

Pandemic: The Cure

Introduction: Four deadly diseases threaten to infect the world! Players must work together to prevent disease Outbreaks while finding their cures. You'll need more than luck to save the day. Can you save humanity?

Goal: The players win together immediately if:

- They cure all four diseases

The players lose together immediately if:

- The Infection Rate Syringe reaches the skull space, **OR**
- The Outbreak Syringe reaches the skull space (8 or more Outbreaks), **OR**
- There are no/too few dice to draw from the Infection Bag during the Infect Regions step.

Setup:

1. Assemble the **Treatment Centre** ring and place it in the middle of the table.
2. Put the **6 Region Tiles** in a circle around the Treatment Centre, arranging them from 1-6 in going clockwise.
3. Set the **Infection Rate Syringe** to the desired difficulty on the Infection Track (*green track on the Treatment Centre*).
4. Set the **Outbreaks Syringe** to 0 on the Outbreaks Track (*blue track on the Treatment Centre*).
5. Put all **48 Infection Dice** in the **Infection Bag**, and randomise them.
 - a. **Draw 12 Infection Dice** from the bag, and roll them all.
 - i. *Keep re-rolling any dice showing  until all dice show pips.*
 - b. Place each of the 12 dice into the Region corresponding to the number of pips on their face.
 - i. *i.e. Dice showing 1 pip go into Region 1, dice showing 2 pips into Region 2, and so forth.*
 - ii. *Each Region may not hold more than 3 dice of one colour. If there are more than 3, re-roll the extra dice until all Regions have 3 or fewer dice of one colour.*
6. Place the **CDC Tile** and the **Cured Diseases Card** near the Region Tiles.
7. Shuffle the **10 Event Cards** and place them in a stack face down next to the CDC. **Draw the top 3 Event Cards** and lay them face up next to the stack to form a display.
8. Shuffle the **7 Role Cards**, and **deal 1 to each player**, which they immediately reveal. Hand that player the **Pawn** and **Player Dice** corresponding to their Role Card. Return all unused Role Cards, Pawns and dice to the box.
9. Place all player Pawns in Region 1 (North America).
10. Randomly identify a **Start Player**.

Course of Play: Going clockwise from the start player, players take turns. Players continue to take turns until either all four diseases are cured, or one of the losing conditions is met.

A Player's Turn: On their turn, a player does four things in sequence (*some steps are Mandatory, and others are Optional*):

1. Roll Player Dice and Do Actions (Mandatory)

The active player rolls their Player Dice. They lock and resolve Biohazard symbols first (see table below). Other die faces provide actions. A player can choose to use these actions or choose to re-roll any actions they do not wish to take in the hope of rolling other actions. Dice can be re-rolled as many times as desired (*note that new Biohazard symbols rolled lock further dice and further advance the Infection Rate Syringe*). Once a dice has been used for its action it cannot be re-rolled on that turn.

- *The effect of each die must be fully resolved before the next action is taken.*
- *A player does not have to use all their Action Dice if they do not wish to.*
- *If you ever begin your turn and all of your dice are locked up as sample holders, you **may unlock one** of them to roll. Place the associated Infection die "sample" into the Treatment Centre.*

Symbol	Effect
	Biohazard - Each Biohazard symbol rolled immediately locks that die (cannot re-roll die this turn), and causes the Infection Rate Syringe to move one space forward . When the Infection Rate Syringe reaches or crosses  , an Epidemic immediately occurs (see Epidemics). <i>If the Infection Rate Syringe reaches the Skull, the game ends and your team has lost!</i>
	Fly - Move your Pawn to any other Region.
	Sail - Move your Pawn to an adjacent Region.
	Treat - Put one Infection die from your Region into the Treatment Centre . OR Put one Infection die from the Treatment Centre into the Infection bag . <i>If the cure for the disease of the Infection die you selected has been found, instead send ALL dice of the that colour from your Region to the Treatment Centre, or from the Treatment Centre to the Dice Bag.</i>

	Collect Sample – Take one die of an uncured disease from the Treatment Centre and place it and the Player Die being used for this action onto your Role Card (sample now bottled). This action can only be taken if there are dice in the Treatment Centre. The disease dice and the sample bottle dice are now locked together until a cure for that disease is found.
	Choice of Actions - If a Player Dice face has a “slash” on it, a player may take either one action OR the other one (but not both).

Other Actions – Many Player Dice have role-specific special action icons: information on these actions is found on the Role Cards, and is clarified in [Appendix 1].

2. Give Samples (Optional)

You may give as many samples as you like **of one disease colour** from your Role Card to one other player **in your Region**.

3. Try to Find a Cure (Optional)

You may only attempt to cure **one disease per turn**, and you may only **roll once**. Roll all disease dice of one colour **from the samples on your Role Card**. Add the numbers shown on the dice (crosses count as 0).

- Success:** If you rolled **a total of 13 or more**, the disease has been cured. Use one of the Infection Dice you rolled to mark the corresponding box on the Cured Diseases card. Put the remaining Infection dice you rolled, plus any samples held by other players of that colour, plus any dice in the Treatment Centre of that colour into the Infection bag. Hand the sample bottle Player Dice back to the player(s) that own them.
- Failure:** If you rolled **a total of 12 or less**, you failed to find the cure. Put the Infection dice and sample bottles back on your Role Card. *These dice may be given to another player in a future turn (via Give Samples) or used by you in a future turn in another attempt to cure the disease.*

4. Infect Regions (Mandatory)

Draw a number of dice **equal to the Infection Rate** from the Infection bag, and roll them. *If there are too few to draw, players lose the game immediately.*

- Place all Infection dice with crosses into the CDC
- Place all Infection dice with numbers into their corresponding Region.
- Starting with Region 1 and going clockwise, check each Region for Outbreaks, resolving any that occur (see Outbreaks).
- Play passes clockwise to the next player.

Epidemics

- When an Epidemic occurs, take into your hand **all dice in the Treatment Centre** plus a number of dice from the infection bag **equal to the new Infection rate** and roll them all.
- Put all dice with a cross result in the CDC.
- Put all dice with number results on their correspondingly numbered Regions. Then, starting with Region 1 (North America) and going clockwise, check for outbreaks: if a Region has more than 3 dice of one colour, an Outbreak occurs (see Outbreaks, below).
- After an Epidemic, the current player may continue with her turn, spending or re-rolling any of her remaining Player Dice.

NB: If the Infection Rate Syringe reaches the Skull, the game ends and your team has lost!

Outbreaks

An Outbreak occurs when a Region has more than 3 Infection dice of the same colour in it. This can happen during an Epidemic or when infecting Regions. When an Outbreak occurs:

- Advance the Outbreaks Syringe 1 space.**

NB - If the Outbreaks Syringe reaches the Skull Space (8 Outbreaks), the game ends and your team has lost!

- Move the extra dice** (the dice above 3 in the Outbreak colour) **clockwise to the next Region**.

NB - If the next Region now has more than 3 dice of the Outbreak colour, it also has an Outbreak. Advance the Outbreaks Syringe 1 space and move the extra dice above 3 in this colour from this Region clockwise to the next one, and so on.

NB2 - A Region can Outbreak more than once per turn. This can occur if, during the same turn, different colours Outbreak or if enough Infection dice of one colour are added at two different times.

Events

Whenever an Infection die is rolled and a **‘plus’ result** appears, place that dice in the CDC. These dice can be used to trigger Events. To use an Event Card, place the required number of cross dice into the Infection bag then follow the card’s instructions. Event Cards can be used by any player at any time, **except in between rolling Infection dice, placing them, and then checking for any Outbreaks**. After an Event is resolved, discard its card (face-down) to the bottom of the Event draw pile (*there is an infinite supply of Events*) and immediately draw a new Event and place it face up in the Events row.

- You may play events at any time except **after** you’ve rolled the Infection dice. Once you’ve rolled the dice you have to resolve them before doing anything else.*
- You can play events after rolling Biohazards but before having to resolve the Biohazards (e.g. Healthy Population to clear disease cubes out of the Treatment Centre before an Epidemic hits).*

Appendix 1: Player Power and Player Dice Clarifications:

Role	Role Abilities
Containment Specialist	When entering a Region, put 1 die of each colour with 2 or more dice there in the Treatment Centre. <i>The Containment Specialist's power also takes effect when he is moved by the Dispatcher (including during an airlift) and it takes effect before the Mobile Hospital event takes effect.</i> <i>When you find a cure for a disease, it does not improve the Containment Specialist's special power or the Mobile Hospital event.</i> Use a  to put up to 3 dice from the Treatment Centre into the Infection Bag.
Contingency Planner	Spend a  to set 1 Infection Die in your Region or the Treatment Centre to a cross, and place it on the CDC. <i>The Contingency Planner's "cross" face on his Player Dice should not be confused with the crosses on disease cubes used in the CDC.</i>
Dispatcher	At any time during your turn, (including, e.g. after having complete the 'Give Samples step) move other pawns in your Region to any other Region for free. <i>Each Pawn could have its own destination. The Containment Specialist's power also takes effect when he is moved by the Dispatcher (including during an airlift) and it takes effect before the Mobile Hospital event takes effect.</i> Place a  on your Role Card as any Airlift. At any time spend this die to move any number of players in any single regions to any other single region. <i>Stored airlift dice can be re-rolled at the start of turn, or held onto for future use.</i>
Generalist	You have 7 dice. The first Biohazard you roll each turn does not advance the Infection Rate Syringe.
Medic	Treat two times with  Treat three times with 
Researcher	At any time, for free , you may give samples to other players in <u>any</u> Region.
Scientist	Add 2 to the total of <u>any</u> roll to Try to Find a Cure in your Region . <i>(not just his own roll).</i>

Appendix 2: – Event Clarifications

Event Name	Cost in CDC Dice	Effect
Airlift	1	Move any Pawn to any Region
Containment Attempt	1	Re-roll 1 Player Die with a Biohazard result before it takes effect.
Good Planning	3	Set 1, 2, or 3 Player Dice to any results. This cannot affect Biohazard results, but can be done before rolling dice. <i>You must still roll your other dice on your turn, and resolve the set die and rolled die actions at the same time.</i>
Healthy Population	1	Move up to 4 dice (of any colours) from the Treatment Centre to the Infection Bag.
Mobile Hospital	2	Each time the active player's pawn enters new Region this turn, move 1 Infection Die from the new Region to the Treatment Centre.
One Quiet Night	3	Skip the "Infect Regions" step this turn.
Re-Examined Research	2	Re-roll 1 die when Trying to Find a Cure
Remote Treatment	2	Move any 2 Infection dice from any Region(s) to the Treatment Centre.
Rumours	1	Return 1 die to the Infection Bag instead of rolling it (before rolling for an Epidemic, or to Infect Regions)
Sample Delivery	2	Give any number of samples from one player to another player (no matter where they are).