

Pandemic The Cure - 2-5 players Rules Summary (v1)

Setup:

- Place the Treatment Center Ring in the middle of the table.
- Place the 6 Region circles around it, 1 through 6 clockwise.
- Set the difficulty: Beginner, Standard, Heroic (green track).
- Set the outbreaks at 0 (blue track).
- Put all 48 infection dice (pips on them) into the draw bag.
- Randomly draw 12 infection dice and roll them.
 - Reroll any cross (+) symbols.
 - Place each die on the matching region (1, 2, 3, 4, 5, 6).
 - If more than 3 of a color in a region reroll the extra dice.
- Place the CDC tile and Cured Diseases card on the table.
- Shuffle the event cards face down. Reveal 3 next to the deck.
- Give each player a roll card (or choose the one you want) and
 - the matching color dice and
 - the matching color pawn (place in region 1).
- Select a random start player. Turns are then clockwise.

Each Player Does 4 Things On Their Turn:

(1) Roll their player dice then Do Actions from them.

- **Roll** all your available **player dice**.
 - Note: some dice may be "locked" as samples (see **bottle**).
 - You may reroll unused dice EXCEPT **biohazard**.
 - Some die faces have two icons separated by a slash.
 - You may choose one or the other (not both).
 - All effects for a chosen die must be completed before moving on to another die.
- **Biohazard**: immediately advance infection rate marker.
 - You may play **event cards** before this (see below).
 - You may not reroll a die that is a biohazard this turn.
 - If the marker reaches or crosses a light green splat (every 4th spot) an **epidemic** occurs (see below).
 - If the marker reaches the **red skull**, **everyone loses**.
- **Plane** (fly): move pawn to any region.
- **Boat** (sail): move pawn to an adjacent region.
- **Syringe** (treat): do one of these two things (not both):
 - Move 1 die from your region to the treatment center.
 - If that color disease is cured, move ALL dice (not just 1).
 - Move 1 die from the treatment center to the bag.
 - If that color disease is cured, move ALL dice (not just 1).
- **Bottle** (collect sample): Bottle up a disease sample:
 - Move 1 die from the treatment center to your Role card.
 - Place your player die (bottle icon) on top of it.
 - Both dice are "locked" until that color is cured.
 - You may give both dice as a sample to another player but both dice remain "locked" on their Role card.
- **Other Actions**: the player dice for some roles have special icons. See the Role card for their rules.
- You do not have to use all your player dice on your turn.

(2) Give Samples (optional).

- When you are finished taking actions, if you have any samples on your Role card, each sample (both dice) may be given to another player in your region.
 - Both sample dice go on that player's Roll card.

(3) Try to find a Cure (optional once for an uncured color).

- After Actions & Samples you can attempt to cure a disease.
 - Take all the dice samples you have of one color and roll them (*dice with the cross (+) result stay with samples*).
 - If the result is **13 or higher**, **SUCCESS** (*cross=0*).
 - Take one of the dice you rolled and place it on the disease card on the matching color spot.
 - Return all player dice to the players
 - Put all remaining infection dice from that roll back into the bag.
 - If any other players are holding samples of that color, they also return the infection dice to the bag and player dice to the players.
 - If there are any dice of that color in the treatment center, return them to the bag.
 - Any future Treat (syringe) actions will now move all dice of this color, not just one.
 - If the dice rolled result is less than 13, **FAILURE**.
 - No cure! (and you can't give them to another player)

(4) Infect Regions.

- As a player's turn ends, they roll the number of infection dice as indicated on the green infection track.
 - If there are not enough dice in the bag: **Team Loses!**
- Place dice rolled with a cross (+) into the CDC circle.
- Place remaining dice rolled into their matching regions.
- Check each region clockwise for **outbreaks** (see below).

Event Cards:

When infection dice are rolled (with the pips), each cross icon (+) die is placed in the CDC circle. They pay for events.

- Pay for and use events before or after rolling infection dice.
- Place the used event card at the bottom of the event deck.
- Draw a new event card (always have three to choose from).

Epidemics:

When an epidemic occurs, take all treatment center dice plus the number of dice indicated by the infection rate from the bag & roll them. Not enough dice in the bag? **Team loses**.

- Put dice with a cross (+) into the CDC circle.
- Put numbered dice into the region of the matching number.
 - Check each region clockwise for **outbreaks** (see below).
- After an epidemic, the current player continues their turn.

Outbreaks:

During an **epidemic** or while infecting regions an outbreak occurs if a region has **more than 3** dice of the same color.

- Advance the outbreak marker one spot.
 - If the marker reaches the **red skull**, **everyone loses**.
- Move the extra dice (above 3) to the next clockwise region.
 - If that next region now has more than 3 dice of the outbreak color, it too has an **outbreak** (a chain reaction).

End Game:

- **WIN** (together as a team): Cure all four diseases.
- **LOSE**: Too many infections or outbreaks or ran out of dice.