

Remedy

the card game

The Rules



Players: 2-5

Ages: 13+

Time: 10-20 min

OBJECTIVE

Eliminate the illness by being the first to bring its number to 0.

CONTENTS

50 cards

1 rule book

TYPES OF CARDS



illness card (green)



sick card (red)



remedy card (blue)



infect card (purple)

TYPES OF CARDS (CONT'D)

ILLNESS CARDS (GREEN): The goal of the game is to bring the illness's number to 0.

REMEDY CARDS (BLUE): Subtract the number on the card from the illness's number.

SICK CARDS (RED): Add the number on the card to the illness's number. Use these to keep other players from winning.

INFECT CARDS (PURPLE): Plays an action.

- **Deafening Cough:** All players offer their hands face down. Steal 1 card from another player of your choice.
- **Explosive Puke:** All players must discard their hands and draw new hands (3 cards each player).
- **Snot Shot:** The player immediately after you skips his/her turn.
- **Disorienting Diarrhea:** The order of turns is reversed.
- **Misdiagnosis:** Discard the current illness and all cards on it. Draw a new illness.

SETUP

There are 2 decks: the illness deck that contains only illness cards and the main deck.



1 Separate and shuffle both decks. Place both decks in the middle of the table face down.

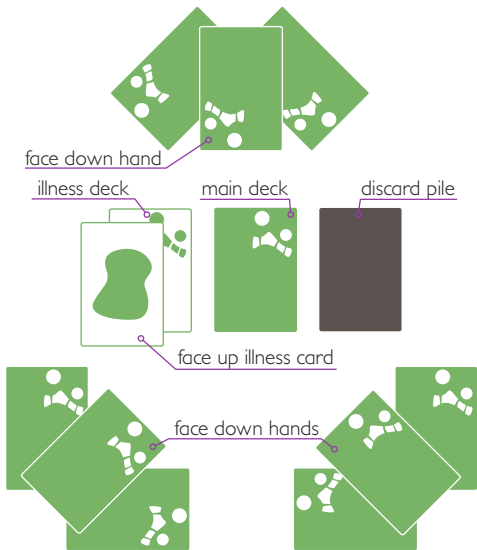
2 Flip a card from the illness deck and place it at the middle of the table so that all players can see and reach it.



3 Deal 3 cards to each player face down to create a hand. Keep your hand a secret!

SETUP (CONT'D)

This is an example of the setup for 3 players
(your placement may vary):



BASIC RULES

1 The player who was most recently sick should go will have the first turn. Draw a new card from the main deck in the beginning of your turn. You should not, at any time, have an illness card in your hand.

2 During your turn, you must play 1 card. Place the card you wish to play on top of the illness card at the center so that everyone may see. The illness's number will either increase, decrease, or an action will be played based on the card (see: TYPES OF CARDS).

3 Say out loud the illness's new number after your card has been played. This marks the end of your turn.

Ex: If the illness's number was 9 and you played a card that subtracts 1, you should say "8".

Continue the game in a clockwise direction.

REMEMBER: Each player should draw a card at the beginning of their turn.

RAN OUT OF CARDS!

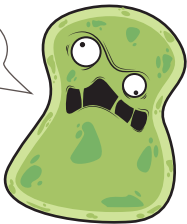
If the deck has run out, remember the illness's current number and take all discarded cards and all cards on top of the illness, excluding the illness itself, and shuffle them into a new deck.

If you have run out of cards in your hand, don't worry! You draw a new card at the beginning of every turn.

WINNING

The game is finished when the illness's number reaches 0. The player that plays the card that brings the illness to 0 is the winner!

You'll NEVER
defeat me! NEVER!



ALTERNATE RULES

IMMUNITY: Remove the MISDIAGNOSIS card and choose an illness card to start. Remove all other illness cards. Continue with the game as usual (see: BASIC RULES). The larger the illness's number, the longer the game will typically be.

PLAGUE: Remove all purple infect cards except for the 3 DEAFENING COUGH cards from the deck (see: TYPES OF CARDS). Proceed with the game as usual (see: BASIC RULES). If you bring the illness to 0 you are eliminated. Draw a new illness after each elimination. Be the last one standing to win!

SUPER VIRUS: Remove the MISDIAGNOSIS card from the deck. Flip one illness card from the illness deck and shuffle all other illness cards into the main deck. Proceed with the game as usual (see: BASIC RULES). Whenever an illness card is drawn from the main deck, the person who drew the illness loses his/her turn. The illness drawn replaces the previous illness. Be the first to bring an illness to 0 to win!

CREDITS

Remedy wouldn't be possible without the awesome people listed below:

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FIND OUT MORE!

For more information about this game or our other works, check out our web site at:

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