

Time's Up! (Scoring): Eventually you will have discarded all but one of the cards from your hand. When all players only have one card left, reveal your last card to everyone. This card indicates the formula you will “drink.” Then reveal the “antidote” card hidden in the box during set-up.

1. If you have chosen to “drink” the “antidote” (ie. the “antidote” is the same formula as your last card) you live! You get points equal to the number on your last card. (See **Table 2: Scoring Example** at right.)
2. If you have chosen to “drink” any formula other than the “antidote” you succumb to the toxin and die. You lose points equal to the number on your last card. If your last card is an “X” card or a syringe card, you “die” and receive minus 1 point.

About The Cards: Formulas: There are 7 different formulas in the game (see **Table 3** below). Each formula has a unique color and occupies a uniquely shaped container indicated in the upper left corner. Each formula also has a unique name and other characteristics indicated in the description at the bottom of the card. All cards with the same unique name are identical in every way, except for their number values.

Number Cards:

Number cards are cards with a number in the upper left corner. These cards represent formulas that may or may not be the “Antidote.”



There are 42 number cards (numbered 1-6 of seven different formulas). The number represents the amount of points (either positive or negative) it is worth when scored.

Toxic Formula Cards:

Toxic formula cards are cards with an “X” in the upper left corner. The one toxic formula card removed from the game secretly represents the “Antidote,” while the others represent formulas that are NOT the “Antidote.” When you see a toxic formula card during the game you can be certain that formula is not the “Antidote” since the “Antidote” “X” card was removed from the game.



Syringe Cards:

Syringe Cards are used to steal secrets from other players. To use a Syringe card, reveal it from your hand on your turn and “steal” a card from any other player’s hand or work station into your hand. Put your Syringe card in place of the card you “stole.” If you “stole” a card from their hand, place



Name	Color	Container	Texture	Background Color
North Sea Serum	Dark Blue	Cylinder	Hazy	Blue
Melted Sundial	Red Orange	Beaker	Glassy	Blue
Conifer Tonic	Green	Pipet	Bubbly	Blue
Sapphire Princess	Aqua	Erlenmeyer Flask	Hazy	Yellow
Purple-4	Purple	Round-Bottom Flask	Bubbly	Yellow
Wild Wild Rose	Fuschia	Test Tube	Glassy	Yellow
Grendel's Dose	Lime	Vial	Glassy	Yellow

Table 3

your syringe in their hand, or if you “stole” a card from their work station, place your syringe *face-up* in their work station. After you use a Syringe card your turn is over.

Special Note About the Cards: (You may notice that cards with different unique names may have similar visible

characteristics. Since the scientists were working independently they were unable to keep the formulas completely distinct except by name and container shape. When you are communicating with the other players, pay close attention to the information you receive about the formulas. For example, if a player asks to trade for a “blue” card, you might interpret “blue” to be the “North Sea Serum” or the “Sapphire Princess.”)

Dying to Play Again?: Even if you die, you can play again! Keep track of the number of points you earn each game. The winner is the player with the most points after 3 games.

2 Player Rules For a 2 player game, set-up the game according to the three player set-up (see **Table 1**). Place all the cards from the third player’s “hand” face-down on the table to the side in the pattern show in **Table 4**. You will be exchanging cards with this third “silent” player throughout the game. Make sure you establish which player is “to the right” and “to the left” of the “silent” player. Play the game as usual with the following exceptions: (1) Whenever you choose to discard a card, only you and your opponent discard a card. The “silent” player takes no action. (2) Whenever you choose to pass a card to the left or the right include the “silent” player as follows: If you must pass a card to your opponent, choose a card to pass as

Table 4

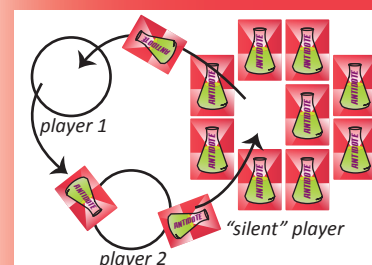


“silent” player set-up

normal. If you must receive a card from the “silent” player, draw any one of the face-down cards from the “silent” player’s “hand.” If you must pass a card to the “silent” player, fill the spot in the “silent” player’s hand that was vacated when your opponent selected a card. See **Table 5**. (3) You may not complete one to one trades with the “silent” player. (4) If you use a Syringe Card to steal from the “silent” player, place the Syringe Card face-down in place of the card you stole.

(Note: The “silent” player will always have 10 cards and will not participate in the revealing of the antidote at game end.)

Table 5



Player 1 draws a card from “silent” player and passes a card to Player 2 who passes a different card to “silent” player.