
RAPID RESPONSE SYSTEM

A PANDEMIC: THE CURE FAN-EXPANSION

POWERED BY MEEPLOVE.DE | DEVELOPMENT: SABRINA & HANNO VON CONTZEN

What is “Rapid Response System”?

“Rapid Response System” is an unofficial fan-expansion for *Pandemic: The Cure*, which uses some game components of *Pandemic: Rapid Response*, consists of 8 cards and brings new challenges for the cooperative pandemic dice game.

All the necessary rules to play the game and the necessary cards to print out can be found in this document.

The expansion was developed by and for avid players and fans of the *Pandemic: The Cure* dice game.

More about the creation and some pictures can be found at meepllove.de/spiel/pandemic-the-cure-fan-erweiterung.

What do you need?

Besides *Pandemic: The Cure*, do you have the stand-alone game *Pandemic: Rapid Response*? Perfect! You will need the following components:

- 4 blue and 6 green dice,
- 4 red und 4 white “supply crates”,
- 9 purple “time tokens”.

Print the 4 action cards “Zone pass”, “Incubator”, “Subsidy”, “Quarantine” and additionally the 4 “Rapid Response System”-overview cards and cut them to size. The cards are laid out on 2 Din A4 pages.

In the file you will also find corresponding backsides for the eight cards. They have no relevance to the game but look nice and can be printed out as well. We recommend placing the cards in card sleeves. The size of the cards is 63,5 mm x 88 mm.

Don't have *Pandemic: Rapid Response* yet? That's too bad. It's a stand-alone real-time dice game in the *Pandemic*-universe that puts you under enormous pressure. Maybe this fan-expansion for *Pandemic: The Cure* is a reason to take a closer look at the game?

Game setup with “Rapid Response System”

1. Set up *Pandemic: The Cure* according to the standard known rules.
You can also use the official *Pandemic: The Cure* expansion *Experimental Meds*. “Rapid Response System” is fully compatible with this expansion.
2. Place the 4 “Rapid Response System”-action cards near the game area: “Zone pass”, “Incubator”, “Subsidy” and “Quarantine”.
3. Place the 9 purple tokens, stacked in 3 stacks of 3 discs each, on the “Zone pass” card. We call these discs zone discs.
4. Place the 4 white cubes on the 4 white spaces of the “Subsidy” card. These are *subsidy cubes*.
5. Place the 4 red cubes on the 4 white squares of the “Quarantine” card. These are *quarantine cubes*.
6. Each player receives a blue rapid-response-die and a “Rapid Response System”-overview card.
7. A green rapid-response-die is now placed in each of the 6 regions.

Start with region 1. Roll a green rapid-response-die and place it in that region. Repeat this for the remaining five regions, so that at the end there is 1 green rapid-response-die in each region, showing a random symbol.

That's it with the setup! Let's go!

Game play

In addition to the normal rules, which all remain valid, players must now follow these new rules:

+ Green rapid-response-dice in the regions

Each of the six regions now contains a rapid-response-die. Depending on the symbol rolled, these have an effect on the region:

- **Flash** (*Yellow flash*): Re-roll this rapid-response-die when entering this region. The new symbol is immediately valid, and the effect is immediately in effect for that region.
- **Quarantine** (*Red patch*): Ignore a biohazard but don't roll the die again. The action is described in detail below under "**Quarantine - action card**".
- **Subsidy** (*White syringe*): Do a "treat" action in the region or treatment centre. The action is described in detail below under "**Subsidy - action card**".
- **No-Fly Zone** (*Purple plane in circle*): Do not move with "fly". This region can't be entered with the "fly"-action, nor can the "fly"-action be used to leave the region.
- **No-Ship Zone** (*Blue drop of water in circle*): Do not move with "sail". This region can't be entered with the "sail"-action, nor can the "sail"-action be used to leave the region.
- **No-Sample Zone** (*Green can in circle*): No "collect sample"-action in this region. The "collect sample"-action can't be performed in this region.

+ Blue rapid-response-die in the players' area

When a player rolls his regular player dice at the beginning of his turn, he rolls his blue rapid-response-die once. This die may not be rolled again.

The symbol on the player's blue rapid-response-die now allows him to make **a special move** to a region where its green rapid-response-die shows the same symbol. No-fly-zones or no-ship-zones can also be entered.

If there is no matching symbol on a green rapid-response-die in a region, the special move is lost.

Once the player has made the special move, he or she puts aside the blue rapid-response-die. This die is not available for the rest of the turn.

+ Zone pass - action card

Players may place 2 dice from the CDC back into the infection bag to **ignore a No-Fly Zone, No-Ship Zone or No-Sample Zone** for a player turn.

Place 2 dice from the CDC back into the infection bag and place one of the purple zone discs on a green rapid-response-die showing one of the three no-zones. For this turn the effect is now suspended.

At the end of the turn, before the regions are infected, zone discs are cleared and removed from the game. Used zone discs are not placed back on the zone pass card but are removed from the game.

Note: Purple zone discs are limited! If there are no more purple zone discs on the action card, this action card is no longer available.

+ Incubator - action card

Players may return 2 cubes from the CDC to the infection bag to **put a removed infection die back into play**.

If infection dice are removed from the game during the course of the game (e.g. by an event card), the dice are not put back into the box, but are placed on the "incubator".

Players can return 2 dice from the CDC back to the infection bag to put a removed cube that is on the "incubator"-action card back into the infection bag.

+ **Subsidy - action card**

If a player is in a region with a green rapid-response-die showing a **subsidy**-symbol (a white syringe), the player may spend a subsidy cube to perform a **“treat” action**, either in the region itself or at the treatment centre.

To spend a subsidy cube, the player moves one of the 4 unspent white subsidy cubes into the red “spent”-area of the action card. Afterwards, he may perform a “treat” action.

If all 4 subsidy cubes are used up, this action is not available.

Players may return 4 dice from the CDC to the infection bag to recharge the used-up subsidy cubes. To do this, players move the used-up subsidy cubes back to the white spaces on the action card. To recharge the action card, it is not necessary to have spent all 4 subsidy cubes, recharging is possible at any time.

+ **Quarantine - action card**

If a player is in a region with a green rapid-response die showing a **quarantine**-symbol (a red patch), the player may spend a quarantine cube to **ignore a rolled biohazard-symbol**. However, the dice showing the biohazard-symbol cannot be re-rolled.

To spend a quarantine cube, the player moves one of the 4 unused red quarantine cubes to the red “spent”-area of the action card. One biohazard-symbol is then ignored, and the infection rate is not adjusted correspondingly. However, the player die with the biohazard-symbol can't be rolled again.

If all 4 quarantine cubes are used up, this action is not available.

Players may return 5 dice from the CDC to the infection bag to recharge the used-up quarantine cubes. To do this, players move the used-up quarantine cubes back to the white spaces on the action card. To recharge the action card, it is not necessary to have spent all 4 quarantine cubes, recharging is possible at any time.

+ **Extended rule: EPIDEMIC**

After an epidemic has been dealt with according to the normal rules, take the six green rapid-response-dice from all regions.

Start again at Region 1, just as you did when you set up the game, roll one green rapid-response-die and place it in that region.

Repeat this for the remaining five regions, so that at the end there is one green rapid-response-die in each region, showing a random symbol.

Before you start playing...

The site meeplove.de is my playful blog on which I have been sharing my passion for board and dice games of all kinds with the world for several years. I wish you from all my heart a lot of joy with this little fan-expansion, which I have released there. I had a lot of fun developing it with my hubby, Hanno, and giving one of my absolute favourite games my very personal little touch.

Stay healthy and safe!

– Sabrina, March 2020

*Pandemic: The Cure, Pandemic: The Cure - Experimental Meds and Pandemic: Rapid Response are games developed by Z-Man Games. Matt Leacock is the author of Pandemic: The Cure and co-authored with Tom Lehmann the expansion *Experimental Meds*. Pandemic: Rapid Response is designed by Kane Klenko. The Pandemic games are distributed by Asmodee.*

This fan-expansion “Rapid Response System” is not affiliated with Z-Man Games, F2Z Entertainment Inc. or Asmodee and was developed separately from them by and for fans of the *Pandemic*-games.

The developers fully recommend the cooperative *Pandemic*-game-series to board and dice fans. They encourage interested folks to purchase them from their local board game stores or from well-stocked specialized shops.

No parts of this fan-expansion are intended for sale. The fan expansion may only be used for private purposes, commercial use in any form is strictly prohibited.

RAPID RESPONSE SYSTEM
A PANDEMIC: THE CURE FAN-EXPANSION*

 RE-ROLL THIS RAPID-RESPONSE-DIE ON ENTRY.

 **QUARANTINE:** IGNORE A BIOHAZARD BUT DO NOT RE-ROLL.

 **SUBSIDY:** TREAT IN THIS REGION OR IN THE TREATMENT CENTER.

 **NO-FLY ZONE:** DO NOT MOVE WITH FLY.

 **NO-SHIP ZONE:** DO NOT MOVE WITH SAIL.

 **NO-SAMPLE ZONE:** DO NOT COLLECT SAMPLE IN THIS REGION.

 RE-ROLL ALL RAPID-RESPONSE-DICE WITH EACH EPIDEMIC. 

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RAPID RESPONSE SYSTEM


 **SUBSIDY**

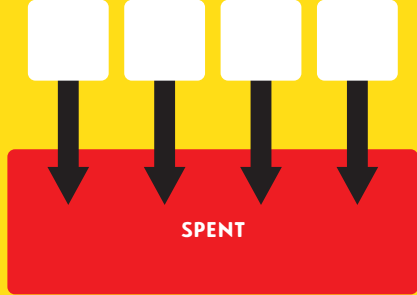


TREAT IN THIS REGION OR IN THE TREATMENT CENTER.


RECHARGE: 

RAPID RESPONSE SYSTEM

 **QUARANTINE**



IGNORE A BIOHAZARD BUT DO NOT RE-ROLL.

RECHARGE: 

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 **NO-FLY ZONE:** DO NOT MOVE WITH FLY.

 **NO-SHIP ZONE:** DO NOT MOVE WITH SAIL.

 **NO-SAMPLE ZONE:** DO NOT COLLECT SAMPLE IN THIS REGION.

 RE-ROLL ALL RAPID-RESPONSE-DICE WITH EACH EPIDEMIC. 

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 **NO-SHIP ZONE:** DO NOT MOVE WITH SAIL.

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 RE-ROLL ALL RAPID-RESPONSE-DICE WITH EACH EPIDEMIC. 

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RAPID RESPONSE SYSTEM


 **INCUBATOR**

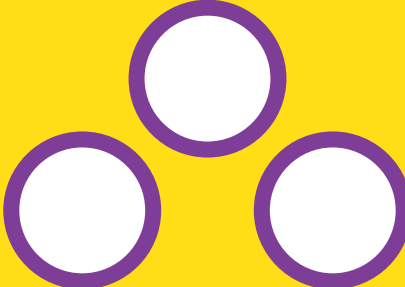
PLACE ALL INFECTION DICE REMOVED FROM THE GAME ON THIS CARD.

THESE INFECTION DICE CAN BE RETURNED TO THE INFECTION BAG.


COST PER DIE: 

RAPID RESPONSE SYSTEM

 **ZONE PASS**

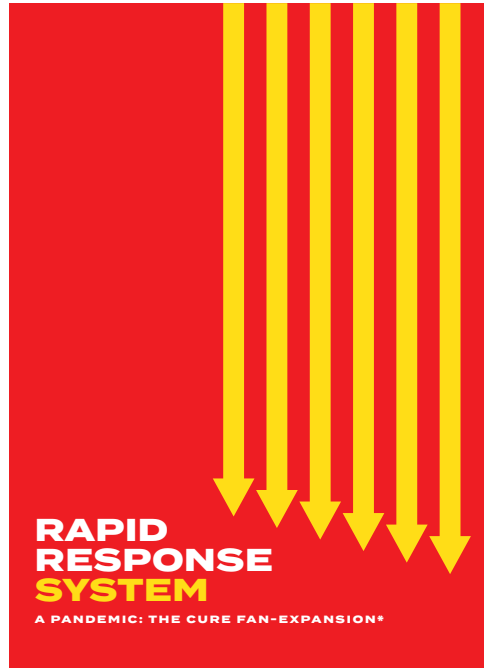


IGNORE A NO-FLY ZONE, NO-SHIP ZONE OR NO-SAMPLE ZONE FOR ONE TURN.

COST PER PASS: 



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