

### **Set Up**

All players randomly draw 3 Ailments and 6 Cures.

#### **1. The Patient Reveals Their Ailment!**

Take turns being the Patient, choosing one of your Ailments to describe vividly to the others.

The first Patient is the last to have seen a doctor.

#### **2. The Doctors Debate!**

Doctors take turns to propose at least two cures. Each symbol on the Patient's Ailment card must be matched by a symbol on at least one of the Cures.

Heckling of your opponents is encouraged.

#### **3. The Patient Decides!**

From this chaotic quarrel, the patient chooses a victor, who receives the Ailment card as a point.

Place all proposed Cures in a discard pile.  
(Shuffle and use again if Cure deck is depleted.)

Draw back up to 6 Cures.

#### **4. The Winner is the Least Worst Practitioner!**

The winner is the first Doctor to win three times.

### Note

Doctors are strongly encouraged to argue with each other. Exposing charlatantry, accusing others of malpractice, and gesticulating wildly are critical elements of medical discourse.



Alchemical Salves and Tinctures



Mysticism, Philosophy & Psychiatry



Anatomical Barber-Surgery

### Congratulations Surgeon-General!

The winner must be referred to as "Surgeon-General" for the rest of the day/night, whether you continue to play this game or not.

The only way to change this is to play again!



Rules Card 2/2