The four diseases of the game are notated by color.

Each city has an associated disease. A city may have up to 3 disease cubes of a given color. If a city should receive a fourth disease cube of a color instead a disease cube of that color is placed on each neighboring city.

Infection rate starts at 2 cards and increases after the 3rd and 5th Epidemic cards.
Roles: Each Role has unique abilities.

There are 5 event cards, 48 city cards and 4 to 6 Epidemic cards depending on the difficulty.

There are 5 unique event cards. Each has an effect which may be used once without taking up an action.

When an Epidemic card is drawn:
1. Increase infection rate (see infection rate note above)
2. Draw the bottom card of the infection deck and place 3 disease cubes on that city
3. Shuffle the infection card discard pile and place it on the top of the infection deck.