



GOOD



GOOD



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GOOD



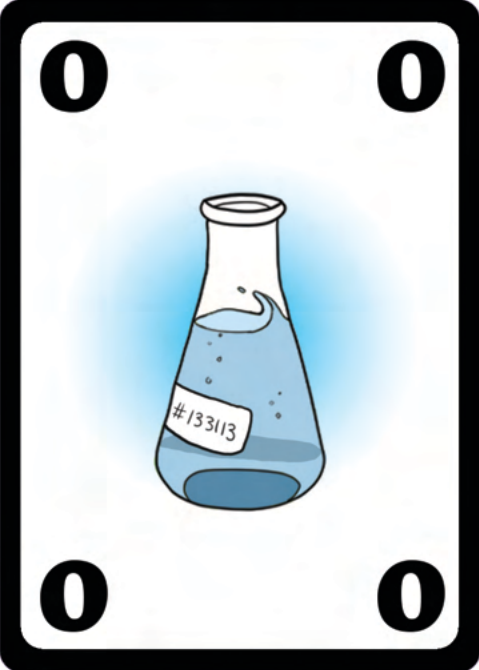
BAD



Microscope



Microscope

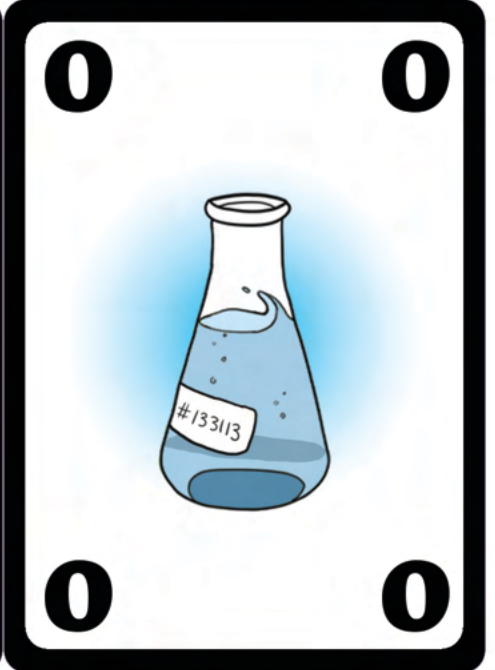


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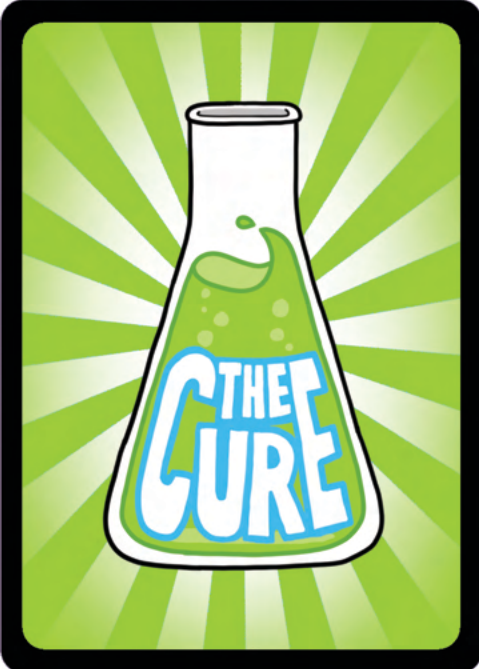
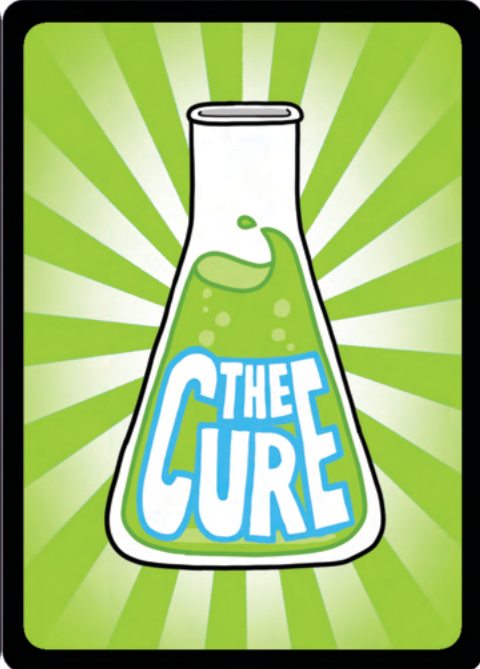
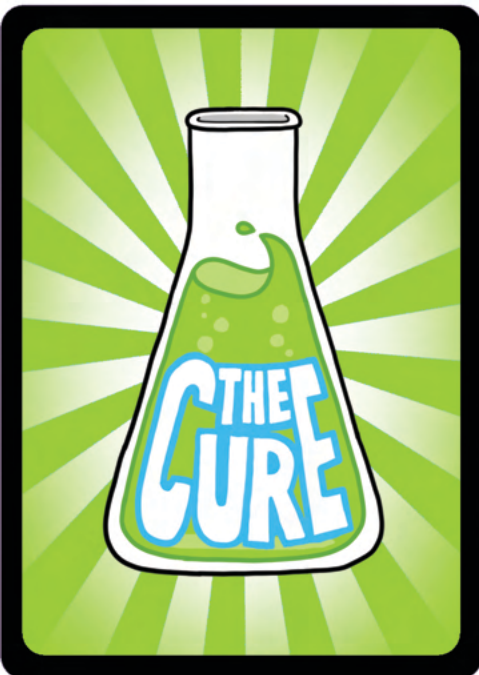
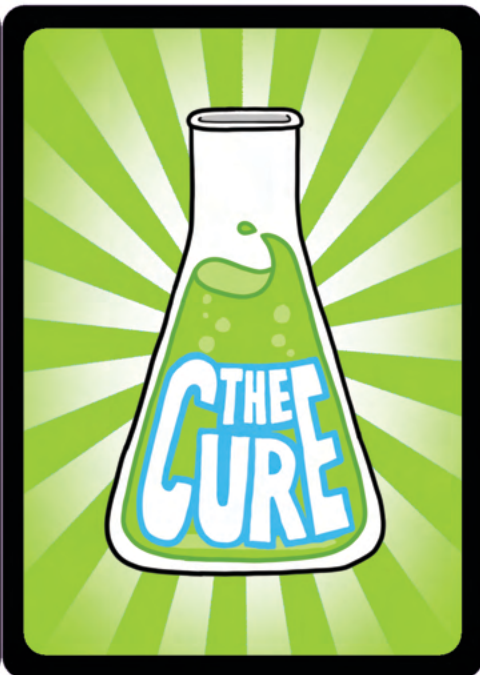


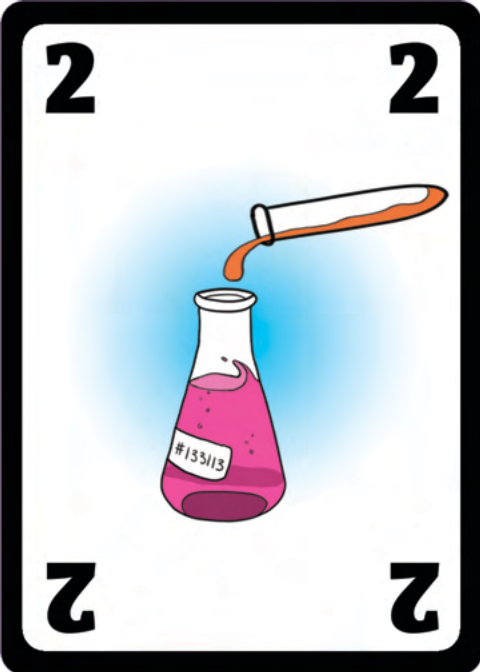
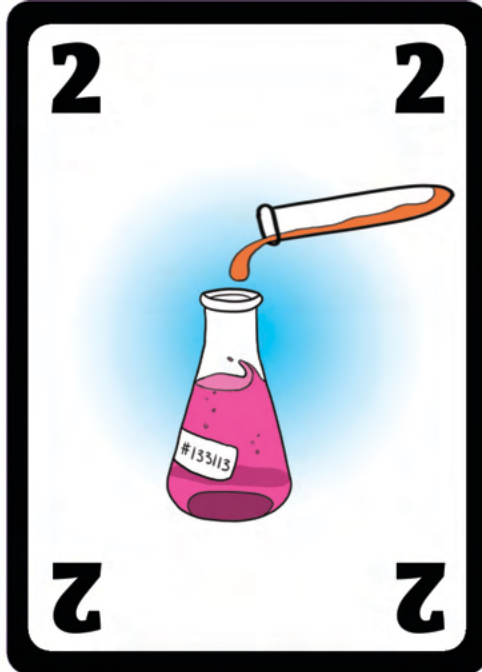
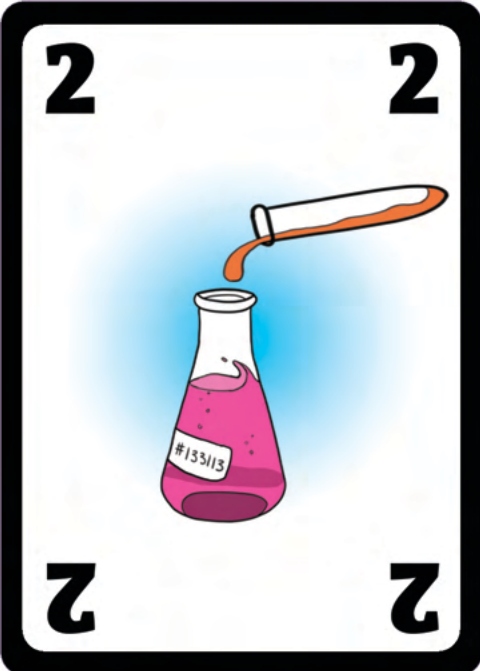
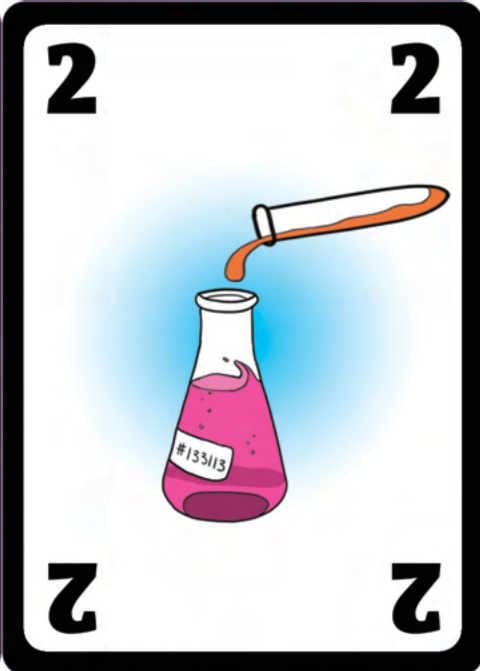
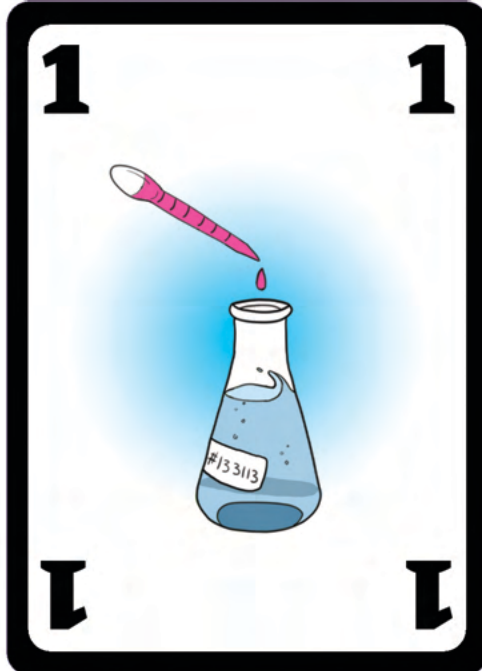
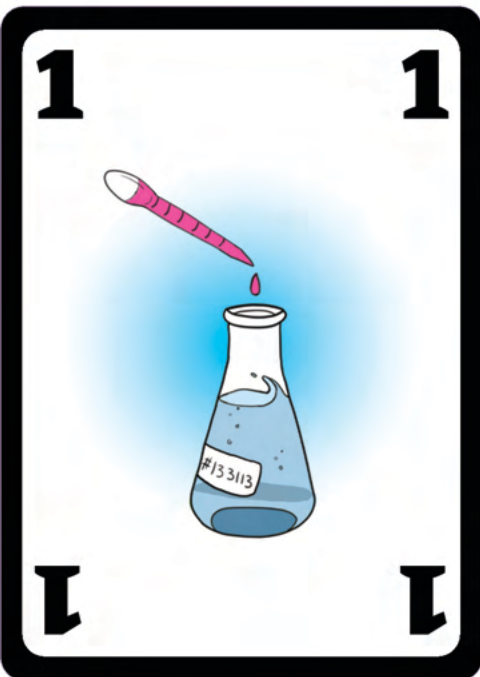
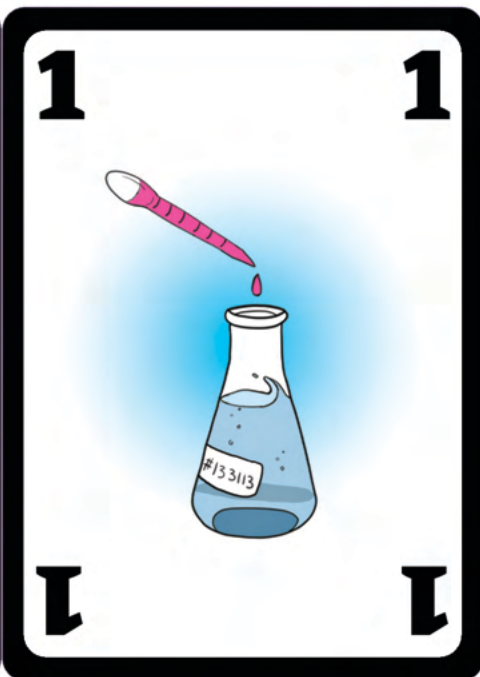
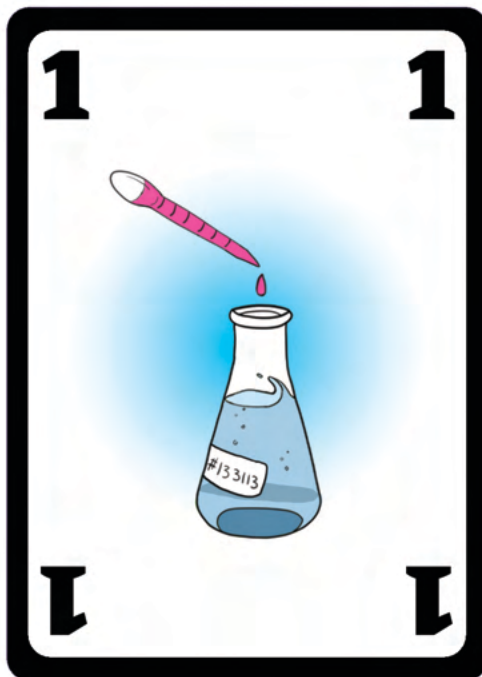
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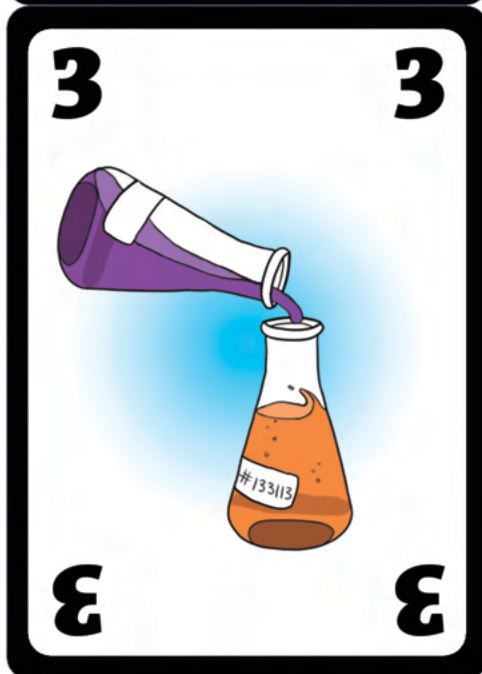
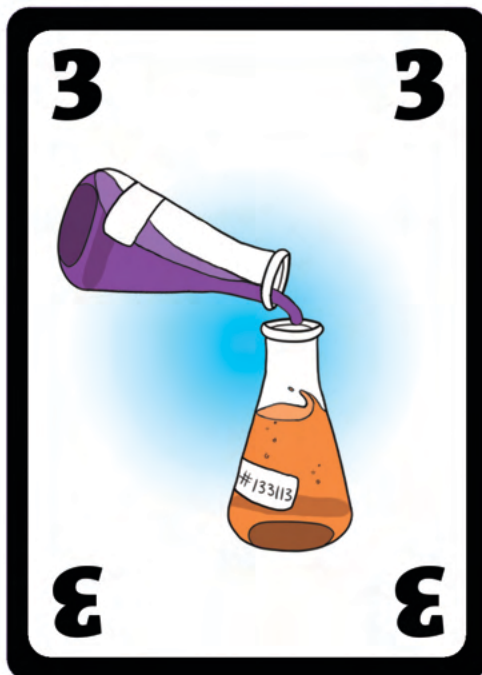
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Turn Order

1: (Optional) Request to use a Microscope card.

2: (Required) Play a Cure card and declare new sum.

3: (Optional) Vote to end the round.



Contents

5 Role cards · 2 Microscope cards
1 Reference Card
17 Cure cards
· 2-"0" cards · 4-"1" cards · 5-"2" cards
· 4-"3" cards · 2-"4" cards

Objective

Players are working together to create "THE CURE"! However, there are rumors that someone may have accepted an offer from a rival lab to SABOTAGE your work!

-**Good:** For the center pile to add up to within the goal range. (3 Players = 16-17) (4 Players = 18-19)

-**Bad:** For the center pile to add up to any other number.

Set Up

Take 1 "Good" role card for each player and the 1 "Bad" role card. Shuffle the role cards and deal 1, face down, to every player. KEEP THESE SECRET!

player may look at the top card of the pile, then return it face down to the pile. They may NOT show any other players this card, but may discuss it. Once the microscope has been used, turn it face down. It may not be used again. The player will still play a card afterwards.

Between turns, any player may raise a vote to stop and add up the cards in the center of the table. You MUST have a majority of players agree before stopping. If only half, or fewer, of players vote to stop, play continues.

End Game

If the majority of players vote to stop, take all of the cards in the center, including the 1 face up card, and add them all together. If the pile adds up to within the goal range, the "Good" players win! If it adds up to any other number, the "Bad" player wins! If there is no "Bad" player, everyone loses.

Strategy

In "The Cure", selective information is the game and determining who you can trust is key. Players are encouraged to talk and ask questions. HOWEVER, players are NOT required to tell the truth. "Bad" players should generally be careful about what information they give and carefully plan when to lie. You could lie about unverifiable info to lay low OR you could tell an obvious lie in an attempt to push doubt towards another player.

"Good" players will generally benefit from telling the truth, but lies can cause confusion for the bad player and make it harder for them to plan their sabotage. Be careful not to prompt suspicion from the other "Good" players.

Extended Play Rules

- This mode is played best 2 out of 3 rounds.
- Set up is normal, except you always start with 2 microscopes.
- At the end of a round, BEFORE you count the center pile, shuffle it.
- AFTER revealing the center pile, DO NOT reveal roles.
- Microscopes DO NOT reset between rounds. You only get 2 to use for all 3 rounds.
- After a round, don't change roles.
- At the start of a new round, just reshuffle and deal the cure cards.
- The game ends when the players either succeed or fail twice.

2-Player Rules

Here are the differences for playing a 2-player version of "The Cure".

- Remove all "0" and "4" cards.
- 12 Cards are still dealt between the players, but each player will play EXACTLY 3 cards each. Players may not vote to end the game earlier.
- Each player gets a microscope.

Place the 1 extra role card face down off to the side. Look at your own card but be sure not to let any other player see your role card. Take the Microscope cards (1 for 3 players or both for 4 players) and set them to the side, face up.

Shuffle all of the Cure cards. Deal 12 cards, 1 at a time, evenly amongst the players.

Deal 1 card face up in the center of the table. Place the remaining 4 cards face down off to the side with the unused role card. Players may talk about the cards they were dealt, but they may NEVER show another player ANY of their cards.

Look at the number on the card in the center of the table. Count that many players away from the dealer, even if it wraps back around. That player will play first.

Gameplay

On each player's turn, they will place 1 card from their hand face down to the center of the table. The player should say aloud the new sum of all cards in the center pile.

On any player's turn, they may request permission to use a microscope card. In a 3-player game, 1 other player must approve. In a 4-player game, 2 other players must approve. If approved, that

-Players DO NOT play cards directly to the center pile. Each player should create a separate pile directly in front of them. Cards are still played face down.

-Before adding together the played cards, either player may force the other to switch the 3 cards in their pile with the 3 cards still remaining in their hand. You may not choose to switch your own hand.

-Add together the 1 face up card and all 6 face down cards. The goal range for a 2-player game is 14-15.

FAQ

- The direction of play is not important. Just be consistent once the game starts.
- It is possible for there to be no "Bad" player. All players may be "Good".
- Players MUST proclaim a new sum when playing a card, but this may be a lie. The new sum cannot increase by more than 4.
- Either number in a goal range is a winning sum.

Have questions? Contact us at baronsgames.com!

