## HOW TO PLAY

Before the game begin: random 1 profile card and seat yourself

- Each player will receive 10 poisons in the bag.
- If the player passes the start point, the player will get 1 intermediate coin which could be the 1st intermediate host or. 2nd intermediate host.

## In game:

- 1. Draw the dices to move your pawn
  - a. If you land on the intermediate host spot that you have in your own life cycle -> receive the intermediate host coin as it said on the spot.
  - b. If you land on the intermediate host spot that you don't have in your own life cycle -> you will receive no intermediate host coin but you can place the poison on the spot -
  - c. If other players that has the intermediate host in their life cycle land on this spot, they won't receive any coin and they will lose coin as many as it said on the spot. If the player doesn't has any coin -> the player will lose no coin and put the poison in the trash bin .
  - d. If you land on the definitive card spot that is the same as your profile card -> draw 1 definitive card and hold in the player's hand.
- 2. Player must collect the intermediate host coin as follow in the definitive host card on the hand. If the coin reaches the amount as said on the card, the player can get the score by return the coin as said on the card and put the card on the score counter. The score that the player will receive is on the top left of definitive host card.
- 3. If the player reaches the amount of coin that can exchange the score but the player doesn't want to, the player can keep the card on hand at the maximum of five, then they need to put the excess to definitive host card trash bin.
- 4. The game will be ended if one of the player has a total scores of seven or more.

