



10+



2-5



45min.

Z-MAN
games

PANDEMIC ON THE BRINK

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.



12 PAWNS



12 PURPLE DISEASE CUBES



1 PURPLE CURE MARKER



1 PURPLE STATUS TILE



8 SPECIAL EVENT CARDS



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!



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.

GENERALIST



- You get 5 actions to spend each turn.

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.

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.

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).*

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.

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.

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.*

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!

Normal Epidemic Effects



Virulent Strain Epidemic Effects Continuing Effect Icon

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:

- discovering cures to all 5 diseases **OR**
- 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.

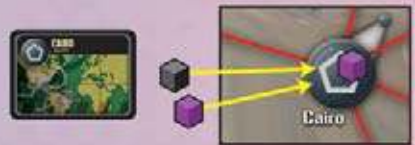


Notes:

- 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).



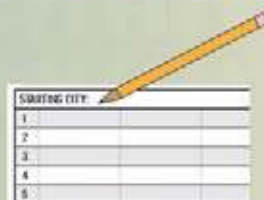
- Select a player to play the Bio-Terrorist and hand him the Bio-Terrorist Role card, the black pawn, the Location Pad, and a pencil. The black pawn is off the board at the start of the game.



- 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 **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.

Play Log

Keep track of who played and who won.

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.

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**.

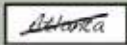


Infect Locally

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



Example: The Bio-terrorist is hidden in Atlanta, and places a purple cube there.



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.



Example: The Bio-terrorist is hidden in Los Angeles, and discards the Atlanta Infection card to place a purple cube in Atlanta, even though a player is there.



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.



Example: The Bio-terrorist is hidden in Mexico City with a research station. He discards the Bogotá Infection card (its color matches Mexico City's color) and removes the research station.

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).

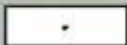


Escape

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.



*Example: The Bio-Terrorist was captured earlier by the Generalist. He discards the Atlanta Infection card and escapes from the Role card to Atlanta. He is temporarily **sighted** in that airport, but since there are no players in Atlanta, he becomes **hidden**; the black pawn stays off the board.*



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).

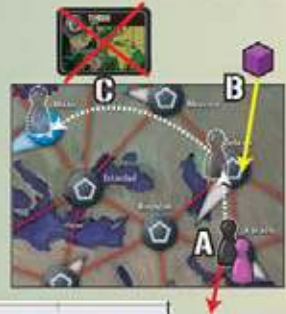


Example: The spotted Bio-Terrorist is in Manila with the Archivist. On her turn, the Archivist spends an action to capture the Bio-Terrorist. She takes the black pawn and places it on her Role card. The Bio-Terrorist player discards all of his Infection cards.

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:

3	Tehran		
---	--------	--	--

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:

3	Tehran	Tehran	
---	--------	--------	--

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:

3	Tehran	Tehran	Milan
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* 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).



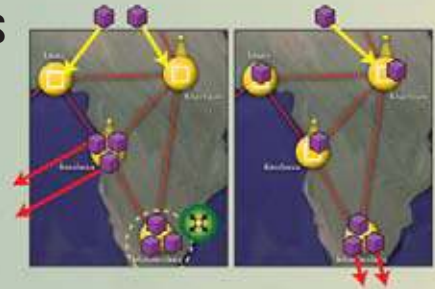
Example: A player draws Hong Kong during her infection phase; Hong Kong already has a purple cube in it. The player places 1 red cube plus 1 purple cube in Hong Kong.

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.*



Example: A purple outbreak has occurred in Kinshasa! Two purple cubes are removed from Kinshasa and returned to the supply. One cube each is placed in Lagos, Khartoum, and Johannesburg.

Oops! Johannesburg already has 3 purple cubes... it can't take a 4th purple cube and instead outbreaks in a chain reaction! Two purple cubes are returned to the supply from Johannesburg. Kinshasa already had an outbreak in this chain reaction, so does not receive a purple cube. Khartoum does get a second purple cube. The Outbreak Indicator is moved forward two spaces.

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 Lantznester, Donna Leacock, Chris Lopez, Ron Sapolsky, Don Woods, and Michelle Zentis.

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6 Alan Drive, Mahopac, NY 10541

For comments, questions, suggestions,
please contact zman@zmangames.com

www.zmangames.com