

PANDEMIC™



CRISIS MANAGEMENT TRAINING MANUAL

COMPONENTS



1 BOARD



7 ROLE/REFERENCE SHEETS
1 REFERENCE SHEET



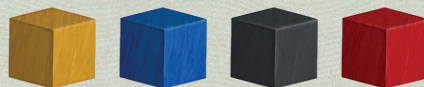
48 INFECTION CARDS



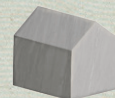
59 PLAYER CARDS
48 CITY CARDS, 5 EVENT CARDS, 6 EPIDEMIC CARDS



4 PETRI DISHES



96 DISEASE CUBES
24 IN 4 COLORS



6 RESEARCH STATIONS



4 CURE MARKERS



1 INFECTION RATE MARKER



1 OUTBREAK MARKER



7 PLASTIC FIGURES WITH BASE CAPS

OVERVIEW

Do you have what it takes to save humanity?

As skilled members of a disease-fighting team, you and your teammates will travel across the globe, treating infections of the four deadly diseases while attempting to discover their cures.

You must work together, using your individual strengths, to succeed. The clock is ticking as outbreaks and epidemics fuel the spreading plagues. Can you find all four cures in time? The fate of humanity is in your hands!

Pandemic is a cooperative game. The players all win or lose together. Each player has a specific role with special abilities to improve the team's chances.

The goal is to discover cures for all 4 diseases. The players lose if:

- 8 outbreaks occur (worldwide panic).
- Not enough disease cubes are left when needed (pandemic).
- Not enough player cards are left when needed (time runs out).

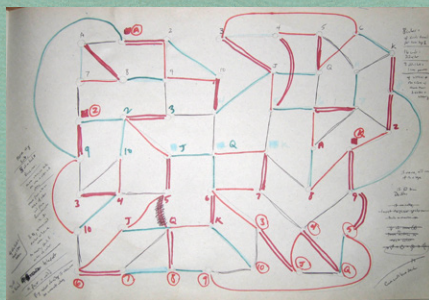
A WORD FROM THE DESIGNER

I've won, but I've lost. The kind of loss you feel deep in your gut; it's a special kind of despair, really. I flail around for words to make it better, but it's too late—words are what got me into this mess. I've just won a negotiation game against my loving partner, Donna, and I feel terrible.

Weeks later, I have an entirely different experience playing Reiner Knizia's *Lord of the Rings*. Donna and I sacrifice our little Hobbit-selves for each other and the greater good, feeling all the feels you'd get from a heavy drama. It's here that I also discover the possibility of creating an artificial enemy worthy of an hour of our attention out of **cardboard**. I want to try making a game like this so that I can play with Donna and we can win **together**.

That's how I set out to make my first cooperative game. The first thing I needed was an antagonist. Disease was a hot topic in the 2004 news media due to the SARS and bird flu outbreaks, so that seemed like the perfect fit. I could model disease-like behaviors in a straightforward way. They're frightening, relatable, and universal. And the stakes couldn't be higher. Left unchecked, the fate of humanity would be in the players' hands.

Before long, a loose collection of ideas—cooperative play, multi-purpose cards, chain reactions, and a horrifying enemy—filled my foggy new-dad brain as I took my baby daughter on our walks around the block each day. In early 2004, after one of these walks, I started to sketch out a prototype.



Original Prototype Board

That first prototype was a quick assemblage of humble materials: a newsprint board, a deck of standard playing cards, pawns, and some wooden cubes. I played the first game by myself on the kitchen table and discovered the central mechanism that

ratchets tension in the game by accident.

(I wonder what would happen if I put the discard pile back on top of the deck?)

The excitement generated by that simple idea hooked me immediately and kept me going throughout the development of the entire game.

I refined the design over the next three years, playing the game during lunches at the Yahoo! offices where I worked, at the local game club, and at a gaming get-together called the Gathering of Friends. There, I met Zev Shlasinger, founder and,

at that time, owner of Z-Man Games, who offered to take a look. He decided to publish the game, so we signed a contract and spent 2007 getting the game ready for publication. In February 2008, **Pandemic** hit the market.

Pandemic has since sold well over 1 million copies in 27 languages and has spun off several expansions, a dice game, the *Pandemic Legacy* games, as well as a separate line of standalone games called the *Pandemic Survival Series*. To celebrate this success, Z-Man Games proudly presents this 10th Anniversary Edition. Enjoy!

— Matt Leacock, 2018



From left to right: *Pandemic 1st Edition* (2008), *Pandemic 2nd Edition* (2013), *On the Brink Expansion* (2013), *Pandemic: Rising Tide* (2017), *Pandemic Legacy: Season 1* (2015)



SETUP

1 SET OUT BOARD AND PIECES

Place the board within easy reach of all players. Place the 6 research stations nearby. Place the disease cubes into their corresponding Petri dishes, and place the Petri dishes near the board. Place 1 research station in Atlanta.

Atlanta is home to the CDC, the Center for Disease Control and Prevention.



2 PLACE MARKERS

Place the Outbreak marker and Infection Rate marker on their corresponding tracks as shown. Place the 4 cure markers on board as shown.

OUTBREAK MARKER
OUTBREAK TRACK

CURE MARKERS

DISCOVERED CURE INDICATORS



3 INFECT CITIES

Shuffle the Infection cards, place them facedown in the Infection deck area of the board, and proceed as follows:

- Flip over the top 3 cards. Place 3 disease cubes of the matching color on each of these cities.
- Flip over 3 more cards. Place 2 disease cubes on each of these cities.
- Flip over 3 more cards: Place 1 disease cube on each of these cities

Place these 9 cards faceup on the Infection discard pile.



4

PANDEMIC



4 PREPARE PLAYER COMPONENTS

Give 1 Reference card and 1 random Role card with its matching pawn to each player. Return the remaining Reference cards, Role cards, and pawns to the box.

Take the Epidemic cards out of the Player deck and set them aside until Step 5. Shuffle the other Player cards (City and Event cards). Deal cards to each player to form their initial hands:

NUMBER OF PLAYERS	INITIAL HAND
2	4
3	3
4	2

5 PREPARE PLAYER DECK

Choose the game's difficulty level by using either 4, 5, or 6 Epidemic cards for an Introductory, Standard, or Heroic game, respectively. Return the remaining Epidemic cards to the box.

Divide the remaining player cards into facedown piles, as equal in size as you can, so that the number of piles matches the number of Epidemic cards you are using. Shuffle 1 Epidemic card into each pile facedown. Stack these piles in the Player deck area of the board, placing smaller piles on the bottom.



6 BEGIN PLAY

The players look at the City cards they have in their hand. The player with the City card whose population is highest takes the first turn.

PLAY

Each player turn is divided into 3 steps:

1. Do 4 Actions
2. Draw 2 Player Cards
3. Infect Cities

After doing the Infect Cities step, your turn ends. The player on your left takes the next turn.

Players should freely give each other advice, letting everyone offer opinions and ideas. However, the player whose turn it is decides what to do.

Your hand can have City and Event cards in it. City cards are resources used to do some actions. Most Event cards can be played at any time, including during another player's turn.

DO 4 ACTIONS

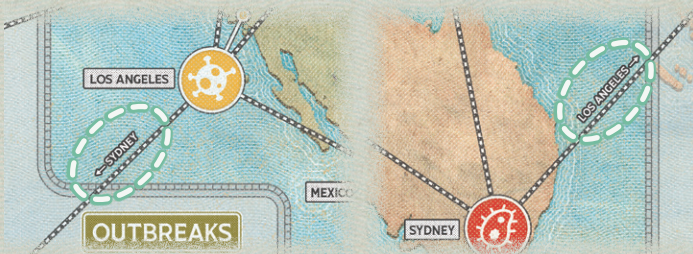
You can do up to 4 actions each turn.

Select any combination of the actions listed below. You can do the same action several times, each time counting as 1 action. Your role's special abilities may change how an action is done. Some actions involve discarding a card from your hand; all discards go to the Player discard pile.

MOVEMENT ACTIONS

DRIVE/FERRY

Move to an adjacent city (connected by a line).



A line that passes through the edge of the board connects to the indicated city on the other side. For example, Sydney and Los Angeles are connected.

DIRECT FLIGHT

Discard a City card to move to the city named on the card.



CHARTER FLIGHT

Discard the City card that **matches** your city to move to **any** city.



SHUTTLE FLIGHT

Move from a city with a research station to any other city that has a research station.



OTHER ACTIONS

BUILD A RESEARCH STATION

Discard the City card that matches your city to place a research station from the supply in your city. If all 6 research stations have been built, shift a research station from anywhere on the board.



TREAT DISEASE

Remove 1 disease cube from your city, placing it in its Petri dish. If this disease has been cured (see "Discover Cure" below), remove **all cubes of that color** from your city.



If there are cubes from multiple cured diseases in a city, each Treat Disease action removes the cubes from only one of those diseases.

When the **last** cube of a **cured disease** is removed from the board, this disease is **eradicated**. Flip its Cure marker to its "O" side.

Eradicating a disease is not needed to win, but for the rest of the game, cubes of eradicated diseases **are no longer placed**.

Removing the last cube of a disease that has not been cured has no effect.

SHARE KNOWLEDGE

If there is another player in your city and you both agree to it, you can do the following:

- **Give** a City card that matches your city to that player.
- **Take** a City card that matches your city from that player.



Example: If you have a Moscow City card and are with another player in Moscow, you can give the card to that player. Or, if another player has the Moscow card and you are both in Moscow, you can take it from that player. In either case, you must both agree before handing the card over.



DISCOVER CURE

At **any** research station, discard 5 City cards of the same color from your hand to cure the disease **of that color**. Move the disease's Cure Marker to its Discovered Cure Indicator. If no cubes of this color are on the board, this disease is now **eradicated**. Flip its Cure marker to its "O" side.



When a disease is cured, its cubes remain on the board, and new cubes can still be placed. Discovering a cure makes treating the matching disease easier, and you must discover cures to win the game.

ACTIONS EXAMPLE

On the first turn, Ben does 4 actions:

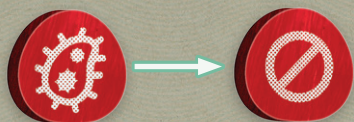
- 1 Drive to Chicago (from Atlanta),
- 2 Drive to San Francisco,
- 3 Treat Disease in San Francisco, removing a blue disease cube there, and
- 4 Treat Disease in San Francisco again, removing a second blue disease cube.

Ben has finished the Do 4 Actions step of his turn.



Later in the game, the red disease has been cured.

3 red cubes remain on the board in Manila, where Anna the Scientist begins her turn. Anna 1 Treats Disease in Manila, removing all 3 cubes with one action (since this disease has been cured). This eradicates the red disease, so the red marker is flipped over to its "0" side.



George, the Operations Expert, is in Chennai, having built a research station there.

George tells Anna that he has the Chennai City card in his hand and offers to let Anna take it from him if she can get to Chennai. Anna discards her Manila City card for a 2 Charter Flight, moving her pawn to Chennai.



Anna then 3 Shares Knowledge with George, taking his Chennai card. Doing this gives Anna 4 black cards, which is normally not enough to cure a disease.



However, Anna is the Scientist and needs to discard only 4 cards of the same color to cure the corresponding disease. Anna 4 Discovers a Cure, discarding her 4 black cards at the Chennai research station. The black Cure marker is moved to the black Discovered Cure Indicator.

Anna has finished the Do 4 Actions step of her turn.



DRAW 2 PLAYER CARDS

After doing 4 actions, draw the top 2 cards together from the Player deck.



If, as you are about to draw, there are fewer than 2 cards left in the Player deck, the game ends, and your team has lost! (Do not reshuffle the discards to form a new deck.)

EPIDEMICS

If your draw includes any Epidemic cards, do the following steps:

- 1. Increase:** Move the Infection Rate marker forward 1 space on the Infection Rate track.
- 2. Infect:** Draw the **bottom** card from the Infection deck and place 3 cubes of the card's color onto this city. If the city would have 4 or more cubes, fill the city to 3 cubes, then an **outbreak** occurs in the city (see Outbreaks to the right).
- 3. Intensify:** Shuffle all cards in the Infection discard pile (including the card drawn from the bottom) and place them on top of the Infection deck.

Remember: When doing these steps, draw from the bottom of the Infection deck and shuffle **only the cards in the Infection discard pile**, placing them on **top** of the Infection deck.

It is rare but possible to draw 2 Epidemic cards at once. In that case, do all three steps above once and then again. The second time, the card drawn for the Infect step will be the only Infection card to "reshuffle," ending on top of the Infection deck. Events (see page 10) may be played after resolving the first Epidemic card and before resolving the second one.

After resolving Epidemic cards, return them to the box. Do **not** draw replacement cards for them.

HAND LIMIT

If you ever have more than 7 cards in hand (not counting any Epidemic cards you may have drawn), discard cards or play Events until you have 7 cards in hand (see Events on page 10).

Anna draws 2 cards. Neither is an Epidemic card and Anna is well under her 7-card hand limit, so Anna continues her turn.



INFECT CITIES

Flip over, one at a time, as many Infection cards from the top of the Infection deck as the current infection rate (indicated by the Infection Rate track on the board). For each card flipped over, infect the pictured city and discard the card to the Infection discard pile.

To infect a city, place 1 disease cube matching its color onto the city (unless the disease has been eradicated). If the city already has 3 cubes of this color, do not place a 4th cube. Instead, an **outbreak** of this disease occurs in the city (see Outbreaks, page 8).



If you ever cannot place the number of cubes **actually needed on the board** (because there are not enough cubes of the needed color left in the supply) the game ends, and your team has lost!

OUTBREAKS

When an outbreak occurs, move the Outbreak marker forward 1 space on the Outbreak track. Then, place 1 cube of the disease color on every city connected to the city.

If any of **those cities** already have 3 cubes of the disease color, do not place a 4th cube in those cities. Instead, in each of them, a chain reaction outbreak occurs after the current outbreak is done.

When a chain reaction outbreak occurs, first move the Outbreak marker forward 1 space. Then, place cubes as above, but do not place a cube in cities that have already had an outbreak (or a chain reaction outbreak) as part of resolving the current Infection card.

Outbreaks can cause a city to have disease cubes of multiple colors on it: up to 3 cubes of each color.



If the Outbreak marker reaches the last space of the Outbreak Track, the game ends, and your team has lost!



INFECT EXAMPLE

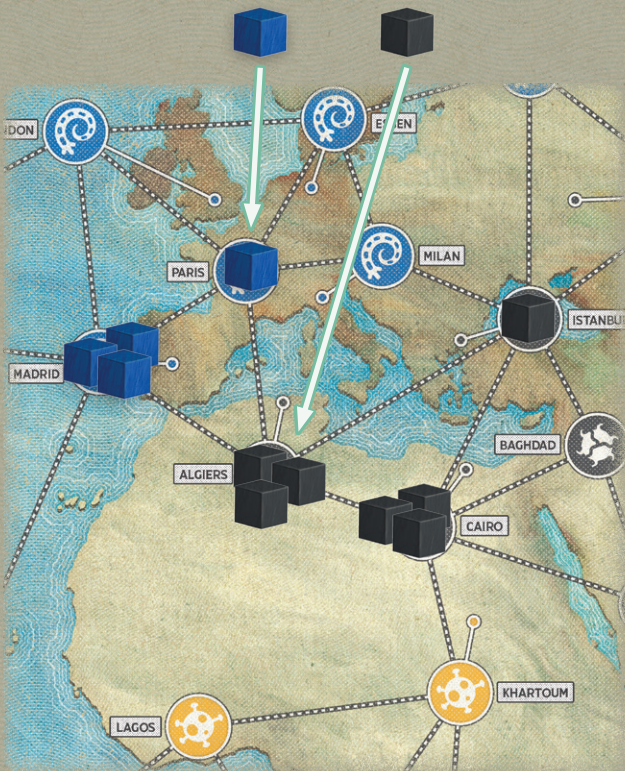


Anna ends her turn by infecting cities. The current infection rate is 3, so Anna flips over the top 3 Infections cards: Seoul, then Paris, then Algiers.

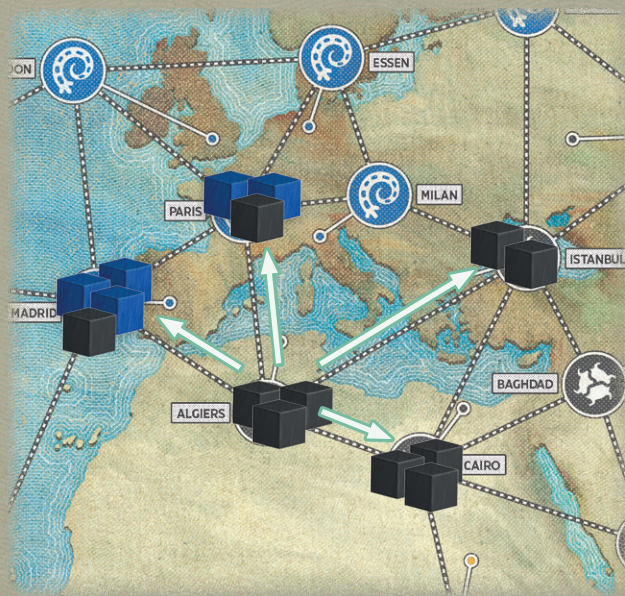
The red disease is eradicated, so Anna simply discards the Seoul card.

Paris has a blue cube on it, so Anna adds a second blue cube there and discards the Paris card.

The black disease has been cured but not eradicated (black cubes are still on the board), so Anna must infect Algiers. Since 3 black disease cubes are already in Algiers, Anna does not place a 4th cube there. Instead, a black disease outbreak happens in Algiers.



OUTBREAK EXAMPLE



OUTBREAKS



A black disease outbreak occurs in Algiers. Anna moves the Outbreak marker forward 1 space and places 1 black cube on every city connected to Algiers: Madrid, Paris, Istanbul, and Cairo. Cairo already has 3 black cubes, so Anna does not place a 4th cube there. Instead, a chain reaction outbreak occurs in Cairo.

Anna moves the outbreaks marker forward 1 more space. She places 1 black cube on every city connected to Cairo: Istanbul, Baghdad, Riyadh, and Khartoum — but not Algiers, as Algiers has already had an outbreak while resolving this Infection card. Then, Anna discards the Algiers Infection card.



TURN END

After doing the Infect Cities step, your turn ends. The player on your left takes the next turn.

EVENT CARDS

During a turn, **any player** may play an Event card. Playing an Event card is not an action. The player who plays an Event decides how it is used.

An Event can be played at any time except between drawing and resolving a card.

After playing an Event card, discard it to the Player discard pile.

During infections, the first Infection card drawn causes an outbreak. You may not play the Airlift Event card to move the Quarantine Specialist to prevent this. After this outbreak happens however, you may use Airlift to move the Quarantine Specialist (to possibly protect other cities) before flipping over the next Infection card.

PLAYER CARDS

When playing the Introductory game (4 Epidemic cards) or when playing with experienced groups, place your cards faceup in front of you for all players to see. When playing the Standard or Heroic games, keep your cards private, so everyone has information to contribute to play discussions.

Only Player cards (not including Epidemics) count toward your hand limit. Your Role and Reference cards are not part of your hand.

Players may freely examine either discard pile at any time.

GAME END

The players **win** immediately when all 4 diseases have been cured.

It is not necessary for players to eradicate all 4 diseases. When all diseases are cured, the game ends and players win immediately regardless of how many cubes are on the board.



There are 3 ways for the game to end with players losing:

- You are unable to place the number of disease cubes **actually needed** on the board.
- The Outbreak marker reaches the last space of the Outbreak track.
- A player cannot draw 2 Player cards after doing their actions.

FINE POINTS AND REMINDERS

- You do not draw a replacement card after drawing an Epidemic card.
- You can do the Discover Cure action at **any** research station; the color of the city does not need to match the disease you are curing.
- During your turn, you may do the Share Knowledge action to take a card from another player if you are **both** in the city that matches the card you are taking.
- During your turn, you may take **any City card from the Researcher** if you are both in the same city.
- Your hand limit applies **at all times**. If you ever have more than 7 cards, you must discard cards or play Events until you have 7 cards in your hand.

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PROOF OF PURCHASE
Pandemic 10th
Anniversary Edition
ZM7102

ROLES

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

CONTINGENCY PLANNER

As an action, take an Event card from anywhere in the Player discard pile and store it on your Role sheet. Only 1 Event card can be on your Role sheet at a time. It does not count against your hand limit.

You can play a stored Event card from your Role sheet. When you do, return it to the box (instead of discarding it).



DISPATCHER

As an action, move any pawn to any city containing another pawn.

As an action, move another player's pawn as if it were your own.

You can do only **movement actions** with other players' pawns (and only with permission). You cannot direct them to do other actions, such as Treat Disease.



When moving a player's pawn as if it were your own, discard cards for Direct and Charter Flights from your hand. A card discarded for a Charter Flight must match the city the pawn is moving from.

MEDIC

Remove **all** cubes (instead of 1) of the same color when you do the Treat Disease action.

If a disease has been **cured**, you automatically remove all cubes of that color from a city, simply by entering it or being there. This does not take an action.

You also prevent placing disease cubes (and outbreaks) of **cured** diseases in your location.



Your automatic removal of cubes can occur on other players' turns if you are moved by the Dispatcher or the Airlift Event.

OPERATIONS EXPERT

Build a research station in your city **without** discarding (or using) a City card.

Once during each of your turns, as an action, discard any City card to move from a research station to any city.



The Dispatcher cannot use your special move ability when moving the your pawn.

QUARANTINE SPECIALIST

You prevent both outbreaks and the placement of disease cubes in your city **and** all cities connected to that city. You do not affect cubes placed during setup.



RESEARCHER

When you are involved in a Share Knowledge action:

- You may give any card from your hand
- Another player can take any card from your hand

The transfer must be **from your hand** to the other player's hand, but it can occur on either player's turn, and the card does not need to match the city you are in.



SCIENTIST

You need only 4 City cards (instead of 5) of the same color to do the Discover Cure action for that disease.



Can you save humanity?

Z-MAN™
games