

A  
CURE  
FOR  
WHAT  
AILS  
YOU

**GAME MANUAL**



# The D

VOL. VI

Created by Jerry Moncrief  
& Seth "Beemer" McGinnis.  
Design by Troy Johnson.

Players: 2-4  
Age: 14+  
Playing Time: 1-2 hours

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## THE HAZE IN NEW ORLEANS

Pestilence, it has been observed, is one of the scourges to which man is exposed; and though we might reasonably think there is nothing in the constitution of the human frame that could invite the invasion, the course of the disease that could inflict it, in various parts of the world, has from time to time demonstrated, with a frequency that has everywhere distinguished it as more than the ordinary calamities of the Dark Ages, a character described in Holy Writ.

The gravest history is filled with poets in gloomy horrors, and the passages in which these are found described have ever been read by all classes of persons with intense interest.

It is not the design of the present publication to work up the subject of the Haze in New Orleans into an eloquent or romantic narrative, but rather to give a plain and authentic account of that fatal epidemic, compiled from the most reliable sources of information, as a matter of history. The facts themselves are so full of melancholy interest, unwrought and unvarnished as we shall present them, that no art of language is needed to enchain the public attention. Without more preface or explanation, therefore, we shall proceed at once to describe the city of New Orleans, as it was

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THE TRAVELS OF DOC CHEETUM



Above: *Young Timothy A. Breaux IV was one of many residents of New Orleans whom Doc Cheetum helped.*

Right: *The earliest mention of The Haze found in any of Doc Cheetum's many self-published journals.*

On the right bank of the Mississippi river, in ascending, about one hundred miles from its mouth. The river makes a remarkable bend to the north-east, so that the city, although situated on the right bank, is on the north-western side of the stream. The city is generally upon the east side of the river, and so it appears upon the map; yet the stranger in New Orleans, who holds to this idea, will find that it will apparently rise in the west, set in the east, causing a great deal of confusion in his mind, extremely puzzling. Some never get the matter right at all; and after long discussions, give up the hope of unraveling the difficulty in despair. Owing to currents and





## THE HAZE

12TH AUGUST, 18...

I have finally arrived with my traveling medicine show in the renowned city of New Orleans, only to discover an illness sweeping the streets and a malaise hanging heavy in the thick and indolent air. They call it "The Haze," and it is no mere contagion. It affects not only people, but animals and even the city itself. It has caused events both strange and unnatural to manifest. The local practitioners—pharmacists, Voodoo mambos, and Hoodoo root doctors—are fervently treating the afflicted, but the ailments have become increasingly worse, and they are becoming overwhelmed. Accordingly, we have set up our wagon in town and will offer our aid to any in need—for a small fee, of course.



No. 4

Washington, in size and style of architecture.

The Theaters are also of a superior character; the public Halls, in which balls and concerts are given, are all upon a grand scale; and no where in the United States is there more of life and fashionable display than in New Orleans during the business season. The view of New Orleans, from the river, is beautiful and imposing—and seen from any high point it presents a panorama at once magnificent and surprising.

The population of New Orleans, as we have before remarked, has very little resemblance to that of any other city in the Union. It is made up, as B. M. Norman, in his description of the city very truly observes, of a

## OVERVIEW

Players take on one of four asymmetric roles (Pharmacist, Voodoo Mambo, Root Doctor, or Charlatan), and cure patients by collecting components that match their ailments. Success earns rewards of money, clout, and faith, which are worth victory points. The endgame triggers after the first patient from the 4th wave is cured. The player with the most victory points wins, but if too many patients die, the game ends early and everyone loses.



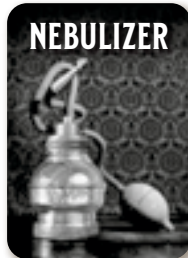
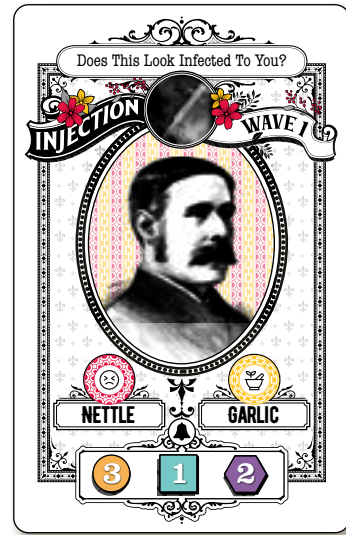
local peculiar...ous nations, as well as of the Indian population. A mass of pe... in the... With its adja... lages New Orles... of about half a... extending along the bank of the... sippi river for about ten... remaining space, from the... the city to Lake Ponchartrain, (from four to five miles,) is a pestiferous swamp, generally half covered with water, filled with funereal-looking cypress trees, and peopled with alligators and hideous reptiles. A large tract of this swamp was cleared a few years ago, but it was

modern style... Canal, and Car... very much the a... In the French... the city has q... peculiar air, w... dwellings and t... fashionable bus... are said greatl... streets of Paris. The city is par... for the size and ma... principal hotels; the... the "Verandah," the "City Hotel," and the "St. Louis," having few, if any equals in all respects, out of the city of New York. The barroom of the "St. Louis" rivals the celebrated Rotunda of the Capitol at

sort of... that of the... carry under their rough exterior and uncouth manners a heart as generous and noble as beats in any



# COMPONENTS



- 1 Progression dial
- 120 Ingredient cards
- 111 Patient cards
- 1 20 sided die
- 50 Administration cards
- 45 Severity tokens
- 5 Reroll tokens
- 4 Purge cards
- 1 Game Manual (not pictured)
- 4 Role Manuals (not pictured)

## REWARDS

Money

Clout

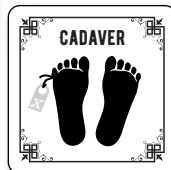
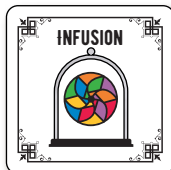
Faith



## ROLE TOKENS

### PHARMACIST

- 3 Infusion
- 3 Decoction
- 3 Alcohol
- 3 Cocaine
- 6 Morphine
- 4 Cadaver
- 3 Bezoar
- 1 Antimony
- 3 Strychnine



### VOODOO MAMBO

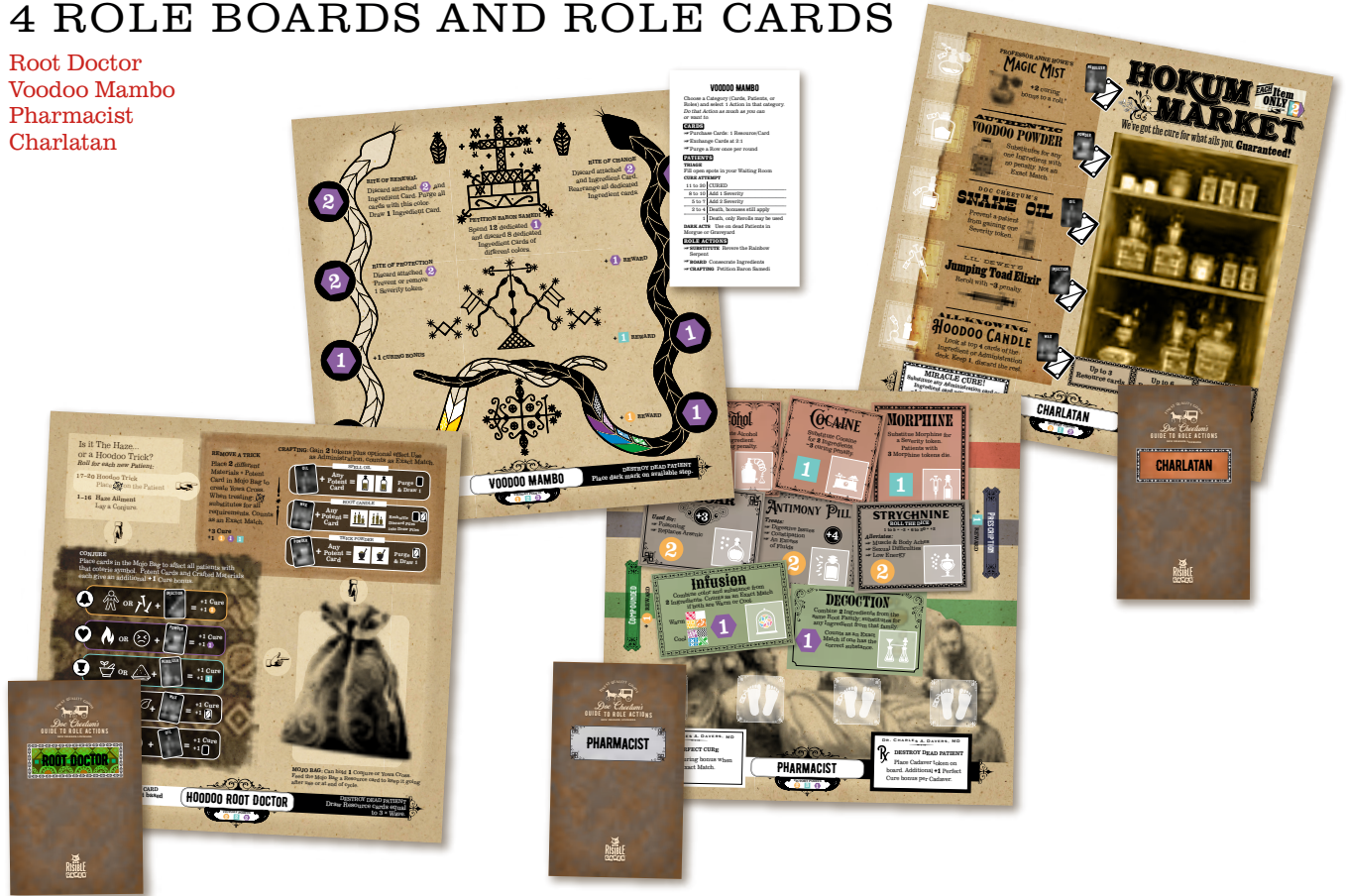
- 3 Fetish (substitution)
- 4 Dark Mark





# 4 ROLE BOARDS AND ROLE CARDS

Root Doctor  
Voodoo Mambo  
Pharmacist  
Charlatan



## ROOT DOCTOR

- 2 Root Candle
- 2 Spell Oil
- 2 Trick Powder
- 3 Trick Mark
- 3 Substitution



## CHARLATAN

- 2 Magic Mist
- 2 Voodoo Powder
- 2 Snake Oil
- 2 Elixir
- 2 Hoodoo Candle
- 3 Substitution



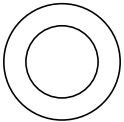
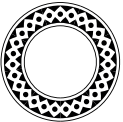








# CARD DESCRIPTIONS

## INGREDIENT CARDS









Each Ingredient card shows two different Ingredients, divided diagonally. You can use either Ingredient to treat a patient's ailment, but not both. An Ingredient consists of a substance and a color (e.g., blue rosemary). Each substance comes in two colors and belongs to a root family (below right) indicated by the circular icon in the corner.

To aid those with impaired color vision, each color also has a unique border pattern:

White		Black	
Yellow		Purple	
Orange		Blue	
Red		Green	

*It began as a gentle malaise with numerous mild complaints, which we treated easily enough, but it has grown with alarming speed in scope and severity.* – “Doc” Cheetum, T. (n.d.). New Orleans Bound (1st ed.). Brown Bottle Press.



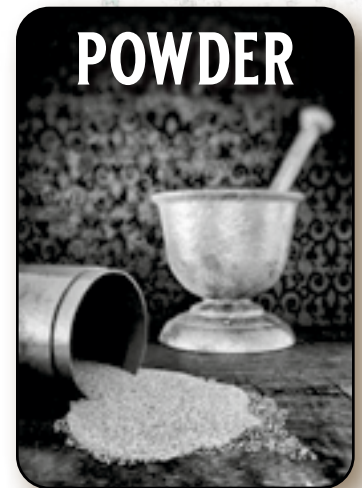
Root Family	Icon	Substance
Body		Blood, Bone, Leeches
Burning		Camphor, Charcoal, Turpentine
Flower		Hyssop, Pleurisy, Valerian
Fragrant		Garlic, Lavender, Rosemary
Leaf		Aloe, Horny Goat Weed, Lotus
Metal		Arsenic, Mercury, Rusty Nails
Pain		Jimsonweed, Nettle, Venom
Powder		Alum, Salt, Sulphur





Ailment  
Administration Method  
Wave

Ingredients Required  
Coterie Symbol used by some roles  
Rewards



## PATIENT CARDS

Each Patient card shows the patient's ailment at top, and below that the required Administration Method (left and middle) and the Wave when the patient appears (right).

The Ingredients required to treat a Patient are listed beneath and on either side of the portrait.

Wave	1	2	3	4
Administrations	1	1	1	2
Ingredients	2	3	4	5/6
Reward values	1/2/3	2/3/4	3/4/5	5/6/7/8

Rewards for a successful cure (left to right: Money, Clout, and Faith) are shown at the bottom.

## ADMINISTRATION CARDS

Each Administration card shows a method of administering a treatment to a patient. There are 10 copies each of the 5 methods: Injection, Nebulizer, Oil, Powder, and Wax.

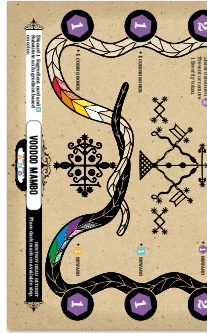
*Ingredient and Administration cards are both Resource cards.*



# SETUP

- 1. SELECT ROLES** Each player selects a Role and takes the associated Role Board, tokens, and Rule Sheet.
- 2. DISTRIBUTE TOKENS** Give each player 1 Reroll token, 1 Purge token, and 5 of each type of Reward (Money, Clout, and Faith).
- 3. SHUFFLE AND DEAL DECKS** Shuffle the Ingredient and Administration cards into separate decks and deal each player 5 Ingredient cards and 2 Administration cards.
- 4. ORGANIZE ROLE AREAS** Each player designates an area for their Waiting Room (where patients wait to be treated), Morgue (where dead patients go), and Home (where successfully cured patients go) around their Role Boards.
- 5. PLACE RESOURCE CARDS** Place the Ingredient and Administration decks in the middle of the table. Deal 6 Ingredient cards and 6 Administration cards face-up into rows next to their respective decks. (For the Basic game, place 2 rows of 4 Ingredient Cards instead of 6.) Discard piles go next to the decks. Place a Reroll token face down at the end of the Administration row; this is the Community Reroll token. Separate the Patient cards by Wave and shuffle them.

- 7. SELECT FIRST PLAYER** The first player is the player who most recently suffered a terrible malady or misfortune. (Alternatively, roll the d20 to determine the first player.) Give them the Progression Dial.
- 8. CHOOSE PATIENTS** Starting with the first player and proceeding to the left, players take turns choosing Wave 1 Patients from the Community area and moving them into their Waiting Rooms until they are full. A Waiting Room holds 1 Patient in a Basic game, 2 in an Intermediate game, and 3 in an Advanced game. Refill empty Community slots immediately, but don't deal Wave 2 Patients until each player has a Waiting Room filled with Wave 1 Patients.
- 9. DRAW RESOURCE CARDS** Finally, beginning with the first player and proceeding left, each player draws 3 Resource (Ingredient and/or Administration) Cards, either face up from the row or face-down from the top of the deck.



## 6. BUILD PATIENT DECK

Build a Patient deck by adding a number of cards from each Wave as shown in the table at right based on difficulty. For your first game, we recommend the Basic difficulty where each player gets 1 patient from each wave. Place the unused cards back in the box and place the deck in the middle of the table.

Deal 1 Patient card per player into a row next to the Patient deck. This is the Community area. The Patient discard pile is the Graveyard.

## PATIENT DECK

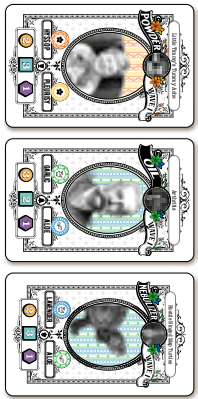
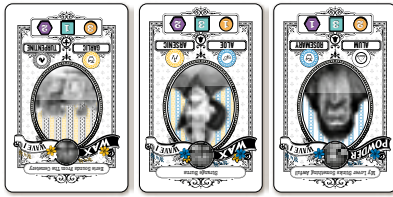
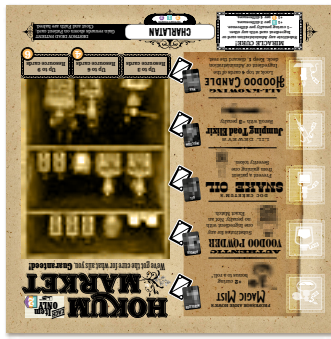
	Top		
	<i>Basic</i>	<i>Intermediate</i>	<i>Advanced</i>
Wave 1	1 per player	2 per player	3 per player
Wave 2	1 per player	2 per player	2 per player
Wave 3	1 per player	1 per player	2 per player
Wave 4	1 per player	All cards	All cards
Bottom			

*We have determined that cooperation is paramount. Each of us has a distinctive approach to medicine that aligns with the infirmities of certain patients, and so we have divvied up those sufferers as appropriately as we can be bothered to.*

— “Doc” Cheetum, T. (n.d.). *New Orleans Bound* (1st ed.). Brown Bottle Press.



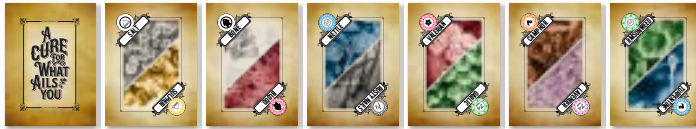
# EXAMPLE GAME SETUP



Waiting Room



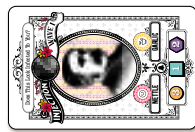
Community Area



Ingredients Row



Administration Methods Row



Graveyard



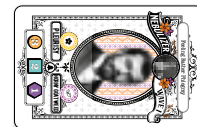
Ingredient Discard



Administration Discard



Morgue



Home





# GAMEPLAY

The game is organized into turns, rounds, and cycles. Starting with the first player and proceeding to the left, each player takes a turn by performing an action. When all players have taken a turn, the round is complete; advance the arrow on the Progression Dial to the next highest number. When four rounds have passed, a cycle is completed; patients worsen, miscellaneous cleanup happens, players draw more cards, and the role of first player passes to the left. The new first player takes the Progression Dial and begins a new cycle by moving the arrow to 1.

## TURNS

On your turn, pick one of the following actions. You can perform that action as many times as you like. (For example, if you choose the Purchase action, you can purchase as many Resource cards as you like, but you cannot also Exchange or Purge cards.)

*With The Haze affecting everyone and everything, securing resources for treatment has become difficult. We struggle to acquire the most common goods, and must make do with whatever is available, even reusing discarded scraps.*

– “Doc” Cheetum, T. (n.d.). *Snake Oil: God’s Cure* (2nd ed.). Brown Bottle Press.



Use the **Progression Dial** to track turns, rounds, and cycles.

## ACTIONS

### CARD ACTIONS

When drawing a Resource card of either type (Ingredient or Administration), you can take a card from the row, the top card of the deck, or the top card of the discard pile. If you take a card from the row, replace it immediately. When acquiring multiple cards, you can take cards of different types. There is no hand limit, but you may discard as many cards as you want at the end of your turn. If a deck is emptied while drawing cards, reshuffle the Discard pile to form a new deck.

**PURCHASE** Pay 1 Reward token of any type to draw 1 Resource card. You can also purchase Hokum or cards from the Charlatan’s Market, if available.

**EXCHANGE** Discard 2 Resource cards of any type from your hand to draw 1 Resource card.

**PURGE** Flip your Purge Token face down. Discard all Resource cards from one row (Administration or Ingredient), deal replacements, and then draw 1 card. Each player can only take the Purge action once per cycle.



## PATIENT ACTIONS

**TRIAGE** Take a face-up Patient card from the Community Row to fill an empty space in your Waiting Room.

**CURE** Attempt to cure a Patient in your Waiting Room.

**DARK ACT** Perform your role's Dark Act on a dead Patient in your Morgue or the Graveyard.

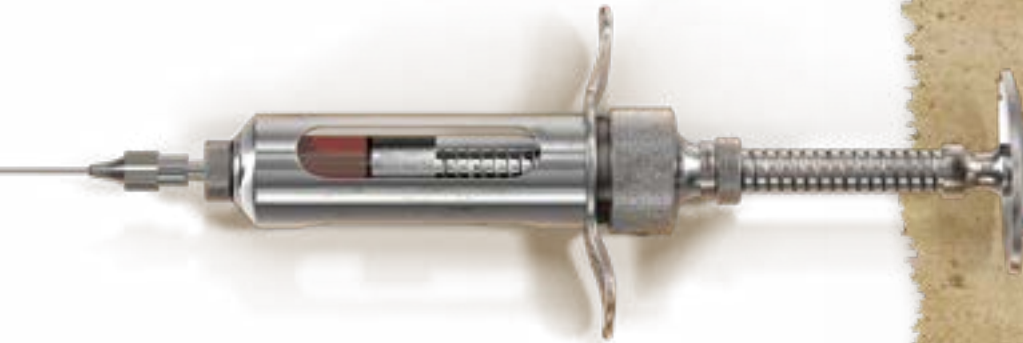
## ROLE ACTIONS

Each Role has its own set of special actions, which fall into three groups:

**BOARD** Use one of the non-crafting role abilities listed on your board.

**CRAFT** Use a role ability to gain special effects by expending resources and/or rewards.

**SUBSTITUTE** Use a role ability to meet a requirement on a Patient card with other resources.



*While I do not fully comprehend the details of my fellow healers' disciplines, I have been diligent to represent what they have done in their unwavering resolve to save lives as faithfully and respectfully as I am able. I may have gotten a few points wrong, here and there.*  
— "Doc" Cheetum, T. (n.d.). New Orleans Bound (1st ed.). Brown Bottle Press.



Professor Anne Howe's

## VAPORIZING INHALER.

For CATARRH, ASTHMA, DEAFNESS, HEADACHE, COLDS, and all Throat, Bronchial and Lung troubles.

The only advertised remedy endorsed by some of the medical profession. Four months' supply of medicine, (enough to cure the most chronic case).

Available at Doc Cheetum's Hokum Market, or Sent C.O.D. if desired.

Consultation and tests free!

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## \$1. WHISKERS. \$1.

For One Dollar I will send, sealed and post-paid, the "Grecian Compound," highly perfumed, which I warrant to force a heavy growth of hair upon the smoothest face in five weeks, or upon bald heads in eight weeks, without stain or injury to the skin. Entire satisfaction given, or money refunded. Descriptive circulars mailed free.

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## COCAINE TOOTHACHE DROPS

INSTANTANEOUS CURE!

Fresh Mint flavor accepted by even the fussiest children.

PRICE 15 CENTS.

For sale by all Druggists.



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## CURING PATIENTS

To attempt a cure, you must have all of the Ingredients and Administrations listed on the Patient card. Any substitutions must be performed prior to making the cure attempt. You may find it helpful to tuck cards under the Patient card as you collect them to keep track of where you plan to use them.

You can only attempt to cure Patients in your Waiting Room, and you can only attempt to cure each Patient once per turn.

Curing attempts are made by rolling the 20-sided die. Add any applicable modifiers to the roll and consult the table:

Roll	Result
Natural 20	Patient is cured. Refresh any reroll token (See below)
11 or more	Patient is cured
8-10	+1 Severity
5-7	+2 severity
4 or less	Patient dies
Natural 1	Patient dies. Refresh your reroll token (See below)

*If you roll a natural (unmodified) 1, the patient dies, regardless of any positive modifiers to the roll. You can then refresh your Reroll token, flipping it face-up if it is face-down.*

*If you roll a natural (unmodified) 20, the patient is cured, regardless of any negative modifiers to the roll. In addition, you can refresh any face-down Reroll token, flipping it face up. If you refresh the Community Reroll token, gain 1 Money, Clout, or Faith (your choice.)*

*If the Patient is cured, gain the rewards of Money, Clout, and Faith listed at the bottom of the card. Then discard all Resource cards used in treatment and place the Patient card in the Home area; it is worth 5 victory points at the end of the game.*

*If the Patient gains Severity (and does not die as a result), leave the Resource cards and any tokens used to treat the Patient in place; they cannot be used for any other purpose. You can make another attempt to treat the patient on a later turn.*

*If the Patient dies, discard all Resources used in treatment and place the Patient card face-up in your Morgue. On a later turn, you may perform a Dark Act on the body.*

*If you have an empty space in your Waiting Area because a Patient was either cured or died, you may immediately take the TRIAGE action, but you are not required to.*

*To call it maddening would be an understatement of the gravest sort. We strive to treat these poor souls as best we can with what we have, using every trick we know, and still it is some-times not enough. Moderately daunted, we persevere.*  
— “Doc” Cheetum, T. (n.d.). New Orleans Bound (1st ed.). Brown Bottle Press.

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## REROLLS

You can use a reroll to roll the d20 again and take whichever result you prefer. There are multiple ways to get a reroll; you can use as many as are available on a single curing attempt. Only the final result matters; if you roll a natural 20 and a natural 1, you get the refresh effect of one or the other, not both.

- If the curing attempt is an Exact Match (no resource substitutions), you get a free reroll.
- You can flip your face-up Reroll token face-down to gain a reroll. (This token starts the game face-up.)
- If you have a Jumping Toad Elixir from the Charlatan, you can discard it to gain a reroll at a -3 penalty.
- Finally, if the Community Reroll token at the end of the Administration row is face-up, you can flip it face-down to gain a reroll. (This is usually the option of last resort, and you may want to discuss it with other players first.)

# DEGENERATION & DEATH

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## SEVERITY

Severity tokens represent a Patient's ailment getting worse. If a Patient gains a 4th Severity token, they die.



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## THE MORGUE AND THE GRAVEYARD

Patients that die in your Waiting Room move to your Morgue. They remain there until the end of the current Cycle, after which they move to the Graveyard. Patients that die in the Community area move directly to the Graveyard.

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## DARK ACTS

Each Role has a Dark Act that they can commit to profit from the desecration of a dead patient's body. You can perform a Dark Act on a face-up Patient card in your own Morgue or in the Graveyard, but not on one in another player's Morgue. When you perform a Dark Act, flip the card face-down to show that the body has been desecrated. Follow your Role's rules for the Dark Act, then add 1 Severity token to each Patient card in your Waiting Room and in the Community area. (Patients in other players' Waiting Rooms are unaffected.)

*I won't lie; we are a desperate lot, grasping for any means to ameliorate the suffering, even to the point of committing acts both vile and unspeakable in our quest for advantages against The Haze. My trusty shovel has seen much use of late. — "Doc" Cheetum, T. (n.d.). Snake Oil: God's Cure (2nd ed.). Brown Bottle Press.*

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## END OF THE CYCLE

After 4 rounds, the cycle ends. Do the following steps in order:

1. Perform any Role-specific end of cycle updates.
2. Refresh used Purge tokens.
3. Move dead Patient cards in each player's Morgue to the community Graveyard.
4. Add a Severity token to every Patient in the Community area and in each player's Waiting Room.
5. Reset the Progression Dial to 1 and pass it to the left. The player who has it is now the first player.
6. Starting with the new first player, each player draws 3 Resource cards.
7. Begin the first round of the new cycle.

*Death is no stranger here, and he prominently showcases our failures, both public and private, as his Danse Macabre parades through the city straight to St. Louis Cemetery No. 2.*

— "Doc" Cheetum, T. (n.d.). *Paint Your Medicine Wagon* (Vol. 1). Brown Bottle Press.





# ENDING THE GAME

Whenever a Patient dies, count the number of dead Patients (Patient cards in the Graveyard and each player's Morgue, whether face-up or face-down). *If the total number of dead Patients is ever more than twice the number of players, the game immediately ends and everyone loses.*

Otherwise, the end of the game is triggered when the first Wave 4 patient is cured. Finish the current cycle (which may take multiple rounds), but don't perform end of cycle steps such as adding Severity. Then calculate your final score based on cured Patients and Reward tokens. The player with the most victory points wins.

## SCORING

Role	Money	Clout	Faith	Cured Patients
Pharmacist	2	3	1	5
Voodoo Mambo	1	2	3	
Charlatan	3	1	2	
Root Doctor	2	2	2	

*Ultimately, we realized there were only two outcomes: we lose too many lives and evacuate the city as a lost cause, or we continue to cure patients and outlast The Haze. You could see it in our eyes, true enough, our answer. We sought victory against this blight while proving amongst ourselves the superior healer. — “Doc” Cheetum, T. (n.d.). Snake Oil: God's Cure (2nd ed.). Brown Bottle Press.*



# NOTES

## DIFFICULTY LEVELS

The game has three difficulty levels to allow players to adjust the playing time and familiarize themselves with different aspects of gameplay in stages. The Basic game uses only core mechanics and will typically last up to an hour for four first-time players. An Intermediate game introduces more Role-specific abilities and usually takes around an hour and a half. Advanced games offer the full range of gameplay and generally last more than two hours.

## COOPERATION

Some degree of cooperation is often necessary to prevent everyone from losing the game due to too many deaths. The option to discard cards at the end of your turn is often overlooked as a way to make needed cards available to other players. Planning ahead with open communication is an important strategy for winning the game.

In the event that a player eschews cooperation and attempts to ruin the game or coerce other players by killing Patients, the other players can invoke the Rule of Polite Society and agree to excise the offender from the game. Remove one or two dead Patients from the total and the game can proceed apace. We needn't suffer trolls.

**Q:** Why is Triage a separate action?

**A:** Normally, you will fill open spaces in your Waiting Room as soon as they are emptied by a curing attempt that results in a dead or cured Patient. In certain circumstances, you may decide that it is advantageous not to take a new Patient immediately. It is also possible for Patients to die or be cured at other times due to a Dark Act or other player ability. Though such situations are rare, taking the Triage action allows you to refill your Waiting Room whenever needed.

**Q:** Do values over 20 or under 1 have any effect?

**A:** Only unmodified rolls of 1 or 20 result in automatic death or curing and refreshing of reroll tokens. A modified result of 1 or less results in patient death, and a modified result of 20 or more results in a cure.

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## SPECIAL THANKS TO:

- Game-icons.net for having a ton of free images and ideas available for use.
- Printplaygames.com for being a tremendous resource for game design ideas and standards.
- Dover Publications for graciously giving us permission to use so many images from the Dover Pictorial Archive Series.
- Chris Floyd for his invaluable insights into game design.
- Everyone who helped shape this game with their time, ideas, and support.



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Red liquid soap can be terrifying seen through the macro by Umberto Salvagnin	CC BY 2.0	<a href="https://flic.kr/p/82yYP6">https://flic.kr/p/82yYP6</a>
Camphor Laural flower by John Tann	CC BY 2.0	<a href="https://flic.kr/p/8HK9Z8">https://flic.kr/p/8HK9Z8</a>
Artsy Garlic Braids by David Goehring	CC BY 2.0	<a href="https://flic.kr/p/ozFaJ">https://flic.kr/p/ozFaJ</a>
Epimedium 'Lilafee' by Leonora (Ellie) Enking	CC BY 2.0	<a href="https://flic.kr/p/aGy72i">https://flic.kr/p/aGy72i</a>
Mercury (California, USA) 1 by James St. John	CC BY 2.0	<a href="https://flic.kr/p/rKkEWe">https://flic.kr/p/rKkEWe</a>
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