

## Game Preparing

### Basic gameplay

2-4 5-15 Mins

1. Choose the card packs according to the color-coded bar on the front of the card (as shown in the table).
2. Separate the center deck and the draw deck.
3. Open 4 cards from the center deck and lay them face up in the center.
4. Distribute 4 cards from the draw deck to each player.

Table shown card packs of basic gameplay

Starter Pack (6 drugs):	A Pack (8 drugs):	B Pack (8 drugs):	C Pack (9 drugs):
•Methylcellulose	•Misoprostol	•Ranitidine	•Sucralfate
•Domperidone	•Psyllium	•Cisapride	•Milk Of Magnesia
•Alum Milk	•Ondansetron	•Activated Charcoal	•Calcium Carbonate
•Omeprazole	•Omeprazole	•Docusate	•Methylcellulose
•Loperamide	•Lactulose	•Alum Milk	•Metoclopramide
•Ondansetron	•Aluminium Hydroxide	•Magnesium Hydroxide	•Famotidine
	•Cimetidine	•Isphagula Husk	•Loperamide
	•Domperidone	•Bethanechol	•Sodium Bicarbonate
			•Bisacodyl

### How to play

#### Start the game:

1. Select the first player by random.
2. Players choose cards from their hand to:
  - Match cards: Place cards with properties that match the Drug card in the center to form a card set (no limit on the number of cards placed).
  - Accumulate points: Choose to add cards to their own set, 1 set at a time (no limit on the number of cards placed).
  - Special card: Use 1 special card (further explanation under the Special card heading).
  - Steal: Steal another player's set (further explanation under the Stealing rule heading).
  - Discard: Choose to discard a card from their hand when the draw deck is empty, placing it in the discard pile.
3. Players lay sets of sets of cards face up in front of themselves.
4. After laying down cards in their turn:
  - Cards in hand: Draw cards to maintain the same number of cards at all times. (Basic: 4 cards, Advanced: 7 cards).
  - Center cards: Open additional drug cards to maintain the same number of cards in the center. (Basic: 4 cards, Advanced: 7 cards).

#### End of game:

The game will end when any player has played all the cards in their hand.

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### Stealing rule

Players can choose to play a card that matches the properties of that drug card by placing it on top of the pile, and then claiming the set as their own. To steal a set, the card must have a symbol that wins the symbol on the top card of the set. (modified Rock, Paper, Scissor rule)

- Scissor wins paper
- Paper wins rock
- Rock wins scissor
- The same symbol. For example, Paper wins paper



### Cheat sheet rule

**Basic gameplay:** Players have the option to access the cheat sheet at any time.  
**Advanced gameplay:** Players cannot use the cheat sheet during the game.



Behind drug card

### Challenge rule

If the player thinks that another player has incorrectly matched cards in the current round, the player can object to the action. All players have the right to challenge, but challenges cannot be made retroactively. When a challenge is raised, verify the result by checking the drug properties on the back of the drug card.

**A successful challenge is a challenge**, in which the cards are not matched. The player who raises the challenge will obtain that card set. The incorrectly matched card (the card that was challenged) will be discarded into a discard pile.

**An invalid challenge is a challenge**, in which the cards are correctly matched. A player who receives an invalid challenge has a choice to exchange one card with the player who makes the challenge, or do nothing.

### Point

When the game ends, each player counts the total points of the drug sets they have. The player with the highest point is the winner.



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**Basic gameplay**  
The starter pack is suitable for new players, who want to review drugs, in a short period.  
2-3 5-10 Mins

**Advanced gameplay**  
The advanced gameplay, the game but are not yet able to play players, who already know how to play the game, are suitable for A, B, and C packs.  
2-4 5-15 Mins

**Player level**  
This card has the ability to allow the player who plays this card to discard all cards from their hand as many new cards from the draw deck as they had previously.  
Basic Gameplay X1  
Advanced Gameplay X1

**Slider**  
This card allows the player who plays this card to choose and discard a card from their hand into a discard pile, then draw two cards from the draw deck.  
Basic Gameplay X1  
Advanced Gameplay X1

**Roller coaster**  
This card switches playing direction, for example, from clockwise to counterclockwise.  
Basic Gameplay X1  
Advanced Gameplay X1

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**Bumper car**  
This card has the ability to choose one player to exchange a card. Select one card from your hand to give to that player. Then, randomly select one card from that player's hand.  
Basic Gameplay X1  
Advanced Gameplay X2

**Haunted house**  
This card has the ability to allow the player who plays this card to choose and discard a card from any player's hand into a discard pile. The player whose card was discarded then draws one card from the draw deck.  
Basic Gameplay X1  
Advanced Gameplay X2

**Popcorn break**  
This card skips the next player's turn.  
Basic Gameplay X1  
Advanced Gameplay X3

**Merry-go-round**  
This card makes all players give all the cards in their hands to the players on the left or right side. The direction of the transfer depends on the player who plays this card.  
Basic Gameplay X1  
Advanced Gameplay X2

### Special card

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### Goal of the game

The player with the highest score when the game ends will be the winner.

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คู่มือเกม  
ยาในกลุ่ม GI

2-6 Players  
5-30 Mins  
13+