INTRODUCTION

Welcome to On the Brink! This expansion adds a fifth player, six new roles, eight new special events, and three fiendish challenges to Pandemic.

To get started, review the new roles, new events, and rules below. You can then play the base game with these new features or also add a challenge to vary the game some more. We suggest that you try the three challenges in order.

CONTENTS

NEW ROLES, EVENTS, & RULES
Six new roles, a revision to one original role, and eight new special events add variety to the base game. We’ve also included rules for adding a 5th player to your games, as well as a new Legendary difficulty level.

THE VIRULENT STRAIN CHALLENGE
...makes one disease become particularly deadly in unpredictable ways.

THE MUTATION CHALLENGE
...adds a fifth (purple) disease that behaves differently than the original four.

THE BIO-TERRORIST CHALLENGE
...pits one player against the others.
### COMPONENTS

**8 ROLE CARDS** 6 new heroic roles, 1 revised Operations Expert, 1 Bio-Terrorist.

<table>
<thead>
<tr>
<th>12 PAWNS</th>
<th>12 PURPLE DISEASE CUBES</th>
<th>1 PURPLE CURE MARKER</th>
<th>1 PURPLE STATUS TILE</th>
</tr>
</thead>
</table>

**8 SPECIAL EVENT CARDS**

- 6 new heroic roles
- 1 revised Operations Expert
- 1 Bio-Terrorist

**3 MUTATION EVENT CARDS**

**2 MUTATION CARDS**

**8 VIRULENT STRAIN EPIDEMIC CARDS**

**1 EPIDEMIC CARD**
- For Legendary difficulty.

**1 REFERENCE CARD**
- For a fifth player.

**1 BIO-TERRORIST LOCATION PAD**

**6 PETRI DISHES WITH LABELS**
- Stick the provided labels onto the petri dish lids, then store all of your wooden bits inside!

**4 BLANK CARDS**
- Make your own roles and special events!

---

All cards included with On The Brink have this icon on them so that you can easily separate them from the base game’s cards if you need to.
NEW ROLES, EVENTS, & RULES

NEW ROLES
For a greater variety of special abilities, add these Role cards to the Role cards from the base game before shuffling and dealing one Role card to each player. The revised Operations Expert replaces the Operations Expert Role card from the base game.

ARCHIVIST
• Your hand limit is 8 cards.
• Once per turn, for an action, you may draw the city card matching the city your pawn currently occupies from the Player Discard Pile.

CONTAINMENT SPECIALIST
• When you enter a city, if 2 or more cubes of the same color are present, remove 1 of them.
  Notes: This effect occurs even if this pawn is moved by another player (such as the Dispatcher or with the Special Events Airlift or Special Orders). If there are multiple diseases with 2 or more cubes present, remove 1 cube from each such disease.

EPIDEMIOLOGIST
• You may take a non-matching city card from a player whose pawn is in the city you are in.
  Note: You may do this once per turn, for an action, only on your turn (other players cannot give you a non-matching city card on their turns).

FIELD OPERATIVE
• Once per turn, for an action, take 1 cube from a city you are in and place it as a “sample” on your Role card.
• You may cure a disease at a research station by turning in 3 cubes (from your Role card) and 3 cards, all of the same color.
  Note: You may return cubes from your Role card back to the supply at any time.

GENERALIST
• You get 5 actions to spend each turn.

OPERATIONS EXPERT (REVISED)
• You may build a research station in your pawn’s current city for one action.
• Once per turn, for an action, while your pawn is at a research station, you may discard any city card to move to any city.

TROUBLESHOOTER
• At the start of your turn, examine the number of cards equal to the current infection rate on top of the Infection Draw Pile and then replace them (in the same order).
• When moving to a city via a Direct (not Charter) Flight, reveal the utilized city card to the other players, but do not discard it.

BIO-TERRORIST
The Bio-Terrorist role is not a normal role and is used only when playing the Bio-Terrorist challenge. See that section of the rules for a description of this role and its abilities.
NEW SPECIAL EVENTS
During step 7 of Setup, separate the 5 Special Event cards from the base game and add them to the 8 new Special Event cards. Shuffle these cards face down and add 2 Special Event cards per player to the Player cards before shuffling them and dealing Player cards to each player. *(This is a rules change from the base game.)* Put the unused Special Event cards back in the box without looking at them.

Play the new Special Events normally, with the following notes:

BORROWED TIME
The player drawing *Borrowed Time* may not immediately play it to continue taking actions. *(This is because that player is now in the Draw Cards step of his turn and is already past the phase during which he performs actions.)*

MOBILE HOSPITAL
The Medic removes only 1 cube (of an uncured disease) per city with this event; the Containment Specialist first removes 1 cube if there are two or more cubes of a color present, and then removes 1 cube with this event.

RAPID VACCINE DEPLOYMENT
You may take cubes from only one city if you wish. Cities are considered “connected” if there is a red line connecting them. You must take at least one cube from a city for it to be part of the connection. *(For example, you cannot take cubes from both Mexico City and Santiago unless you take at least one cube from Lima.)*

SPECIAL ORDERS
As when moving another player’s pawn with the Dispatcher’s power, the current player must discard (or reveal) any cards used to move that pawn by Direct or Charter flights. Any powers triggered by the pawn being moved (such as the powers of the Containment Specialist or Medic) still apply.

5-PLAYER GAME
Pandemic can be played with 5 players. During setup, deal a Role card and a Reference card (included) to the fifth player. Players each receive a starting hand of 2 Player cards (as in the 4-player game).

LEGENDARY DIFFICULTY LEVEL
Feeling invincible? Try the Legendary difficulty level. Use the extra Epidemic card included in this expansion to bring the number of Epidemic cards in your game to 7. Set up as usual, but separate the player deck into 7 piles before shuffling an Epidemic card into each pile. Not for the faint of heart...
ADDING CHALLENGES

Each challenge adds some difficulty, so depending on your experience with Pandemic you may wish to try each new challenge at an easier difficulty level than you normally use when playing the base game. Very experienced players may wish to tackle two challenges at once; the Virulent Strain challenge can combine with either the Mutation challenge or the Bio-Terrorist challenge. (The Mutation challenge and the Bio-Terrorist challenge cannot be combined.) Enjoy!

THE VIRULENT STRAIN CHALLENGE

In the Virulent Strain challenge, one of the diseases in the game will suddenly go out of control in horrible and unpredictable ways.

SETUP

Perform setup normally, with the following changes:

- Put the normal Epidemic cards in the box—they’re not used.
- Shuffle the Virulent Strain Epidemic cards facedown and draw a number of them equal to your chosen difficulty level. (4, 5, 6, or 7 cards.)
- Without looking at them, add these Epidemic cards to the Player cards to form the Player Draw Pile, using the setup method described for normal Epidemic cards in the game rules (steps 8 and 9, after dealing cards to players).
- Put the unused Virulent Strain Epidemic cards back in the box without looking at them.

DETERMINING THE VIRULENT STRAIN

The game plays as normal until the first (Virulent Strain) Epidemic card is drawn. When a player draws the first Epidemic card, determine which disease will be the Virulent Strain for the rest of the game. After performing the Infect step of this first Epidemic card, count the cubes on the board for each disease; the disease with the most cubes on the board is the Virulent Strain. (If several diseases are tied for most cubes on the board, randomly determine the Virulent Strain from among these tied diseases.) Place the Epidemic card next to that disease’s cube pile as a reminder.

Note: 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.
WINNING AND LOSING

Players win and lose the Virulent Strain challenge the same as in the base game. Good Luck!

VIRULENT STRAIN EPIDEMIC EFFECTS

In addition to the normal Epidemic effects, each Virulent Strain Epidemic card has its own unique effect which applies to that disease (only). Read the card aloud and follow its instructions.

Some cards are marked with an icon indicating that they trigger a Continuing Effect. These cards should be kept face up as reminders, since they will continue to cause an impact for the remainder of the game.

Notes:

COMPLEX MOLECULAR STRUCTURE

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

GOVERNMENT INTERFERENCE

The effects of the event Mobile Hospital (when applied against Virulent Strain cubes in cities that a player is in or has entered) will negate the effects of Government Interference. The Containment Specialist’s power does not negate the effects of this card, nor do the events Remote Treatment or Rapid Vaccine Deployment (unless all Virulent Strain cubes in the city in question are removed).

WINNING AND LOSING

Players win and lose the Virulent Strain challenge the same as in the base game. Good Luck!
THE MUTATION CHALLENGE

The Mutation challenge adds a fifth purple disease to the game that appears and multiplies in unpredictable ways.

SETUP

Perform setup normally, with the following additions/changes:

- Put the 12 purple cubes near the board within easy reach.
- Place the purple Cure Token vial-side up with the other four tokens.
- Put the Purple Disease Status tile on the board above the Cures Discovered Area as shown.
- Immediately after dealing Player cards to each player, but before adding the Epidemic cards, shuffle the 3 Mutation Event cards face-down into the Player Draw Pile.
- After determining the initial infections, put the two Mutation cards on top of the Infection Discard Pile.

WINNING AND LOSING

The players win immediately by either:

a) discovering cures to all 5 diseases OR
b) discovering cures for all 4 standard diseases and—at the same time or later—fully treating the purple disease (resulting in 0 purple cubes on the board).

The players lose by all the normal means, but also if there are no purple cubes in the supply when one is needed. Note that there are only 12, not 24, purple cubes in the supply!
HOW THE MUTANT (PURPLE) DISEASE SPREADS
When the game starts, there is no purple disease on the board. Once in play, the purple disease behaves like other diseases in all respects (infection, outbreaks, treatment, curing, and eradication), except as specifically described below.

Purple disease cubes enter play in three ways during the game:

**MUTATION! CARDS**
If a *Mutation!* card is drawn during the infection phase of a player’s turn, draw a city card from the bottom of the Infection Draw Pile and place a purple cube in the depicted city. Do not place a cube of the depicted city’s color in that city.

**Notes:**
- Drawing a Mutation! card does count as one of the infection draws for that phase.
- The Special Event Resilient Population cannot be used to remove a Mutation! card from the Infection Discard Pile.

**MUTATION EVENT CARDS**
If a Mutation Event card is drawn during the Drawing Cards phase of a player’s turn, follow the instructions on the Mutation Event card and then discard it.

**Notes:**
- Two of the three Mutation Event cards (*The Mutation Spreads! and The Mutation Threatens!*) require a card to be drawn from the bottom of the Infection Draw Pile; when resolving them, do not place a cube of the depicted city’s color in that city.
- Drawing a Mutation Event card does count as one of the card draws for that phase.
- If a player draws both a Mutation Event card and an Epidemic card, resolve the Mutation Event card first (if a player draws 2 Mutation Event cards, then the player chooses which card to resolve first).

**INFECTION PHASE**
During the infection phase, if an Infection card is drawn for a city with at least 1 purple cube on it, add both 1 purple cube and 1 cube of the indicated color (unless that disease has been eradicated), resolving any outbreaks normally.

Example: A player draws Cairo during his infection phase; Cairo already has a purple cube in it. The player places 1 black cube plus 1 purple cube in Cairo.
Curing the Purple Disease

The purple disease can be cured if a player, for an action, discards 5 city cards (in any combination of colors) at a research station. At least one of these cards must depict a city which currently contains one or more purple cubes.

To cure the purple disease, the Scientist discards any 4 city cards and the Field Operative discards any 3 city cards and turns in 3 purple sample cubes; in both cases at least one of the city cards discarded must depict a city currently containing one or more purple cubes.

The purple disease can be eradicated normally by treating all purple cubes on the board after curing the disease.

Note: If the purple disease is eradicated and a Mutation! card is later drawn during the infection phase, discard it to the Infection Discard Pile (without effect). This card still counts toward the number of Infection cards drawn that phase.

Resolving Outbreaks

Conduct purple disease outbreaks normally (unlike in the Bio-Terrorist challenge, where they act differently).

Resolving Epidemics

When drawing a card from the bottom of the Infection Draw Pile to resolve step 2 of an Epidemic, do not place a purple cube if one is already in the pictured city; just place three cubes of the indicated color normally.
THE BIO-TERRORIST CHALLENGE

The Bio-Terrorist challenge places one player at odds with the other players, seeking to panic and overwhelm the world with a fifth disease.

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

SETUP

Perform setup normally, with the following additions/changes:

- Put the 12 purple cubes near the board within easy reach.

- Put the Purple Disease Status tile on the board above the Cures Discovered Area as shown.

- Place the purple Cure Token vial-side up with the other four tokens.

- Use 2 Event cards per player in the game, counting the Bio-Terrorist as a player for this purpose (only).

- Select a player to play the Bio-Terrorist and hand him the Bio-Terrorist Role card, the black pawn, the Location Pad, and a pencil. The black pawn is off the board at the start of the game.

- After placing the initial cubes on the board, deal 2 Infection cards face down from the Infection Draw Pile to the Bio-Terrorist. (The Bio-Terrorist player draws and uses only Infection cards, not Player cards.)

- After the board is completely set up, the first player chosen, and after looking at his cards in hand, the Bio-Terrorist decides which city he will begin the game in. It can be any city on the board. Once he has decided, he secretly writes the city name in the “Starting City” space of his Location Sheet.
**SEQUENCE OF PLAY**
The Bio-Terrorist takes his turn after every player turn (after the infection phase). The Bio-Terrorist player does not draw cards (except by using actions to do, see below) and does not perform an infection phase.

**BIO-TERRORIST SECRECY**
The Bio-Terrorist moves secretly about the board, keeping track of his moves and other actions on the Location Sheet. If at any time the Bio-Terrorist is in the same city as another player’s pawn, the Bio-Terrorist is spotted and must place his pawn on the board. If he (or another player) later moves so that the Bio-Terrorist is alone in a city, he is no longer spotted (he is hidden) and removes his pawn from the board.

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

**THE BIO-TERRORIST LOCATION SHEET**
A pad of Bio-Terrorist Location Sheets have been supplied for recording Bio-Terrorist actions. Players may copy these sheets for their personal use.

---

**Reference Map**
A handy guide so that you can plan without the players seeing which part of the board you’re focusing on.

**Starting City Space**
Record the city in which you begin the game here.

**Action Tracker**
Use one row per turn to record your movements and other actions.

**Fold Line**
Fold here to hide your action tracker from the players.

**Notation Suggestions**
Ideas for how to record your actions.

**Play Log**
Keep track of who played and who won.
**BIO-TERRORIST ACTIONS**

On each of his turns, the Bio-Terrorist takes 2 of the following actions, plus 1 extra Drive (or Ferry) action. The extra Drive/Ferry action is optional and may be before, after, or in-between the Bio-Terrorist’s other two actions.

With each action description below, we have used “Atlanta” as our example; the Bio-Terrorist player should substitute the relevant city name during the actual game. In our examples we have used a colored-in pawn 🗼 to represent a spotted (on-board) Bio-Terrorist, and a greyed-out pawn 🗼 to represent a hidden (off-board) Bio-Terrorist.

**BASIC ACTIONS (ALWAYS AVAILABLE UNLESS CAPTURED)**

The Bio-Terrorist’s Basic actions are available whether he is spotted or hidden.

**Drive/Ferry**

Move to an adjacent city along a connecting red line.

Example: The hidden Bio-Terrorist moves to Atlanta from Washington. There is a player in Atlanta, so the Bio-Terrorist is spotted when he arrives and places the black pawn on the board.

**Direct Flight**

Discard an Infection card to move to the city pictured on the card. Announce that the Bio-Terrorist has been sighted in the new city’s airport.

Example: The spotted Bio-Terrorist discards the Atlanta Infection card, moves from Algiers to Atlanta, and announces a sighting at Atlanta’s airport. However since there is no player in Atlanta, he becomes hidden and removes the black pawn from the board.

**Charter Flight**

Discard the Infection card matching your current city to move to any other city. Announce that the Bio-Terrorist has been sighted in the old city’s airport.

Example: The hidden Bio-Terrorist discards the Algiers Infection card, moves from Algiers to Atlanta, and announces a sighting at the Algiers airport.

**Draw a Card**

Draw a card from the top of the Infection Draw Pile to add to your hand. Your hand limit is 7 cards. If you ever have more than 7 cards, you must immediately discard the excess to the Infection Discard Pile (without effect).

**Pass**

Do nothing for 1 action.
**Hidden Actions** (Maximum Once Each Per Turn, Only While Hidden)

The Bio-Terrorist’s Hidden actions are available to him only while he is hidden. Each of these actions can only be performed once per turn.

**Infect Locally**
Place a purple cube in your current city, conducting any outbreaks as described below.

**Infect Remotely**
Discard an Infection card to place a purple cube in the pictured city (even if a player pawn is present there) conducting any outbreaks as described below. Do not place a cube matching the color of the city pictured on the card.

**Sabotage**
Remove a research station from your current city, by discarding an Infection card of matching color to this location. Return the removed research station to the supply.

**Captured Actions** (The Only Actions Available While Captured)

While the Bio-Terrorist is captured (see below), only the following three actions are available to him (until he escapes).

**Escape**
Discard an Infection card to escape via a Direct Flight (make sure to announce a sighting) to the pictured city. Take the Bio-Terrorist pawn back from the player who captured it.

**Draw a Card**
Same as the Basic action.

**Pass**
Same as the Basic action.
CAPTURING THE BIO-TERRORIST

If the Bio-Terrorist’s pawn has been spotted and is on the board, a player in the same city as the Bio-Terrorist may, for an action, capture him.

Capture (special player action)
Place the Bio-Terrorist’s pawn on your role card. The Bio-Terrorist must immediately discard all cards in hand to the Infection Discard Pile (without effect).

Example: The spotted Bio-Terrorist is in Manila with the Archivist. On her turn, the Archivist spends an action to capture the Bio-Terrorist. She takes the black pawn and places it on her Role card. The Bio-Terrorist player discards all of his Infection cards.

While captured, the Bio-Terrorist can do only the Draw a Card, Escape, or Pass actions. (Since the Bio-Terrorist loses all cards in hand when captured—and he needs a card in order to Escape—his first action after being captured will usually be to Draw a Card.) After the Bio-Terrorist performs an Escape, the Bio-Terrorist completes the rest of his turn normally.

A SAMPLE BIO-TERRORIST TURN

A) At the start of his third turn, the Bio-Terrorist is spotted in Karachi. The first thing he does is use his free Drive/Ferry action to secretly Drive to Tehran, taking his pawn off the board as this causes him to become hidden. Note that he doesn’t tell the players where he’s gone—he simply removes his pawn from the board and leaves them guessing.

He fills in his Location Sheet like this:

B) Now hidden, he uses his first* action to Infect Locally, placing a purple cube in Tehran. Since he didn’t discard a card to place the cube (as he would have had to with an Infect Remotely action) the players will certainly deduce that he Infected Locally and is hidden in Tehran.

He fills in his Location Sheet like this:

C) The players are aware that he’s in Tehran, but the Bio-Terrorist has an ace up his sleeve... for his second* action he discards the Tehran Infection card from his hand to secretly perform a Charter Flight to Milan. He announces a sighting at the Tehran airport, but it won’t do the players any good as he is long gone!

He fills in his Location Sheet like this:

* Remember, the Drive that he performed at first was free and did not count as one of his two actions.
INFECTING CITIES CONTAINING PURPLE CUBES

If a player during the infection phase draws an Infection card for a city that currently contains at least one purple cube, place both a purple cube and the indicated cube (resolving purple outbreaks as described below and any other outbreaks normally).

Epidemics: When drawing a card from the bottom of the Infection Draw Pile to resolve step 2 of an Epidemic, do not place a purple cube even if one is already in the pictured city; just place three cubes of the indicated color normally.

PURPLE “FLARE-OUT” OUTBREAKS

Outbreaks of the purple disease (in the Bio-Terrorist challenge only) are so intense that they “flare out”, leaving the cities they break out from with just one purple cube. During a purple disease outbreak, first remove two purple cubes from the city (returning them to the supply) and then add a purple cube to each adjacent city. If a purple disease outbreak results in “chain reaction” outbreaks, do not add purple cubes back to those cities that have already had a purple outbreak while resolving these chain reaction outbreaks.

Note: This purple outbreak “flare-out” rule applies only to the Bio-Terrorist challenge, not to the Mutation challenge.

CURING THE PURPLE DISEASE

The purple disease can be cured if a player, for an action, discards 5 city cards (in any combination of colors) at a research station. At least one of these cards must depict a city which currently contains one or more purple cubes.

To cure the purple disease, the Scientist discards any 4 city cards and the Field Operative discards any 3 city cards and turns in 3 purple sample cubes; in both cases at least one of the city cards discarded must depict a city currently containing one or more purple cubes.

The purple disease can be eradicated normally by treating all purple cubes on the board after curing the disease.
WINNING AND LOSING

The players win by either:
a) discovering cures to all 5 diseases OR
b) discovering cures for all 4 standard diseases and—at the same time or
later—fully treating the purple disease (resulting in 0 purple cubes on
the board).

The players lose by all the normal means, but also if there are no purple cubes
in the supply when one is needed.

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

Everyone loses if the players lose and there are no purple cubes on the board,
or if they lose after eradicating the purple disease.

ETIQUETTE

The Bio-Terrorist may listen to the other players as they discuss their plans and
cards. The other players may not leave the table to hold private discussions nor
pass notes to each other. The Bio-Terrorist may not reveal Infection cards in
his hand until playing them. The Bio-Terrorist is on the “honor system” for
recording his own location during the game, and for honestly reporting when
he is spotted. The Bio-Terrorist may taunt the other players on his turn, but
should refrain from interrupting player discussions on their turns.

As the Bio-Terrorist can do nothing on player turns and players can do nothing
on the Bio-Terrorist’s turns, we recommend that everyone keep this in mind,
be considerate, and try to play reasonably briskly (although tricky situations
that warrant some discussion can arise and this recommendation is not
intended to prevent such discussions).

CREDITS

On The Brink Game Design by: Matt Leacock & Tom Lehmann
Graphic Design and Rules Editing by: Joshua Cappel
Painted Art by: Régis Moulun
Playtesters: Jim Boyce, David Cortright, Barry Eynon, Chris Farrell, Jay
Heyman, Dave Helmbold, Wei-Hwa Huang, Trisha Lantzne, Donna
Leacock, Chris Lopez, Ron Sapolsky, Don Woods, and Michelle Zentis.
Special Thanks to: Scott Di Bartolo, Wei-Cheng Cheng, Eric Herman,
Christian Kuntz, Brian Lee, Jeremy Moritz, Kwanchai Moriya, Kima
Pesan, Jack Reda, Ole Steiness, and Isaiah Tanenbaum

Published by Z-Man Games Inc.
6 Alan Drive, Mahopac, NY 10541
For comments, questions, suggestions,
please contact zman@zmangames.com
www.zmangames.com