Pandemic

1. Actions – Take up to 4 actions**:**
- *Move (Basic – pg 4):*
  - To adjacent city (connect w/ red line)
  - Discard city X from hand, fly to city X
  - In city X, discard city X from hand, fly anywhere
  - Fly between research stations
- *Do (Special – pg 5):*
  - Build Research Station in current city
    - Discard current city from hand
  - Discover Cure at Research Station
    - Discard 5 cards of color of disease
  - Treat Disease (remove 1 cube per action)
    - If disease is cured, remove all cubes per action
  - Trade cards: both players in city X, transfer city X

2. Draw 2 Cards (max 7 in hand, discard extra – pg 6):
- *Special events:* Play anytime, no action used up
- *Epidemic:*
  1. Increase Infection Rate
  2. Draw bottom card from draw pile, add 3 cubes
     - Resolve *Outbreak* if necessary
  3. Shuffle infection discard pile, place on draw pile

3. Spread Disease (pg 7):
- Draw [Infection Rate] # infection cards
- Add 1 cube to each (max 3 per disease per city)
- *Outbreak* (when city already has 3 cubes):
  - Add 1 cube to each adjacent city
  - Increase the outbreak counter