Through our website, you can learn more about Pandemic: Hot Zone. To join the community and access information about Z-Man Games (TM), please contact us for all your game-related needs. Remember that all parts of the Z-Man Games product are original work.

![Image](image-url)

**Game Components:**
- 12 Outbreak marker pieces in 4 colors
- 4 Player Pawns
- 1 Infection Rate marker
- 16 Disease Cubes (4 colors)
- 3 Cure Vials
- 4 Character Cards
- 4 Reference Cards
- 24 Infection Cards
- 24 City cards
- 3 Epidemic cards
- 7 Crisis cards

**Setup:**
- The board is laid out with 4 pieces. Cut out the pieces and glue them together to form the map of North America. The board is 3 x 4 pieces. Cut out the pieces and glue them together.
- You will need:
  - 17 sheets of paper (A4 or US Letter)
  - Miscellaneous small objects to use as disease cubes, player pawns, and others.

**Gameplay Differences:**
- Pandemic: Hot Zone differs as follows:
  - If you’ve played the original Pandemic, you are members of a research team. Using your unique skills, you must work together to stop the spread of diseases across North America while working to discover the cure.
- Pandemic: Hot Zone adds new dynamics to the original experience. With races for the cure, new objectives, and a focus on teamwork, the gameplay is both challenging and rewarding.

**Credits:**
Game Design: Matt Leacock

**Gamegenic and the Gamegenic logo are TM/® and © Gamegenic GmbH, Germany. Actual components may be different colors.

**Z-Man Games is committed to diverse & inclusive spaces in gaming. For additional testing, Beth Heile & Dan Gerlach, John Knoerzer, Very special thanks to Tom Lehmann for his assistance.**
any city. City you are in moves the Infection deck.

Shuffle the cards in the city. Discard that card. Place the Infection cards on the bottom of the deck. Discard them to the box. When you have the in city you are in made, resolve the step. Not an action. Play immediately, then discard. The current player can do 2 additional actions this turn.

Shuffle all the Player cards into the Player deck and place 3 cubes on that Rate marker. Advance the Infection deck to that city.

Shuffle the Infection discard pile and put them on top of the Infection deck.

1. INCREASE

Discard the City card from Charter Flight to move to another city. Discard that card.

2. INFECT

Draw the bottom card from the discard pile and place any played or discarded Player cards from the matching city to the deck. Draw 2 Player cards to each player.

3. Draw Infection Cards

There are 3 different diseases to choose from:

- Fever
- Pneumonia
- The flu

Each player has a hand of 6 cards. Players can draw new cards to replace those in their hand. Each player can play with Crisis cards, see "Crisis Cards" step twice this turn. If an event is played, resolve the step once instead.

The Infection Vials are organized by color and represented on the board. Each player can draw new cards to replace those in their hand. Each player can play with Crisis cards, see "Crisis Cards" step twice this turn. If an event is played, resolve the step once instead.

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

Reminder: Any time you get a card, check from that player.

The city card matching your city to
• Give the City card from your hand to the other player.
• If there is another player in

Share Knowledge
from your City discard
to the right, remove all cubes of that color. If that disease color has been removed from the supply, remove it from your City discard.

Treat Disease
To move directly to San Francisco to
Share Knowledge or Share disease, show the City card in your hand to the other player.

Outbreaks
When on page 6, if you need to place a cube on a space on the board, you may decide to do one of the following:

1. Place an Epidemic card on the space.
2. Place an Infection Card on the space.
3. Place a Player Card on the space.

Infect cube as if the city had a Disease card in hand. During each outbreak, the infected city does not draw another card to their hand and do not count towards your hand size.

Epidemic cards
If you draw includes any Epidemic cards, you must be able to infect the board as if the city had a Disease card in hand. If there are no Disease cards in the deck, do not draw another card to your hand.

Infection cards
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**CRISIS CARDS**

To resolve them, you need a card to play the Crisis card.

1. **Play immediately**: You do not draw a card to resolve the Crisis card.

2. **Play immediately, then discard**: After you resolve the Crisis card, you do not draw a card to resolve it. If you draw a card, you discard it.

3. **When you draw a Crisis card, resolve immediately**: The card affects all players. If any player has a card that affects all players, do not draw any cards to resolve it.

**HERE'S A TIP**

When you resolve a Crisis card, you do not need to draw any cards to resolve it. If you draw a card, you discard it.

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<table>
<thead>
<tr>
<th>City</th>
<th>Country</th>
<th>Population</th>
</tr>
</thead>
<tbody>
<tr>
<td>HAVANA</td>
<td>Cuba</td>
<td>2,130,000</td>
</tr>
<tr>
<td>MIAMI</td>
<td>USA</td>
<td>463,000</td>
</tr>
<tr>
<td>NEW ORLEANS</td>
<td>USA</td>
<td>393,000</td>
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<tr>
<td>GUADALAJARA</td>
<td>México</td>
<td>1,495,000</td>
</tr>
<tr>
<td>MONTERREY</td>
<td>México</td>
<td>1,136,000</td>
</tr>
<tr>
<td>CIUDAD DE MÉXICO</td>
<td>México</td>
<td>8,851,000</td>
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<tr>
<td>SANTO DOMINGO</td>
<td>República Dominicana</td>
<td>965,000</td>
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<td>TEGUCIGALPA</td>
<td>Honduras</td>
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</tr>
<tr>
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</tr>
</tbody>
</table>
**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.

**Event**

**Remote Treatment**

- Play at any time. Not an action.
- Return any 2 cubes from the board to the supply.
- Move 1 pawn to any city.

**One Quiet Night**

- Play at any time. Not an action.
- Skip the "Draw Infection Cards" step this turn.

**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.
- **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**
  - In Atlanta, discard 4 City cards of the same color to cure that disease.

**Print & Play Edition**

- All cards are marked as "Print & Play Edition."
1. Do 4 Actions
2. Draw 2 Player Cards
3. Draw Infection Cards
Hand size is 6 cards
PLAYER TURN
1. Do 4 Actions
2. Draw 2 Player Cards
3. Draw Infection Cards

Hand size is 6 cards

SEATTLE
SAN FRANCISCO
LOS ANGELES
DENVER
CALGARY
PHOENIX
DALLAS
MINNEAPOLIS
CHICAGO
MONTRÉAL
TORONTO
BOSTON
NEW YORK
WASHINGTON
INDIANAPOLIS
ATLANTA
MIAMI
NEW ORLEANS
MONTERREY
CIUDAD DE MÉXICO
GUADALAJARA
TEGUCIGALPA
HAVANA
SANTO DOMINGO
PLAYER TURN

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

Hand size is 6 cards at all times
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