which factories produce a dose.

SUPERBUG ACTIONS



Discover a Cure (superbug disease only)

At a research station, discard 5 city cards — **2** (or more) of these cards' cities must have at least 1 purple disease cube — to cure the purple superbug disease. Remove this research station from the game, replacing it with a vaccine factory and 1 vaccine dose.



Build Vaccine Factory (after superbug cure)

At a research station, replace it with a vaccine factory and 1 vaccine dose, removing it from the game.

Once all 4 vaccine factories have been built, this action may not be done.

Players may do Shuttle Flights between a vaccine factory and a research station or two vaccine factories. Players may *not* Discover a Cure at a vaccine factory. A research station can be built in a city with a vaccine factory.



Collect Vaccine

At a vaccine factory, transfer any number of its doses to your Role card.

At any time, players may return vaccine doses from their Role cards to the supply.



Distribute Vaccine

Return 1 vaccine dose from your Role card to the supply to remove *all* purple superbug cubes from the city you are in.

When playing the In the Lab's Solo game, the CDC actions Reassign Role and Exchange Data cannot be done at a vaccine factory. When playing the In the Lab Team game, a team research station may be converted to a team vaccine factory; mark this by standing the former team research station on edge, next to it.

The Operations Expert can use his special movement ability from a vaccine factory.

When playing the In the Lab Team game, only the owning team's players can collect doses from a team vaccine factory.

The In the Lab Field Director may Distribute Vaccine to a city connected to him.

The Medic does this automatically (without using an action) whenever he is in a city with at least 1 purple cube, if the Medic has a vaccine dose on his Role card to discard. The Medic automatically prevents placement of new purple cubes in his city — once the purple disease has been cured — without using vaccine doses.

SUPERBUG INFECTIONS

When an Infection card drawn (for Infections, Epidemics, or Emergency Events) is a city with 1 or more purple cubes, add 1 purple cube to it (*in addition* to that card's normal effect) or conduct a purple outbreak if this city has 3 purple cubes.

Add 1 purple cube even if the City card's disease color has been eradicated.

During Infections, whenever a Superbug Infection card is drawn, it does not count as an Infection card draw. Instead, draw another Infection card and apply the Superbug Infection card's effect to it.

If you draw both Superbug Infection cards in a row, apply its effect once to the next Infection card drawn.

If the next Infection card's city has no purple cubes (and this color disease hasn't been eradicated), then add 1 purple cube *instead* of 1 disease cube of the card's color. Otherwise, the Superbug Infection card has no effect; do the Infection normally (adding both 1 cube of the city's color and 1 purple cube).

In either case, discard the Superbug Infection card to the Infection Discard Pile. Once the purple disease is eradicated, remove Superbug Infection cards from the game when they are drawn.

Do not draw any additional Infection cards when Superbug Infection cards are drawn when resolving the Event Forecast (or the On the Brink Troubleshooter's ability).

This rule is different from the other expansions' Mutation challenges.

Winning or Losing

The players win immediately if they cure all 5 diseases *and* eradicate the purple superbug disease. They lose normally.

Tip: use quarantine markers to slow the growth of the purple disease, as purple cubes cannot be treated and your team will lose if you cannot place the number of purple cubes actually needed on the board.

When playing the In the Lab Team game, players can either win as indicated or by curing and eradicating 4 diseases, including the purple superbug disease.

SUPERBUG LAB CHALLENGE

To combine this challenge with the *In the Lab* Lab challenge, during setup place 1 purple cube on the treat symbol next to the two sample dishes on the lab board. Before doing a Process a Sample lab action, a player may immediately add this cube to either sample dish.

 *Do not Process a Sample in ways that remove this purple cube, as it is needed to sequence the purple disease. Without it, it is impossible to cure the purple disease, as purple cubes cannot be treated (and placed in the lab sample dishes).*

The City cards used to Characterize a Disease and Test a Cure for the purple disease must be cities with at least 1 purple cube (at the time these actions are taken). Any 3 City cards can be discarded to cure the purple disease; they need not be cities with purple cubes.

A Superbug Bonus Isolated Disease Sample card can be used to either Characterize a Disease or Test a Cure when developing a cure of that color in the Superbug Lab challenge.

Lab actions cannot be done at a vaccine factory (only at research stations).



The Superbug Lab Challenge is quite hard, since both challenges place additional time pressure on the players. Do not attempt it until you have succeeded with both the Superbug and Lab challenges separately.

VIRULENT STRAIN SUPERBUG



When combining this challenge with the *On the Brink* Virulent Strain challenge, the purple superbug disease *can* become the virulent strain. If it does, several Virulent Strain Epidemic card effects are modified:

Chronic Effect

This applies only when a Superbug Infection card converts a disease cube into a purple cube.

Complex Molecular Structure

The additional City card must be a city with at least 1 purple cube.

Hidden Pocket

This has no effect.

Rate Effect

This applies only when a Superbug Infection card converts a disease cube into a purple cube.

Resistant to Treatment

This has no effect.



ROLES

Each player has a role with special abilities to improve your team's chances.



COLONEL

Use this role only with Quarantines. During setup, add 2 more quarantine markers to the supply.

- When he enters a city with a "1" quarantine marker, flip it to its "2" side.
- As an action, he may discard a city card to place a quarantine marker in *any* city.



FIRST RESPONDER

- As an action, she may move to any city with a research station.
- After resolving an Epidemic, she may – out of turn – move to the epidemic city and Treat Disease there (before Infections).

The "epidemic city" is the city matching the card drawn from the bottom of the Infection deck during the Infect step of resolving the Epidemic.



GENE SPlicer

She may Discover a Cure at a research station in a city of the color being cured by turning in 2 City cards of the cure color, plus 1 City card each of the 3 other (standard) disease colors.

She may, instead, Discover a Cure normally. The Gene Splicer's ability cannot be used to cure the purple disease (in any challenge). When playing the In the Lab expansion's Lab challenge, the Gene Splicer needs to discard 1 card each of the (standard) non-cure colors to Discover a Cure (in a research station located in a city of the cure color). If affected by the On the Brink Virulent Strain effect Complex Molecular Structure, the Gene Splicer needs to discard 1 additional card of the cure color to Discover a Cure.



PHARMACIST

- As an action, he may reveal a city card to Treat Disease (or Distribute Vaccine in the Superbug challenge) in that city.

He must discard a vaccine dose to Distribute Vaccine.

- As an action, he may remove 1 cube of a *cured* disease from any city to the supply.

Cured Superbug disease cubes may be removed by this action (without a vaccine dose).

When playing the Superbug challenge (or the In the Lab Team Game), the Pharmacist may reveal an Isolated Disease Sample card to remove 1 disease cube of that color from any city of that color.



VETERINARIAN

Use this role only in the Hinterlands challenge.

- As an action at a research station, he may move to any Hinterlands space.
- In a Hinterlands space, he removes 2 cubes of an uncured disease with Treat Disease (if 2 or more cubes are there).

MEDIC (reprinted for Superbug challenge)

Use this version only in the Superbug challenge. When automatically removing cubes of the cured *superbug* disease in a city, the Medic must also return 1 vaccine dose (or else no cubes are removed). Otherwise, this role is unchanged.

CREDITS

Game design: Matt Leacock and Tom Lehmann

Artwork: Chris Quilliams

Graphic design: Philippe Guérin

© 2015 F2Z Entertainment Inc.

31 rue de la Coopérative

Rigaud QC J0P 1P0

Canada