Differences from Pandemic

- Outbreak markers
  - Use 2 different pieces for the disease cubes.
  - Use 3 pieces for cure vials.

- Player Pawns
  - Use 2 different pieces for player pawns.

- Infection Rate marker
  - Use 2 different pieces for the Infection Rate marker.

- Disease Cubes
  - Use 3 pieces for cure vials.
  - Use 2 different pieces for cure vials.

- Cure Vials
  - Use 3 pieces for cure vials.

- Character Cards
  - Use 4 cards (instead of 5).
  - To discover a cure, players need only 3 cards instead of 4.

- City cards
  - There are 3 diseases.
  - The number of cards in the Infection deck differs from Pandemic: Hot Zone.

Credits

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Special Thanks: Anna, Colleen, Steven Kimball, Justin Kemppainen, Todd Michlitsch, Megan Robinson, Casey Wedemeyer, Dan Gerlach, Bree Lindsoe, Bree Lindsoe, Beth Erikson, Dan Gerlach, and Donna for testing this game.

Game Design: Samuel R. Shimoda

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- Pandemic: Hot Zone–Europe

You will need:

- 1 game board
- 1 player card (see below)
- Miscellaneou cards, make sure to use disease cubes, player pawns, and other small pieces for game play
- 17 sheets of paper (4 x 11.5 Letter)

Contents & Assembly

Access Europe while working to discover the cure. In Pandemic: Hot Zone–Europe, you are members of a specialized disease-fighting team. Using your unique skills, you must work together to stop the spread of diseases across Europe while working to discover the cure. This turn, remove 1 cube from each city. During setup, the number of cards in the Infection deck differs from Pandemic: Hot Zone–Europe.
Players take turns in clockwise order, starting with the current player. Each turn consists of 4 Actions, which include:

1. **Do 4 Actions**
   - Draw Infection cards
   - Draw 2 Player cards
   - Do 4 Actions
   - Play at any time. Not an action.

2. **Draw 2 Player cards**
   - Place any played or discarded Player cards to move to the city on the board.
   - It’s your turn to move to the city on the board.
   - Move your pawn to a city.
   - Play at any time. Not an action.

3. **Do 4 Actions**
   - Draw Infection cards
   - Draw 2 Player cards
   - Do 4 Actions
   - Play at any time. Not an action.

4. **Play at any time. Not an action.**
   - Place any played or discarded Player cards to move to the city on the board.
   - Move your pawn to a city.
   - Play at any time. Not an action.

5. **Play at any time. Not an action.**
   - Place any played or discarded Player cards to move to the city on the board.
   - Move your pawn to a city.
   - Play at any time. Not an action.

6. **Play at any time. Not an action.**
   - Place any played or discarded Player cards to move to the city on the board.
   - Move your pawn to a city.
   - Play at any time. Not an action.

**Cooperation**

Players work together to prevent the disease from spreading across Europe. Each player has a hand size of 6 cards, and each player can play as many cards as possible to prevent the disease from spreading.

**Infection cards**

When a Player card is played that matches the color of the city it is played on, an Infection card is placed on the board. If an Infection card is played on a city that already has an Epidemic card, the game is over.

**Infection Rate markers**

These markers are placed on the board to indicate the current Infection Rate. Each player starts with 2 Infection Rate markers.

**Mutation cards**

These cards represent the spread of the disease across Europe. Each Mutation card is placed on the board and represents a new wave of the disease.

**Epidemic cards**

These cards indicate the current Infection Rate. Each player starts with 2 Epidemic cards.

**Cure cards**

These cards are used to prevent the disease from spreading. Each player starts with 1 Cure card.

**Player cards**

These cards represent the current player and are used to move the player's pawn on the board. Each player starts with 2 Player cards.

**City cards**

These cards represent the cities on the board. Each city has a matching color pawn.

**Event cards**

These cards are shuffled together with the Infection cards and are placed on the board at the start of the game. Each player starts with 2 Event cards.

**Setup**

1. Place the board within easy reach of all players.
2. Give each player 2 Player cards and 2 Event cards.
3. Place the Event cards into a stack.
4. Stack these 28 cards together and place them on the board.
5. Shuffle the remaining cards and place the shuffled cards on the board (any)
6. Place the first turn take a card in their hand.
**PLAYER TURN**

1. **Do 4 Actions**
   - Each player can perform **four** distinct actions. Action points are earned in a variety of ways, such as curing disease, treating the board, and sharing knowledge.

2. **Draw 2 Player Cards**
   - Draw two cards from the **Player Card deck**. These cards are used to perform various actions throughout the game.

3. **Draw Infection Cards**
   - Draw **three** cards from the **Infection Card deck**. These cards increase the potential for outbreaks and outbreaks of diseases on the board.

Hand size is **six** cards.

**Reminder:**

- Any time you get a card, check to see if it matches your city. Epidemic cards are not drawn into the outback area. They are placed directly on the board.

- After resolving epidemic cards, return them to the infection deck.

- Place the card drawn from the bottom of the deck facedown on top of the discard pile.

- If you would place a cube of the same color on your city, do not place it. Instead, move the Outbreak track **one** space to the right, and discard the Infection card to the Infection discard pile to form a new deck.

- If there is another player in your city, draw their card and place it facedown on top of the discard pile.

**Outbreaks**

- If you need to place a cube but there are **no cubes** in the supply, the city is eliminated from the game.

- Each player can perform a maximum of **four** different actions at any time during their turn.

- Share Knowledge actions are performed in turn order (indicated by the Infection track). Once a player shares knowledge, it is **immediate** and all players must perform the action.

- All players can perform **direct flight** actions on their turn. These actions allow players to immediately connect two cities on the board.

- If a player is flying to a city, your city is eliminated from the game immediately. The player is out of the game immediately and all players lose.

**Unresolved**

- If an Outbreak track is empty, it must be filled with cubes of the **same color** and the player who placed the last cube removes the outbreak from the board.

**Discover a Cure**

- Share Knowledge actions can be performed to **discover** a cure for diseases on the board. Players can share cards to **discover** new cures for diseases.

- If the cure is discovered, all players must immediately place their **remaining** cubes on the board and remove the disease from the game.

- **Losing & Winning** on page 6.

**Treat Disease**

- After doing actions, draw the top 2 Player cards.

- Cure a disease does not remove cubes already on the board. If you would place a cube of the same color, fill it to 3 cubes of that color left in the supply, the city is eliminated from the game.

- Place the card drawn from the bottom of the deck facedown on top of the discard pile.

- If you need to place a cube but there are **no cubes** in the supply, the city is eliminated from the game.

- Each player can perform a maximum of **four** different actions at any time during their turn.

- Share Knowledge actions are performed in turn order (indicated by the Infection track). Once a player shares knowledge, it is **immediate** and all players must perform the action.

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- If a player is flying to a city, your city is eliminated from the game immediately. The player is out of the game immediately and all players lose.

**Unresolved**

- If an Outbreak track is empty, it must be filled with cubes of the **same color** and the player who placed the last cube removes the outbreak from the board.

- If a player is flying to a city, your city is eliminated from the game immediately. The player is out of the game immediately and all players lose.

**Losing & Winning** on page 6.
If you draw a Mutation card, place it in the box without looking at it. Return the unused Mutation cards to the deck before drawing the next one. When a yellow Infection card is drawn, during the “Draw Infection Cards” step, the Dublin outbreak occurs. Instead of resolving the current Infection card, you do not need to remove all cubes from the board. When the Dublin outbreak occurs, a blue cube is placed on Dublin. When another blue cube is placed on Dublin, a blue cube is placed on London. When a fourth cube is placed on Dublin, a blue cube is placed on London. When you draw a Mutation card, place it in the box without looking at it. Return the unused Mutation cards to the deck before drawing the next one.

**PLAY**

1. Do 4 Actions
2. Draw 2 Player Cards
3. Draw Infection Cards

**Hand size is 6... INKI**

**SETUP**

- Shuffle all 9 Mutation cards facedown.
- During the “Draw 2 Player Cards” step, the Dublin outbreak occurs. Instead of resolving the current Infection card, you do not need to remove all cubes from the board. When the Dublin outbreak occurs, a blue cube is placed on Dublin. When another blue cube is placed on Dublin, a blue cube is placed on London. When a fourth cube is placed on Dublin, a blue cube is placed on London. When you draw a Mutation card, place it in the box without looking at it. Return the unused Mutation cards to the deck before drawing the next one.

**MUTATION CARDS**

- Highly Contagious
- Mutations
- Asymptomatic Carriers
- Resistant to Treatment
- Heroic difficulty: 2 Mutation cards or more per pile.
- Standard difficulty: 1 Mutation card
- Heroic difficulty: 2 Mutations
- Standard difficulty: 1 Mutation card
- Mutations
- Asymptomatic Carriers
- Resistant to Treatment

**EVENT CARDS**

- Mobile Hospital
- MOBILE HOSPITAL
- The current player chooses how to use the card. If the card is used to draw cards, the player must choose to draw 1 or 2 cards. If the card is used to draw an Infection card, the player must choose to draw an Infection card from the current player’s hand or the supply. If the card is used to draw a Player Card, the player must choose a Player Card from their hand or the supply.

**LOOSING & WINNING**

**CHAIN OUTBREAK EXAMPLE**

- If there are 3 red cubes on a city, you must spend 2 actions (in the same turn) to Treat Disease there.
- When a yellow outbreak occurs, a yellow cube is placed on the city. When another yellow cube is placed on a city, the city becomes highly contagious. When a third yellow cube is placed on a city, the city becomes heroic. The current player chooses how to use the card. If the card is used to draw cards, the player must choose to draw 1 or 2 cards. If the card is used to draw an Infection card, the player must choose to draw an Infection card from the current player’s hand or the supply. If the card is used to draw a Player Card, the player must choose a Player Card from their hand or the supply.

**CHAIN REACTION OUTBREAKS**

- When the current player chooses how to use the card, the player must choose to draw 1 or 2 cards. If the card is used to draw an Infection card, the player must choose to draw an Infection card from the current player’s hand or the supply. If the card is used to draw a Player Card, the player must choose a Player Card from their hand or the supply.
<table>
<thead>
<tr>
<th>City</th>
<th>Population</th>
</tr>
</thead>
<tbody>
<tr>
<td>Glasgow</td>
<td>1,673,000</td>
</tr>
<tr>
<td>Dublin</td>
<td>1,288,000</td>
</tr>
<tr>
<td>London</td>
<td>9,304,000</td>
</tr>
<tr>
<td>Paris</td>
<td>2,148,000</td>
</tr>
<tr>
<td>Amsterdam</td>
<td>872,000</td>
</tr>
<tr>
<td>Hamburg</td>
<td>1,789,000</td>
</tr>
<tr>
<td>Berlin</td>
<td>3,562,000</td>
</tr>
<tr>
<td>Praha</td>
<td>1,305,000</td>
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<td>1,305,000</td>
</tr>
</tbody>
</table>
Each player may immediately do up to 2 Drive/Ferry actions.

Look at, rearrange, and return the top 6 cards of the Infection deck.

Look at, rearrange, and return the top 4 cards of the Player deck. Do not mix them with your hand.

This turn, remove 1 cube from each city the current player Drive/Ferries to.

- **Epidemic**
  1. **Increase**
     - Advance the Infection Rate marker.
  2. **Infect**
     - Draw the bottom card from the Infection deck and place 3 cubes on that city. Discard that card.
  3. **Intensify**
     - Shuffle the cards in the Infection discard pile and put them on top of the Infection deck.

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  1. **Increase**
     - Advance the Infection Rate marker.
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- **Epidemic**
  1. **Increase**
     - Advance the Infection Rate marker.
  2. **Infect**
     - Draw the bottom card from the Infection deck and place 3 cubes on that city. Discard that card.
  3. **Intensify**
     - Shuffle the cards in the Infection discard pile and put them on top of the Infection deck.

**Actions**

- **Treat Disease**
  - Remove 1 disease cube from your city.
- **Share Knowledge**
  - Give or take the City card matching your city from a player in your city.
- **Discover a Cure**
  - At a research city, discard 4 City cards of the same color to cure that disease.

**Events**

- **Call to Mobilize**
  - Play at any time. Not an action.
- **Resource Planning**
  - Play at any time. Not an action.
- **Forecast**
  - Play at any time. Not an action.
- **Mobile Hospital**
  - Play at any time. Not an action.
**ACTIONS**

**Drive/Ferry**
Move to a connected city.

**Charter Flight**
Discard the City card matching your city to move directly to any city.

**Direct Flight**
Discard a City card to move directly to that city.

**CONTAINMENT SPECIALIST**
» When you enter a city with 2 or more cubes of the same color, remove 1 of them.

**TREAT DISEASE**
Remove 1 disease cube from your city. If that disease is cured, remove all cubes of that color from your city instead.

**SHARE KNOWLEDGE**
Give or take the City card matching your city from a player in your city.

**DISCOVER A CURE**
At a research city, discard 4 City cards of the same color to cure that disease.

**PILOT**
Action:
Fly to any city within 2 connections of your city. Skip any cities in between. You may take 1 other pawn with you.

**QUARANTINE SPECIALIST**
» Do not place cubes on your city or cities connected to it.

**VIROLOGIST**
» When you Discover a Cure, you may replace 1 required card with any 2 other cards.

**QUARANTINE SPECIALIST**
» Action:
Once per turn, remove 1 cube from your city.

**HIGHLY CONTAGIOUS**
Discard when the yellow disease is cured.

**MUTATION**
During the "Draw Infection Cards" step, draw 1 additional card if the current player has 2 or more yellow City cards.
Discard when the blue disease is cured.

RESISTANT TO TREATMENT
MUTATION

If there are 3 blue cubes on a city, you must spend 2 actions (in the same turn) to Treat Disease there.

Discard when the yellow disease is cured.

RESISTANT TO TREATMENT
MUTATION

If there are 3 yellow cubes on a city, you must spend 2 actions (in the same turn) to Treat Disease there.

Discard when the red disease is cured.

HIGHLY CONTAGIOUS
MUTATION

During the "Draw Infection Cards" step, draw 1 additional card if the current player has 2 or more blue City cards.

Discard when the blue disease is cured.

HIGHLY CONTAGIOUS
MUTATION

During the "Draw Infection Cards" step, draw 1 additional card if the current player has 2 or more red City cards.

Discard when the yellow disease is cured.

RESISTANT TO TREATMENT
MUTATION

If there are 3 yellow cubes on a city, you must spend 2 actions (in the same turn) to Treat Disease there.

Discard when the red disease is cured.

ASYMPTOMATIC CARRIERS
MUTATION

When a blue Infection card is drawn to place 1 cube on a city with no blue cubes, place 2 cubes instead.

Discard when the blue disease is cured.

ASYMPTOMATIC CARRIERS
MUTATION

When a yellow Infection card is drawn to place 1 cube on a city with no yellow cubes, place 2 cubes instead.

Discard when the red disease is cured.

ASYMPTOMATIC CARRIERS
MUTATION

When a red Infection card is drawn to place 1 cube on a city with no red cubes, place 2 cubes instead.
PLAYER TURN

1. Do 4 Actions
2. Draw 2 Player Cards
3. Draw 2 Infection Cards

Hand size is 6 cards at all times.
1. Do 4 Actions
2. Draw 2 Player Cards
3. Draw Infection Cards
Hand size is 6 cards at all times
PLAYER TURN

1. Do 4 Actions
2. Draw 2 Player Cards
3. Draw Infection Cards

Hand size is 6 cards

GLASGOW
DUBLIN
LONDON
AMSTERDAM
KØBENHAVN
PARIS
HAMBURG
STOCKHOLM
HELSINKI
MOSKVA
KYIV
BUCUREȘTI
WARSZAWA
PRAHA
BERLIN
ROMA
MADRID
LISBOA
GENÈVE
1. Do 4 Actions
2. Draw 2 Player Cards
3. Draw Infection Cards
Hand size is 6 cards at all times