

ANTIDOTE

A game by Dennis Hoyle



It Breaks: You've always known your job working with deadly toxins had its risks, but you never expected this! While working on some VIP research in the lab one day with your team of scientists, you suddenly hear a sound you were dreading to hear, the loud CRACK of a massive glass container shattering in the middle of the room. Never mind the loss of research! You all know what that container held...a deadly airborne toxin expected to painfully kill everyone in lab in approximately 15-30 minutes.

Don't panic...yet. There's an antidote! Your team has been working on a number of ingestible anti-toxins, one of which might cure you all, but none of you know yet which formula will act as a cure. True to the nature of the double-blind study, no one scientist has complete knowledge of the merits of any of the formulas to serve as a reliable antidote.

Now, in a race against time and a battle of wits you must work with the other researchers to deduce the correct antidote before the deadly gas takes its lethal effect, but as you begin to solve this heart-pounding puzzle a sinister question takes root in your mind: Are the other scientists giving you accurate information or are they leading you astray? There may not be enough of the antidote to go around...perhaps you should keep some information to yourself as well...

Antidote is a game about learning which information you can rely on, and who you can trust. The answer to the puzzle is discernible if you are observant, but you must pay close attention to the cards other players reveal, ask the right questions, listen to what the other players say, and occasionally steal the right cards for yourself. If your group works as a team it is possible that every player will survive, but you might quickly find that working as a team is the last thing on some players minds...

General Info: Antidote is a game for 2-6 players aged 12 and up and takes approximately 15-30 min to play

Contents: 55 cards – 42 number cards (#'s 1-6 of 7 formulas), 7 "X" cards (1 per formula), and 6 Syringe Cards

Overview: Antidote is a semi-cooperative game that feels very competitive. In the game you deduce the antidote by discovering which toxic formula card has been removed from the deck. Every turn all players either trade, steal or discard cards. Pay close attention to what people ask for in trades and watch what is discarded. **Everything** said or done may lead you closer to the truth. Every turn you discard, your hand will get smaller and "time" will run out. Make sure the antidote is your last card!

Set-up: 1. Separate the 7 "X" cards (toxic formulas) from the rest of the deck. Turn these cards face down and shuffle.

2. Select one "X" card at random and (without looking at it!) set it face down in the game box or to the side. You may NOT look at this card until the end of the game! It represents the "Antidote."

4. Select the number of Syringe cards needed for the game (see **Table 1**). Shuffle these together with the remaining "X" cards and deal two (three in a 3 player game) to each player face-down. (See the end of this book for **2 Player Rules**).

6. Select the amount of number cards needed for the game (see **Table 1**). Shuffle the selected number cards and deal the entire deck, one at a time, face-down to all players. Place the unselected number cards in the box.

7. Players may only look at the cards they have been dealt. Every player should have an equal number of cards.

Gameplay: The game begins as soon as all players receive a hand. As a group, decide which player goes first. Play commences in clock-wise order from the starting player. On your turn announce one of the three following actions: **(1) Discard a Card** or **(2) Trade Research** or **(3) Use a Syringe** (see **Page 2: About the Cards - "Syringe Cards"**). After the action is completed, your turn is over.

1. Discard a Card-

- Tell all players to discard a card.
- All players must discard a card from their hand to their work station, a space on the table in front of them.
- Number cards and special cards must be discarded face-up.
- Toxic formula cards ("X" cards) must be discarded face-down.
- All cards should be discarded at the same time around the table with all players revealing their choice simultaneously.
- Do not stack your discards! All players should be able to see all the cards in your work station at any time.

2. Trade Research- There are 2 ways to trade research: (A) All players pass a card to the left or to the right OR (B) You complete a one to one trade with another player

- Tell all players to pass a card to the right or to the left. Everyone must pass a card face-down from their hand to the player next to them in the direction you indicated. You may not look at the card passed to you until you have passed a card. Take the card passed you into your hand. Discarded cards may not be passed.
- Announce your wish to make a trade with any player. You may discuss and agree to any terms you would like, but you may only trade one card from your hand for one card from another player's hand. Take the card traded to you into your hand. If no trade is made it is still your turn and you may choose a different action (ie. **1. Discard a Card**).

Table 1 

# of players	number cards per formula	syringe cards
2 or 3	1-3	3
4	1-4	2
5	1-5	4
6	1-6	6