

PANDEMIC

EXPANSION **ON THE BRINK**



An expansion for Pandemic by Matt Leacock and Tom Lehmann

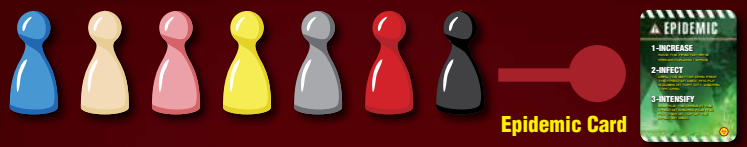
Is saving humanity too easy? Spice things up with new roles, events, and challenges. What if one disease is particularly nasty? Or, if a fifth disease is wreaking havoc? Or, even worse, if that fifth disease is being spread by a hidden Bio-Terrorist?

Welcome to Pandemic: On the Brink!

7 Role cards



7 Pawns



Epidemic Card

Reference Card

8 Event cards



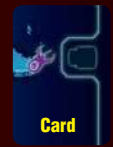
12 Disease cubes



1 Cure marker



1 Cure Indicator
1 Cure Indicator card



Apply the sticker or use the card for the Mutation or Bio-Terrorist challenges

3 Mutation Event cards



2 Mutation cards



5 petri dishes with labels



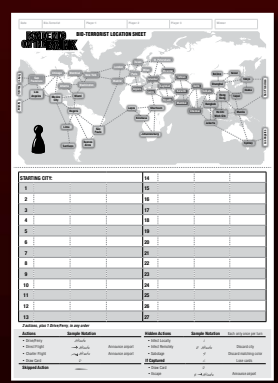
8 Virulent Strain Epidemic cards



4 blank cards



1 Bio-Terrorist location pad



On the Brink cards have this icon in their lower right corners, so you can easily separate them.

OVERVIEW

This expansion adds a 5th player, 6 roles, 8 events, and 3 challenges to Pandemic.

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 three challenges in order:

NEW ROLES, EVENTS, AND RULES

New Roles

Add the 6 new Role cards to the base game Role cards before shuffling and dealing 1 Role card to each player. See page 8 for more details.

Use the Bio-Terrorist Role card only when playing the Bio-Terrorist challenge.

New Events

Add the 8 new Event cards to the 5 base game Event cards and shuffle them face down. Add **2 Event cards per player** to the Player cards, before shuffling and dealing Player cards to each player. Put unused Event cards back in the box without looking at them.

This is a rules change from the base game.

Play the new Events normally.

Fine Points



Borrowed Time

The player drawing this card may *not* immediately play it to continue taking actions (as that player is now in the Draw Cards step of his turn).



Mobile Hospital

The Containment Specialist first removes 1 cube of each color with 2 or more cubes present and then removes 1 more cube (for each city entered).



New Assignment

If the current player was selected and he swapped either from or to the Generalist role, then he may do up to 5 actions this turn.



Rapid Vaccine Deployment

This can be played only *immediately* after a Discover a Cure action. Each affected city must be connected to at least 1 other city affected by this event (unless this event affects just 1 city). At least 1 cube must be removed from each of these cities.



Special Orders

As when moving other pawns with the Dispatcher, the current player must discard (or reveal) any cards used to move that pawn by Direct or Charter flights. Powers that are part of movement (such as the Medic's power to remove *cured* disease cubes or the Containment Specialist's power) do occur.

- **Virulent Strain** challenge: makes one disease particularly nasty in unpredictable ways.
- **Mutation** challenge: adds a 5th (purple) disease that behaves differently from the original four.
- **Bio-Terrorist** challenge: pits one player against the others.

5-Player Game

Pandemic can be played with 5 players. During setup, deal a Role card to the 5th player and 2 Player cards (as with 4 players) to each player.

Legendary Game

Feeling invincible? Try the Legendary difficulty level. Use the Epidemic card in this expansion to play with 7 Epidemic cards.

Stack



Shuffle

Set up the game normally (separating the Player cards into 7 piles before shuffling an Epidemic card into each pile).

When you draw the 7th Epidemic, the infection rate remains at 4 (the track maximum).

Warning: Not for the faint of heart...

Adding Challenges

Each challenge adds some difficulty, so you may wish to try each new challenge with 1 fewer Epidemic card than you would normally use when playing the base game.

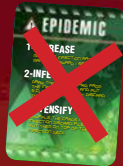
Experienced players may combine the Virulent Strain with either the Mutation or Bio-Terrorist challenges.

VIRULENT STRAIN CHALLENGE

In the Virulent Strain challenge, a disease has gone out of control in nasty, unpredictable ways.

Setup

Put the normal Epidemic cards in the box — you will not need them. Prepare the Player Deck (step 5) using Virulent Strain Epidemic cards instead. Select the Virulent Strain Epidemic cards to use by shuffling them face down before taking the needed number (4-7, based on your difficulty level). Put the unused cards away without looking at them.



Prepare the Player Deck



Use 4 Virulent Strain Epidemic cards for your first game.
Use 6 after mastering the Standard game.

Divide the remaining player cards into face down piles, as equal in size as you can, so that the number of piles matches the number of Virulent Strain Epidemic cards you are using. Shuffle 1 Virulent Strain Epidemic card into each pile, face down. Stack these piles to form the Player Deck, placing smaller piles on the bottom.

Determining the Virulent Strain

When a player draws the first Virulent Strain Epidemic card, determine which disease will be the Virulent Strain for the rest of the game. After performing this card's Infect step, the disease with the *most cubes on the board* is the Virulent Strain. Finish doing this Epidemic and its Virulent Strain effect (see below). Put this card next to the Virulent Strain's cube supply as a reminder.

If several diseases are tied for most cubes on the board, randomly choose the Virulent Strain from among the tied diseases.

If you are also playing with the Mutation or Bio-Terrorist challenge, the purple disease cannot be the Virulent Strain. Ignore it when determining the Virulent Strain.

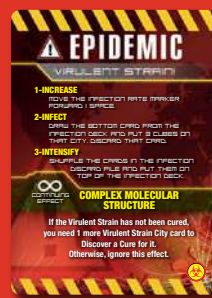
Virulent Strain Epidemic Effects

Besides its Epidemic effects, each Virulent Strain Epidemic card has an effect which applies only to the Virulent Strain disease. Read the card aloud and follow its instructions. Some cards have a *continuing* effect; these affect play after the Epidemic is done. Keep these cards face up as reminders. Others have an *immediate* effect, taking place before the Intensify step of the Epidemic. Flip these cards face down after their effect and Epidemic is done.

Winning and Losing

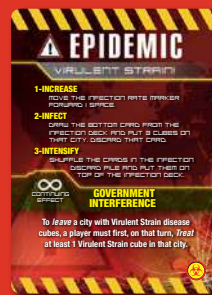
This challenge is won or lost normally, as in the base game. Good luck!

Fine Points



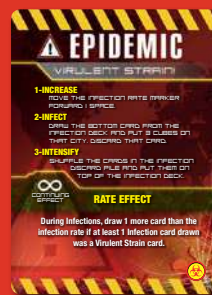
Complex Molecular Structure

A player would need to turn in 6 city cards of the Virulent Strain color to cure the Virulent Strain, except the Scientist, who would turn in 5 cards, or the Field Operative, who could turn in 4 cards and 3 Virulent Strain samples.



Government Interference

Removing (but not *Treating*) a Virulent Strain disease cube—with the Containment Specialist's power, the Field Operative's sample power, or the Events Remote Treatment or Rapid Vaccine Deployment—does *not* satisfy this effect's requirement. The Event Mobile Hospital does satisfy it. Other players' pawns affected by this effect *cannot* be moved by the Dispatcher or the Events Airlift or Special Order, unless the current player first *Treats* a cube in the same city that the pawn being moved is in.



Rate Effect

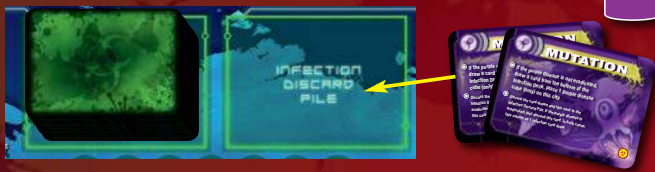
If the Troubleshooter sees a Virulent Strain city card when looking at Infection cards while Rate Effect is in effect, the Troubleshooter does *not* look at an additional card. When combining this challenge with the Mutation challenge, if the card drawn to resolve a Mutation card is a Virulent Strain city, that card does not count towards Rate Effect.

MUTATION CHALLENGE

The Mutation challenge adds a 5th purple disease to the game that appears in unpredictable ways. Players must either cure all 5 diseases *or* cure the 4 other diseases and have no purple disease cubes on the board.

Setup

Put the 12 purple disease cubes near the other cubes as a supply. Put the purple Discovered Cure Indicator and cure marker on the board. Put the 2 Mutation cards in the Infection Discard Pile (do *not* shuffle them into the Infection Deck).



After dealing cards to players, but before preparing the Player Deck (step 5), shuffle the 3 Mutation Event cards with the remaining Player cards.



The Mutation (Purple) Disease

The purple disease is like the other 4 diseases, except as noted below. Purple disease cubes enter play in three ways.

Mutation Cards

During Infections, if a Mutation card is drawn (and the purple disease is *not* eradicated), draw an Infection card from the *bottom* of the Infection Deck and place 1 purple cube on that city. Do *not* place a cube of the card's color on the city. Discard both cards to the Infection Discard Pile.



This counts as 1 Infection card draw for the turn.

The Event Resilient Population cannot be used to remove a Mutation card from the Infection Discard Pile.



Mutation Event Cards

When a Mutation Event card is drawn, follow its instructions and discard it. Do *not* draw a Player card to replace it.

2 Mutation Event cards place purple cubes on cities of cards drawn from the bottom of the Infection Draw Pile. Do not place cubes of those cards' colors on those cities.

If a player draws both a Mutation Event card and an Epidemic card, do the Mutation Event first.

If a player draws 2 Mutation Event cards, the player decides the order to do them.

Infections

During Infections, if an Infection card is drawn for a city with at least 1 purple cube on it, place *both* 1 purple cube (if purple is not eradicated) and 1 cube of this card's color (if that disease is not eradicated) on the city, resolving any outbreak(s) normally.

An Infection draw is the only time when cubes of both colors are placed. When drawing cards from the bottom of the Infection Deck, either just cubes of that card's color (for Epidemics) or just purple cubes (for Mutation cards and Mutation Events) are placed.



Curing the Purple Disease

When Discovering a Cure for the purple disease, discard 5 City cards in any mix of colors, with at least 1 of them a city that has 1 or more purple cubes on it.

When a Scientist or Field Operative turns in fewer City cards, at least 1 of them must be a city with 1 or more purple cubes on it.

If the purple disease is eradicated and a Mutation card is drawn during Infections, just discard it. It still counts as 1 Infection card draw for the turn.

Winning or Losing

The players win immediately if they either cure all 5 diseases *or* cure the 4 other diseases and have no purple disease cubes on the board.



Like any other disease, if you cannot place the number of purple cubes actually needed on the board, your team loses. There are only 12 (not 24) purple cubes in the supply!

BIO-TERRORIST CHALLENGE

This challenge pits one player, the Bio-Terrorist, against the others, seeking to create panic throughout the world with a 5th disease.

This challenge works with 3 or 4 players. 5 players (1 Bio-Terrorist and 4 other players) is not recommended.

The Bio-Terrorist wins if the other players lose and there is at least 1 purple disease cube on the board. To win, the other players must either cure all 5 diseases *or* cure the 4 standard diseases and have no purple disease cubes on the board.

The Bio-Terrorist challenge may be combined with the Virulent Strain challenge, but not the Mutation challenge.

Setup

Select the Bio-Terrorist player. Give him the Bio-Terrorist Role card, the black pawn, a folded Location sheet, and a pencil. The black pawn begins off the board. After infecting 9 cities (step 3), deal 2 *Infection cards* to the Bio-Terrorist.

Select the Bio-Terrorist either randomly, by including the Bio-Terrorist Role card among the Roles dealt out, or by choosing a volunteer.

Put the 12 purple disease cubes near the other cubes as a supply. Put the purple Discovered Cure Indicator and cure marker on the board. Use 2 Event cards per player in the game, including the Bio-Terrorist (for this purpose only). Deal Player cards to the non-Terrorist players normally.



Determine the first player among the non-Terrorist players. The Bio-Terrorist then secretly notes on his Location sheet the city he will start in. The first player begins play.



Play

Non-Terrorist players take their turns normally, except they now have a possible Capture action (see below).

The Bio-Terrorist takes a turn after *each player's turn* (after that player Infects Cities). The Bio-Terrorist can do up to 2 actions, plus 1 Drive/Ferry action (in any order). The Bio-Terrorist does *not* automatically Draw Cards nor Infect Cities; he must use actions to do so. The Bio-Terrorist uses *Infection cards* (not Player cards) during play, discarding them to the Infection Discard Pile.

Bio-Terrorist Secrecy

The Bio-Terrorist moves secretly about the board, keeping track of his actions on his Location sheet.

Whenever the Bio-Terrorist is in the same city as other player(s), the Bio-Terrorist is *spotted* and puts his pawn on the board. If he (or another player) then moves so that the Bio-Terrorist is not in the same city as another player, the Bio-Terrorist removes his pawn from the board.

If the Bio-Terrorist moves by a Direct or Charter Flight (see below), he discards the card to the Infection Discard Pile and announces that his pawn was "sighted" at that airport. He does not reveal if he used the card for a Direct or Charter flight nor on which of his actions this flight took place.

While players often plan out their entire turn before taking any actions, turns are done one action at a time. A player who moves and spots the Bio-Terrorist may, if he has any actions left, then choose to capture the Bio-Terrorist.

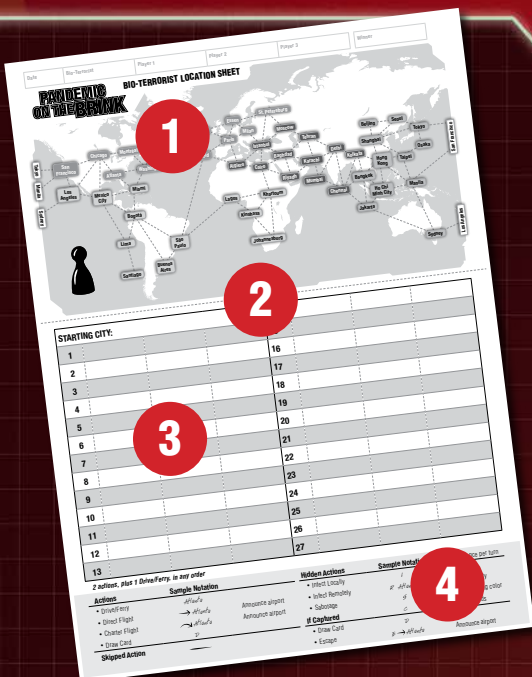
The Bio-Terrorist performs his actions one at a time, possibly placing purple disease cubes, discarding cards, or announcing airport sightings. He does not announce which action he is doing, but players may be able to deduce information based on the order in which things happen.

Capturing the Bio-Terrorist

If the Bio-Terrorist pawn is on the board, a player in the same city as the Bio-Terrorist may, for an action, *capture* him.



Capture: Put the Bio-Terrorist pawn on your role card. He discards all cards in hand to the Infection Discard Pile (without effect).



1. Map

2. Fold Line

Fold the map section down over the action log section to hide your current location from the other players.

3. Action Log

Record your starting city location and actions for each turn here.

4. Suggested Action Notation

BIO-TERRORIST ACTIONS

On his turn, the Bio-Terrorist may take up to 2 actions, plus 1 Drive/Ferry action. This optional Drive/Ferry action may be done before, after, or between his other 2 actions.

As the Bio-Terrorist, record your actions on your Location sheet to track your current location. Suggested notation is provided.

ACTIONS

Each of these actions may be done twice per turn (up to 3 times for Drive/Ferry when combined with the extra one).



Draw Card

Draw 1 card from the Infection Deck into hand.

The Bio-Terrorist's hand limit is 7 cards; if he has more than 7, he must discard the 8th card to the Infection Discard Pile (without effect).



Drive/Ferry

Move to a connected city.



Direct Flight

Discard an Infection card to move to its city. Announce an airport sighting there.



Charter Flight

Discard the Infection card that *matches* the city you are in to move to *any* city. Announce an airport sighting in the city you left.

Hidden Actions: each of these actions may be done only once per turn, if the Bio-Terrorist is not spotted (or captured).



Infect Locally

Place 1 purple cube on your current city.



Infect Remotely

Discard an Infection card to place 1 purple cube (only) on that city.

The Bio-Terrorist may Infect Remotely the city he is in.



Sabotage

Remove a Research Station in your city, discarding an Infection card whose *color* matches this city. Return the Research Station to the supply.

While Captured: the Bio-Terrorist can do only Draw Card or Escape actions.



Escape

Discard an Infection Card to move to its city. Announce an airport sighting there. Take back the Bio-Terrorist pawn

Since the Bio-Terrorist loses all cards in hand when captured, his 1st action after being captured will be Draw Card. He can use this card to Escape or draw another card (skipping his Drive/Ferry action). After the Bio-Terrorist does an Escape action, he completes his turn normally (taking a 2nd action if he escaped on his 1st action, plus his optional Drive/Ferry action).



The Bio-Terrorist (Purple) Disease

The purple disease is like the other 4 diseases, except as noted below. Purple disease cubes enter play by Bio-Terrorist actions and infections.

Infections

During Infections, if an Infection card is drawn for a city with at least 1 purple cube on it, place *both* 1 purple cube (if purple is not eradicated) and 1 cube of the card's color (if that disease is not eradicated) on the city, resolving any outbreak(s) normally for the card's color and as below for purple.

An Infection draw is the only time when cubes of both colors are placed. When the Bio-Terrorist Infects Remotely, only 1 purple cube is placed. When drawing a card for an Epidemic, only 3 cubes of that color are placed.

Purple "Flare-Out" Outbreaks

Outbreaks of the Bio-Terrorist's purple disease (only) are so intense that they "flare out", leaving the cities they outbreak from with just 1 purple cube.

This applies to the Bio-Terrorist challenge only, not the Mutation challenge.

To do a purple outbreak, remove 2 purple cubes from that city (returning them to the supply) and *then* place 1 purple cube on each city connected to it (moving the outbreaks marker forward 1 space).

If a purple disease outbreak results in "chain reaction" outbreaks, do not add purple cubes to cities that have already had an outbreak as part of resolving the current action or Infection card.



Curing the Purple Disease

When Discovering a Cure for the purple disease, discard 5 City cards in any mix of colors, with at least 1 of them a city that has 1 or more purple cubes on it.

When a Scientist or Field Operative turns in fewer City cards, at least 1 of them must be a city with 1 or more purple cubes on it.

Winning and Losing

The non-Terrorist players win if they either cure all 5 diseases *or* cure the 4 standard diseases and have no purple disease cubes on the board.



Like any other disease, if you cannot place the number of purple cubes actually needed on the board, the players lose (and the Bio-Terrorist wins). There are only 12 (not 24) purple cubes in the supply!

The Bio-Terrorist wins if the players lose *and* there is at least 1 purple cube on the board. The Bio-Terrorist **loses** (and is out of the game) if the players ever *eradicate* the purple disease.

The Bio-Terrorist must be careful not to allow the purple disease to be cured and then immediately eradicated.

Everyone loses if the players lose and there are no purple cubes on the board.

Etiquette

The Bio-Terrorist may listen to the other players as they discuss their plans and cards, but should not interrupt them on their turns. The non-Terrorist players may not hold private discussions nor pass notes to each other.

The Bio-Terrorist may not reveal Infection Cards in hand until playing them, but must disclose, when asked, how many cards are in his hand. The Bio-Terrorist is on the "honor system" for recording his own location and reporting whenever he is spotted.

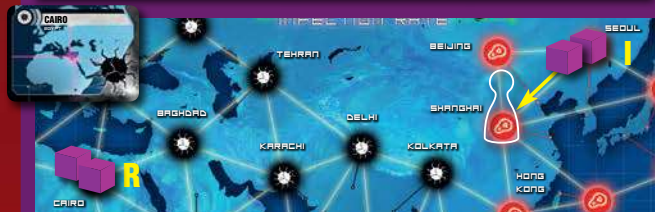
As the Bio-Terrorist can do nothing on the other players' turns and they can do nothing on Bio-Terrorist turns, we recommend that everyone keeps this in mind and plays briskly (although tricky situations needing discussion can arise — this is not intended to prevent these discussions).

Sample Bio-Terrorist Turns

In the mid-game, there is 1 purple cube each in Cairo and Seoul. The Bio-Terrorist is hidden in Seoul and holds 3 Infection cards: Cairo, Istanbul, and Shanghai.

On his turn, the Bio-Terrorist Infects Remotely in Cairo (discarding his Cairo card), Infects Locally in Seoul, and Drives to Shanghai.

7 R Cairo I Shanghai

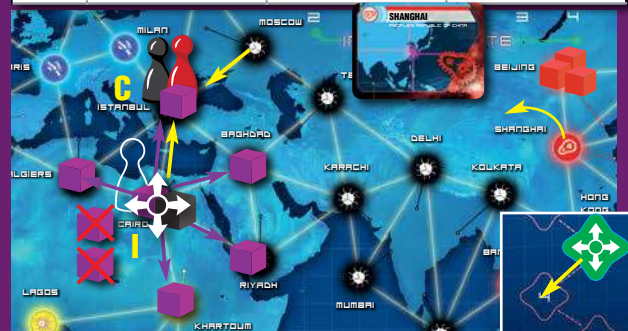


The next player takes her turn, neither entering Shanghai nor removing any purple cubes. She draws an Epidemic card that puts 3 red cubes in Beijing and the Infection discards back on the deck.

During the Infections step, Cairo is drawn. Both 1 black cube and 1 purple cube are placed in Cairo.

The Bio-Terrorist then discards his Shanghai card for a Charter Flight to Cairo, announcing a Shanghai airport sighting; Infects Locally in Cairo, producing an outbreak there; and then Drives to Istanbul.

8 Cairo I Istanbul C



The next player, however, enters Istanbul with an action left. The Bio-Terrorist announces that he is spotted and places his pawn on Istanbul. The player then Captures him. The Bio-Terrorist discards his Istanbul card and gives this player his pawn.



9 D E → Mexico City Los Angeles

On his turn, the Bio-Terrorist draws Mexico City and Escapes, discarding Mexico City and announcing an airport sighting there. He takes back his pawn and then Drives to Los Angeles. His plans to create an outbreak in Istanbul foiled, he heads towards Seoul...

ROLES



BIO-TERRORIST

The Bio-Terrorist is used only in the Bio-Terrorist challenge (see page 5).



ARCHIVIST

The Archivist's hand limit is 8 cards. He may, once per turn, as an action, draw the City card that matches the city he is in from the Player Discard Pile into his hand.

Players may not freely discard cards (for the Archivist to retrieve); they may discard only by doing an action requiring a discard or when over their hand limits.



CONTAINMENT SPECIALIST

When the Containment Specialist enters a city, if 2 or more disease cubes of the same color are present, he removes 1 of them.

He does this when moved by others (the Dispatcher or the Events Airlift and Special Orders). If several diseases with 2 or more cubes are present, he removes 1 cube from each of these diseases.



EPIDEMIOLOGIST

The Epidemiologist, once per turn and on her turn (only), may take *any* City card from a player in the same city. The other player must agree. Doing this is not an action.



FIELD OPERATIVE

The Field Operative may, once per turn as an action, move 1 disease cube from the city he is in and place it as a sample on his role card.

When he Discovers a Cure, he may replace exactly 2 of the needed City cards by returning 3 cubes of the cure color from his Role card to the supply.

The Field Operative may return sample cubes from his role card back to the supply at any time (see Event Cards timing, Pandemic rules, page 7).



GENERALIST

The Generalist may do up to 5 actions each turn.



TROUBLESHOOTER

The Troubleshooter, at the start of her turn, looks at as many Infection cards as the current infection rate (by taking them from the top of the Infection Deck, looking at them, and putting them back in the same order).

In the Mutation challenge, if the Troubleshooter sees a Mutation card, she does not get to look at the bottom Infection Deck card.

When moving to a city via a Direct Flight, the Troubleshooter *reveals* the City card used to the other players (but does not discard it). She may do this when moving other pawns via the Event Special Orders, but not when being moved by other players.

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