

# PANDEMIC EXPRESS

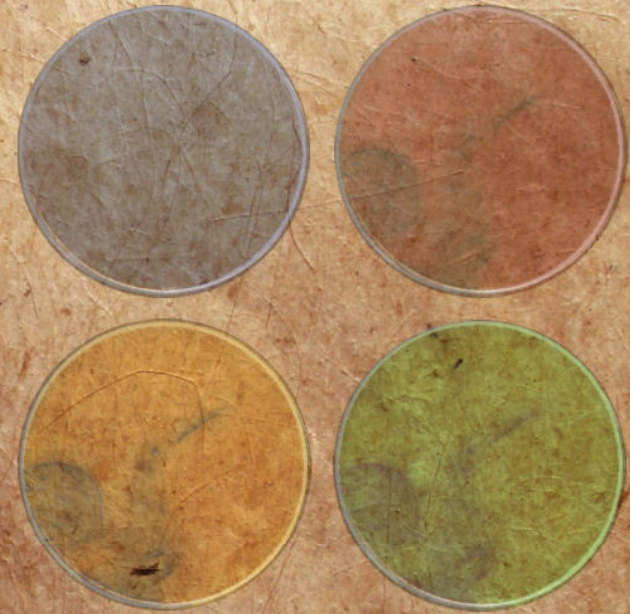
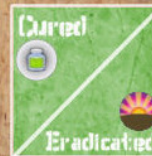
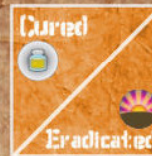


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## Cure Research Trackers

0	1	2	3	4	5
0	1	2	3	4	5

0	1	2	3	4	5
0	1	2	3	4	5



**Scientist** - Only required 4 to cure



**Dispatcher** - Fly to Atlanta or last infected city



**Researcher** - Re-roll and any dice showing infection after the 1st roll



**Medic** - Remove all cubes from city when treating, if disease already cured then remove all cubes from city when passing through



**Choose Role** - Choose any one of the above roles



**Re-roll** - Re-roll the Roll Dice

## Outbreak Tracker

0	1	2	3	4	
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## Available Actions

- Treat
- Cure
- Drive/Sail/Fly
- Pass

## Infection Tracker



2 infections per round

3 infections per round

4 infections per round

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A fast playing dice game based on Pandemic by Z-Man Games.

## What you will need to play:

- Print outs of the map and tracker sheets
- 14x each of red, blue, yellow and green cubes (4-6mm preferable)
- 4x 6-sided dice\*
- 1x player pawn

## The Dice

The 4 dice are as follows:

- 1x coloured faces (red, blue, yellow, green, black, white)
- 2x coloured & numbered faces (coloured as above with the faces number 1-6)
- 1x role dice (can use standard d6 or use graphics below to create a custom dice)



## The Role Dice

1	Scientist (Microscope)	Only require 4 research point to cure a disease
2	Dispatcher (Airplane)	Can fly to start city or last infected city as an action
3	Researcher (Vial)	May re-roll any dice showing infection (black) after first research roll
4	Medic (Red Cross)	When treating, remove all cubes of a single colour from the city. If the disease has been cured, may remove all cubes of that colour as a free action
5	Choose Role (Question Mark)	Choose any of the above roles
6	Re-roll (Circle Arrow)	Re-roll the Role dice

## Rolling Cities

This is done both during the game set-up and when playing the infector.

Take the un-numbered coloured die and 1 of the number coloured dice. Roll both. The un-number die selects the colour of the city, whilst the other die selects the number of the city.

## Game Set-Up

Place 12 of each coloured cubes in the relevant petri dishes on the tracker sheet. Then place one cube of the relevant colours in the zero squares of the Cure Research Trackers.

Roll the Role die and place a cube on the resulting Role.

Place a cube on the zero square of the Outbreak Tracker and on the white square at the start of the Infection Tracker.

Now we roll for the initial infections. If you roll and already infected city then re-roll.

Do two city rolls, each city receives 3 infection cubes from the relevant petri dish.

Do two more city rolls, each city receives 2 infection cubes from the relevant petri dish.

Do two more city rolls, each city receives 1 infection cubes from the relevant petri dish.

Place your player pawn in the start city. This is the city with the black number on it, in the case of the US map it is Atlanta.

## The Turn

On your turn you may take 4 actions. The available actions are:

Treat	Remove 1 cube from the current city. (Medic can remove all cubes of one colour)
Cure	Mark the disease as cured by moving the coloured cube from the Cure Research Tracker to the relevant Cured box.
Drive/Sail/Fly	Move your pawn to an adjacent city (Dispatcher can also fly to last infected city and the start city)
Pass	Take no action

At the start of the turn you take your 4 actions, then you do a Research roll.

Roll all three coloured dice. Any showing black must be kept (unless you are the Researcher, in which case you may re-roll them once). If no black faces are showing you may choose to keep one or two dice. If you only keep one die, the re-roll the other two.

Once again, if a black face is showing that die must be kept, other-wise you may choose which of the other two to keep.

You must keep two dice, the third is discarded.

You now update the relevant trackers. For any faces showing one of the 4 disease colours, advance the relevant Cure Research Tracker.

Advance the Infection Tracker one space for each black face showing. If the cube on the Infection tracker finished on, or passes over, a square containing the infection icon then an Infection occurs. Do a city roll and place 3 infection cubes in the city rolled.

If you have kept 2 dice showing white then a special event occurs (see below).

The next step in the turn is Playing the Infector.

Below the Infection Tracker is a number indicating the number of infections per round. Do that number of City Rolls, placing one cube in each infected city.

Lastly, you may choose to roll the Role Dice to get a new role.

## Outbreaks

An Outbreak occurs when there are already 3 cubes of a single colour in a city and a fourth needs to be added. In this case a fourth is not added, instead an Outbreak occurs and 1 cube is placed in each adjacent city and the Outbreak Tracker is advanced.

If any of those surrounding cities already have 3 cubes of the relevant colour in, then they in-turn Outbreak, however please note that each city can only Outbreak once in any given chain reaction.

## Special Events

When a special event occurs, roll the numbered die to determine the special event:

1	Air-Lift	Move your pawn to any city
2	One Quiet Night	Skip the Playing the Infector step
3	Resilient Population	Remove a single cube from any city. If the disease has already been cured then remove all cubes of that colour from the city
4	Break-through	Advance any one Cure Research Tracker by one
5	Quarantine	Choose a city, that city can't get infected this turn
6	Re-Roll	Re-roll the dice

## Eradicating Diseases

If a disease has been cured and you then remove all cubes of that disease from the board, then the disease has been eradicated. Move the relevant

cube from the Cured to Eradicated side of the square. Now when ever playing the infector, if a city of that colour is rolled then no infection occurs.

## Winning and Losing

To win you just need to cure all four diseases; however you lose if any of the following happen:

- The Outbreak Tracker reaches the death icon
- The Infection Tracker reaches the death icon
- You need to place a cube on the board, but there are no more available in the relevant petri dish.

## Too Easy For Ya?

That's the introductory game, if you want more of a challenge then try the standard game.

In the standard game you are only allowed a total of 7 Cure Research Points at any one time (so you'll have to discard some to stay on 7 or less) and you must roll the Role Dice at the end of every turn.

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Pandemic and Pandemic Logo; Copyright 2007 - Z-Man Games Inc.

US Map based on image uploaded to Stock Exchange ([www.sxc.hu](http://www.sxc.hu)) by user speculator.

Thanks to all the BGGers who played and commented. (Tommy Nomad, Jack Neal, Steven M and Michael Bevilacqua)