



PANDEMIC™ THE CURE EXPERIMENTAL MEDS

SUPER-EXPANSION!

An expansion for Pandemic: The Cure for 2 to 5 players, ages 8 and up, by Matt Leacock and Tom Lehmann.

OVERVIEW

This expansion adds 8 roles, 11 events, and 2 challenges to Pandemic: The Cure.

To get started, play the base game with the new roles and events. You may also add a challenge to vary the game some more. We suggest you try the two challenges in this order:

Mutation Challenge: add a 5th (purple) disease that behaves differently from the original four.

Hot Zones Challenge: different regions of the world are affected each time there is an epidemic.

Both challenges can be played separately or together. If you decide to play with both challenges, we suggest playing on Intro (1) difficulty. Good luck!

CONTENTS

- 8 Player pawns
- 8 Role cards
- 40 Player dice in 8 colors
- 11 Event cards
 - 3 Blank Event cards for creating your own
- 12 Purple Infection dice for the Mutation Challenge
- 1 Purple Cured Diseases card for the Mutation Challenge
- 1 Mutation Reference card
- 1 Sticker sheet
- 11 Hot Zone dice (green) for the Hot Zone Challenge
- 5 Hot Zone reference cards

NEW EVENTS

Setup

Shuffle the new Event cards with those from the base game during setup.

Persistent Effects

Some events have effects that stay active for a full round. If an Event card has the **C** symbol, place it near the current player's Role card when it is activated, then draw a replacement card to bring the total number of available Event cards back to 3. Discard the Persistent Effect Event card immediately before the current player begins their next turn.



Infection Zone Travel Ban

The cost of this card is always equal to the number of players. For example, it costs 2 crosses (⊕) with 2 players and 4 ⊕ with 4. This card does not affect outbreaks of Hot Zone dice.

NEW CHARACTERS

Setup

Replace **step 9** of the base game setup as follows:

Shuffle all Role cards together (base game and expansion) and deal 2 to each player. Players then look at their roles, choose 1, and take the corresponding dice and pawn. Players can look at each other's Role cards and discuss strategy while choosing them. Return the unused roles to the box. Place the pawns in region 1 (North America).



New Roles

This section covers the new roles. You may skip it for now and refer to it should you have any questions.



Archivist

The Archivist may use the **🔍** to take 1 Infection die from the Treatment Center and add it to an **existing** sample of the same color. When spent, set the **🔍** to the side; it does not get "locked up" like the **🔒** result does.

The sample may be held by any player in any region (including the Field Operative and the Epidemiologist's **🔴** samples). There is no limit to the number of Infection dice that can be stored in a sample in this way. The resulting sample may be transferred normally (except those held by the Field Operative).



Celebrity Activist

The Celebrity Activist may put **\$** results on her Role card. Before rolling Infection dice drawn from the bag, she may spend a **\$** result to change 1 drawn Infection die into a **⊕** that is put on the CDC.

Unused **\$** dice can be picked up and rolled along with the other available dice at the beginning of the Celebrity Activist's turn.

The Celebrity Activist may use the **✈️** result to fly to a location and then immediately fly to another location. She may not spend other dice between these flights, but she may (for example) bring one pawn with her on her first flight, drop him off, and then take a different pawn with her on the second flight.

Since the Celebrity Activist cannot Try to Find a Cure, she cannot be given or collect samples.

This role works best with 3 or more players.



Epidemiologist

The Epidemiologist may use the result to bottle up a sample of 1 or 2 dice of the same color from the Treatment Center. The resulting sample may be transferred normally.



Field Director

The Field Director may use the result to Treat Infection dice in an adjacent region instead of his current region or the Treatment Center.

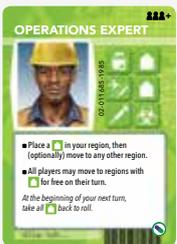


Field Operative

The Field Operative may not Give Samples to other players, and the Epidemiologist may not take samples from him. The Sample Delivery event cannot be played to transfer samples from him to a different player.

Like every other role, the Field Operative may hold samples of more than one color at the same time.

Samples on the Field Operative are “locked up” like any other samples.



Operations Expert

The Operations Expert *must* remove all dice with Operations Center results and roll them with his other player dice at the beginning of each of his turns.

This role works best with 3 or more players.



Quarantine Specialist

If an outbreak sends Infection dice into an adjacent region containing the Quarantine Specialist, place these dice into the infection bag (the outbreak still happens).

The Quarantine Specialist may move to any region on the board immediately before the “Infect Regions” step of your turn (and after the “Try to Find a Cure” step), thus protecting a new region from infections. Because this happens after the “Give Samples” step, she cannot Give Samples after moving this way.



Troubleshooter

The Troubleshooter may put results on her Role card as a Response Team. Before rolling Infection dice drawn from the bag, she may spend a result to return up to 2 Infection dice to the bag.

Unused dice can be picked up and rolled along with the other available dice at the beginning of the Troubleshooter's turn.

Special notes regarding Operations Centers

The Containment Specialist may only use his power to remove 1 die of each color with 2 or more dice when entering a region the **first** time he uses an Operations Center to travel there on his turn. If he re-enters that region by again using the Operations Center to travel there, no dice are removed.

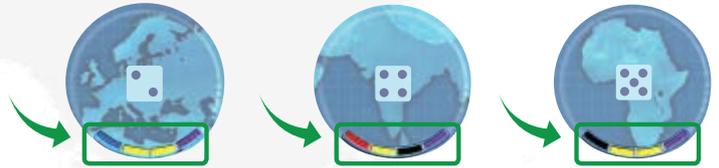
The Mobile Hospital event lets a player remove a die each time they enter a **new** region on their turn. So you cannot bounce between two Operations Centers repeatedly to remove all the Infection dice in them, since you're not entering a **new** region when you return to one you've already visited on your turn.

THE MUTATION CHALLENGE

In the Mutation Challenge, a fifth unpredictable disease infects the world and it must be cured before humanity is saved. This challenge makes the game a bit harder, so we recommend starting on an easier difficulty level.

Before your first game

Apply the stickers to one side of each of those regions: 2, 4, 5. This updates the region to show how many times these numbers appear on the purple dice.



Setup

Add the 12 purple Infection dice to the bag during **step 4** of setup. When placing purple dice during **step 5** of setup, re-roll any dice with **+**, **-1**, and **x2** results until each of them shows a **1**, **2**, or **3**. In **step 7**, use the Purple Cured Diseases card.



Object

In addition to the 4 normal diseases, players must also cure the purple disease in order to win.

Infecting with the Purple Disease

The purple dice have two new faces that have the following effects if rolled when infecting regions:

- x2** Draw *another* Infection die from the bag and roll it. Then, re-roll this die.
- 1** Draw *another* Infection die from the bag and put it into the box. Then, re-roll this die.

Note that the **-1** and **x2** results may come up again when re-rolling a purple die, so multiple dice may end up being added to the board or removed from the game as a result of rolling a single purple die.

Important: resolve all **-1** and **x2** results before placing any Infection dice into regions.

Important: if there aren't enough dice in the infection bag when drawing these dice, the players lose the game!

Purple Dice Resolution Example

Adele infects. She draws and rolls: **1**, **-1**, **3**.

-1 She must draw an Infection die from the bag and return it to the box.



Then, she re-rolls the **-1** and gets a **x2**.

x2 Adele must draw another Infection die (black) and rolls it along with the **x2**. She rolls **1**, **3**.

Finally, Adele places the rolled Infection dice in the corresponding regions.



Finding a Cure to the Purple Disease

When trying to find a cure to the purple disease, roll your purple samples, adding the results normally (counting \oplus results as zero), then *subtract* one from your total for each -1 result. *After* finding this sum (and adding any bonuses such as the one provided by the Scientist), multiply the total by 2 for each $\times 2$ result.

Fine Point

Any game effect (Role, Events, etc.) that refers to Infection dice also includes the purple dice.

Try to Find the Purple Cure Examples

Donna rolls \oplus \oplus \oplus -1 $\times 2$. She adds everything up normally ($5+5+0=10$), then subtracts 1 to get a total of 9. She then multiplies this by 2 to get 18. Cure found!

Success

$$\begin{array}{cccccc} \oplus & \oplus & \oplus & -1 & \times 2 & \checkmark \\ (5 + 5 + 0 - 1) & \times 2 & =18 \end{array}$$

Phil rolls \oplus -1 $\times 2$ $\times 2$. He subtracts 1 from 4 giving him 3, then multiplies that by 2 twice, giving him a total of 12. Not quite enough!

Failure

$$\begin{array}{cccccc} \oplus & -1 & \times 2 & \times 2 & \times & \\ (4 - 1) & \times 2 & \times 2 & =12 \end{array}$$

Adele (who is in the same region as the Scientist) rolls \oplus \oplus \oplus -1 $\times 2$. She adds everything up ($2+2+2+2=8$, which includes the bonus for the Scientist) and then subtracts 1 to get a total of 7. She then multiplies this by 2 to give her a total of 14. Cure found!

Success

$$\begin{array}{cccccc} \oplus & \oplus & \oplus & \text{Scientist} & -1 & \times 2 & \checkmark \\ (2 + 2 + 2 + 2 - 1) & \times 2 & =14 \end{array}$$

THE HOT ZONES CHALLENGE

In the Hot Zones challenge, the different regions of the world are affected each time there is an epidemic. Can you cope with these hot zones and save humanity? This challenge makes the game harder, so we recommend starting on an easier difficulty level.

Object

The game is won or lost normally.

Setup

Before choosing Role cards (**step 9**):

1. Put 1 Hot Zone die on each segment of the Infection Track (as shown), except the first segments, depending on the chosen difficulty.
2. Roll the remaining Hot Zone dice, one at a time, placing a die first in the region with the most **red**, then the region with the most **blue**, then **yellow**, and then **black** Infection dice. If you're also playing with the Mutation Challenge, place a Hot Zone die in the region with the most **purple** Infection dice.
3. Place the remaining Hot Zone dice (if any) back into the box. You'll have extra Hot Zone dice if you're playing the Normal (II) or Heroic (III) games or if you're playing without the Mutation Challenge.

If two or more regions have the same number of Infection dice of a color, the players may choose one of the tied regions. If the regions don't have any Infection dice of a particular color, the players put the Hot Zone die for that color in any region.



2 EXAMPLE: THE HOT ZONE DICE ARE PLACED AS SHOWN. FOR BLUE, PLAYERS CHOOSE BETWEEN 1 & 6



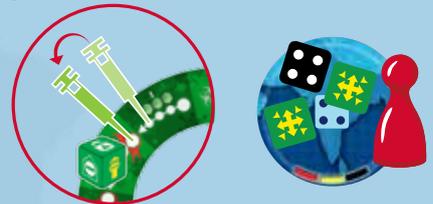
Epidemics and Hot Zone Dice

When an epidemic occurs:

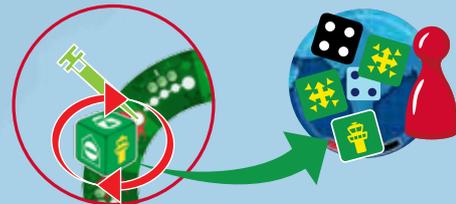
1. Resolve the epidemic as usual (see Epidemics in the base game rulebook, page 5).
2. Roll the Hot Zone die in the new section of the Infection Rate Track and place it into the region with the current player.
3. If that region already has 3 Hot Zone dice, the Hot Zone dice outbreak normally. Place the die just added into the next region (clockwise), without rolling it, and mark an outbreak on the Outbreaks Track.

Epidemic Example

1 EPIDEMIC



2



3



AN OUTBREAK WILL OCCUR IF ANOTHER HOT ZONE DIE IS PLACED INTO THIS REGION.

Spending Hot Zone Dice

You may spend only Hot Zone dice from your region. The  and  are spent during the “Do Actions” step of your turn, the  during the “Try to Find a Cure” step of your turn.

After completely resolving the effect, roll the Hot Zone die and return it to your region.

Hot Zone Die Effects

Some Hot Zone results are helpful, while others cause problems for your team. Effects are cumulative.

Result	Effect
 Evacuation	Spend this result to move an Infection die or Hot Zone die (possibly this one) in this region to an adjacent region.
 Isolation Ward	Spend this result to re-roll a player die showing a  before it takes effect.
 Hazardous Samples	Spend this result to add 1 to your roll after rolling samples to Try to Find a Cure. After finding the cure (and returning any dice from the Treatment Center to the bag), advance the infection rate syringe by 1.
 Transportation Lockdown	When spending a  or  result to move into this region, you must spend an additional  or  (of the same type).
 Influx of Patients	If this region outbreaks, draw 4 Infection dice from the bag, without rolling them, and put them in the Treatment Center.
 Rate Effect	If 1 or more Infection dice are added to this region, change the Rate Effect die to its Evacuation face and then draw and roll 2 Infection dice from the bag, adding them immediately.

Fine Points

- Event cards and Hot Zone dice may not be spent in between rolling and resolving either Infection or Hot Zone dice.
- Rate Effect can add dice in the middle of resolving outbreaks. Add the new dice before continuing to resolve outbreaks clockwise from the current region being resolved. This may result in additional outbreaks in regions that were resolved earlier; simply proceed clockwise until all outbreaks are resolved.
- Hot Zone dice are never put in the infection bag or the Treatment Center.
- The Troubleshooter may combine multiple  dice to enter a region under a Transportation Lockdown (). The Treatment portion  of these results can be used in the origin and/or destination regions.
- Hot Zone dice are not Infection dice. As such, any effect that refers to Infection dice does not affect Hot Zone dice. This includes the Containment Specialist's first power. (In the base game and this expansion, **Relocation Orders** is the only event that affects Hot Zone dice.)

Hot Zone Effects Examples



John spends 2 Hot Zone dice with Hazardous Sample results in his region to add +2 to his roll for a cure. After finding the cure, he advances the infection rate syringe by 2. He then rolls these 2 Hot Zone dice and places them back into his region.

$$\text{Die 1} + \text{Die 2} + \text{Die 3} + 1 + 1 = 13$$



Beth must spend 3  results to fly into a region containing 2 Transportation Lockdown dice since each result requires her to spend 1 more .



Chris adds 8 Infection dice to the Treatment Center after a region containing 2 Influx of Patients dice outbreaks.



1. Susan adds a blue Infection die to Region 2, containing a Rate Effect die.

2. She changes the Rate Effect die to its Evacuation face and draws and rolls 2 dice from the bag, a  and a , adding them.

3. She then resolves *one* outbreak in Region 2, advances the outbreaks syringe 1 space, and moves the extra 2 blue dice to Region 3.

4. This triggers the Rate Effect in Region 3. Susan changes this die to its Evacuation face and draws, rolls, and adds  and  to Region 4.



CREDITS

Game Design: Matt Leacock and Tom Lehmann
 Artwork: Chris Quilliams and Philippe Guérin
 Layout: Marie-Elaine Bérubé
 Editing: Jean-François Gagné

Playtesters: Beth Heile and John Knoerzer, Trisha and Wei-Hwa Huang, Colleen and Donna Leacock, Patrick Nickell, David Short, Colin Thom, Ken, Jos, and Kip Tidwell

Z-MAN games

© 2016 F2Z Entertainment Inc.
 31 rue de la Coopérative
 Rigaud QC J0P 1P0
 Canada

info@zmangames.com
 www.zmangames.com