# PANDEMIC CONTAGION

# FAQ

## INFECTING

**Q: Can I infect a city if I have no more disease cubes?**
A: No, you are limited by the number of disease cubes. The spread of real diseases is limited by factors such as transmission vectors and immune systems. If you run low on disease cubes, try triggering a City Eradication.

**Q: Can I place disease cubes in a city in excess of the population number if my infection rate allows?**
A: No, you can only place cubes up to the population number - there's no one left to infect.

## 2-PLAYER

**Q: Do Event cards or WHO cards affect the neutral color?**
A: No, Event cards, WHO cards, and City cards only affect players.

**Q: Does a Contagion card for the neutral color resolve before or after revealing the next Event card?**
A: Before revealing the Event card.

## RESISTANCE

**Q: I have 1 disease cube and my Resistance is at level 1. A WHO card states that I must remove 4 disease cubes. By lowering my Resistance level, do I protect 1 cube, or reduce the number of cubes I must remove by 1?**
A: For each level of Resistance, you can protect up to that many elements (cards, cubes, mutations). So at level 1, you would protect 1 cube. If you had 4 disease cubes, you would lose 3 but protect 1.

## WHO CARDS

**Q: The "A Cure is Found" WHO card states: "Remove 4 disease cubes from any cities you are currently infecting." What exactly does this mean?**
A: You must remove as many of your cubes as possible, up to 4. These cubes can come from multiple cities.

## CITY CARDS

**Q: Some City cards state: "Play when you want." Does that mean I can play this card during another player's turn?**
**A: No, only during your turn.**

**Q: Some City cards have special actions that modify an action. Example: "Use 1 less card to advance a mutation." Does that mean that I can take the mutation action as a free action, as well as using 1 less card?**
**A: No, it only modifies a mutation action you take normally.**

## CITY ERADICATION:

**Q: When a city is eradicated, what happens to the disease cubes?**
**A: After scoring, players take their disease cubes back.**

**Q: After a City card's action has been used, what do you do with the card?**
**A: Flip the City card facedown.**

## CONTAGION CARDS:

**Q: What happens when the Contagion deck runs out?**
**A: Reshuffle the discard pile to form the new Contagion deck.**

## EVENT CARDS:

**Q: An Event card states that I must remove 1 disease cube from a city I currently infect. Can I remove another player's disease cube?**
**A: No, you must remove your own disease cube.**

**Q: The Paris City card returns an inactive Event card to the top of the Event deck. Is the Event card returned faceup or facedown? Does a Skull & Bones on a returned Event card trigger another Death Toll scoring?**
**A: The Event card is placed facedown on top of the Event deck. A Skull & Bones will trigger another Death Toll Scoring.**

## ACTIONS:

**Q: The player board states: "Pass: When unable to do any actions, draw 1 card and end your turn." Does this mean that players should always draw 1 card after taking their 2 actions?**
**A: No. This applies only if you do not have any Contagion cards and your incubation level is 0.**

# SETUP VARIANTS

Below are two options for adjusting the difficulty of *Pandemic: Contagion*:

## EASY:

Remove the following cards from the Event deck:

- WHO - A Cure Is Found
- WHO - Clean-up Methods Reduce Spread of Infection
- WHO - Trained Medical Teams Deployed
- Event - Jet Streams Trigger Temperature Changes
- Event - Handwashing Awareness Campaign
- Event - Fewer People Travel Abroad

Shuffle the remaining cards and build the Event deck, following the normal Setup rules. All other rules are unchanged.

## HARD:

Set aside the 3 WHO and Event cards listed under Easy difficulty above. Randomly remove 3 WHO and Event cards from the game. Shuffle in the set aside WHO and Event and build the Event deck, following the normal Setup rules.

All players start with a Resistance level of 0. All other elements start at 1. All other rules are unchanged.