Game Preparing

Basic gameplay

2-4 🕔 5-15 Mins

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

Advanced gameplay

2-6 U 20-30 Mins

- 1. Separate all the cards into a center deck and a draw deck.
- 2. Open 10 cards from the center deck and lay them face up in the center.
- 3. Distribute 7 cards from the draw deck to

Table shown card packs of basic gameplay

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

How to play

Start the game:

- Select the first player by random.
- 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.
- 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 carde: Open additional drug cards to maintain the same number of cards in the center. (Basic: 4 cards, Advanced: 7 cards)

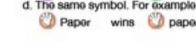
End of game:

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



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)



c. Rock



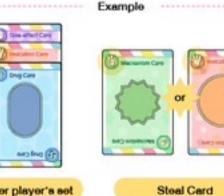
wins nscissor

a. (ii) Scissor wins (iii) paper

b. Paper wins () rock









Cheat sheet rule

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

Challenge rule

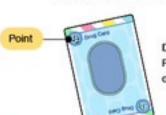
If the player thinks that another player has incorrectly matched cards in the current round, the player can object to the action. All players have the right to challenge, but challenges cannot be made retroactively. When a challenge is raised, verify the result by checking the drug properties on the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

A succeedul 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.



Drug card Points will be indicated on the top left.



Mechanism Card, Indication Card na: Side-effect Card Each card have 1 point. The cards remaining in the player's hand are not counted.

sniM 0c- 02 (1) 8 - S 3 all drugs for gastrointestinal diseases. Suitable for players who want to review удляисе дашеріау

sniM &f- & 1 4 - S 3 the advanced gameplay. the game but are not yet able to play players, who already know how to play . A, B, and C packs are suitable for

suiM 01-8 00 6-5 3 in a short period.

players, who want to review drugs The starter pack is suitable for new Basic gameplay

Player level



as they had previously. many new cards from the draw deck iuto a discard pile, then draw as discard all cards from their hand tue bisyer who piays this card to This card has the ability to allow Ferris Wheel





from the draw deck. a discard pile, then draw two cards discard a card from their hands into bisys this card to choose and This card allows the player who Slider





clockwise to counterclockwise. direction, for example, from This card switches playing Roller coaster

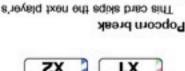


MEND THE RESIDENCE

HEBRITZ MARTET

E-83A38 ROLLER COASTER





Advance Advance

Advance Advance

seject one cerd from that player's

give to that player. Then, randomly

Seject one card from your hand to one player to exchange a card.

This card has the ability to choose

draws one card from the draw deck.

whose card was discarded then

hand into a discard pile. The player and discard a card from any player's

bjøyer who plays this card to choose This card has the ability to allow the

Bumper car

Haunted house

'turn

the player who plays this card. direction of the transfer depends on players on the left or right side. The the cards in their hands to the Luis cerd makes all players give all Merry-go-round



CHUCH-CD-YRAS

in the GI group

S2 cards of drug names

Drug Card

THUSEN CAR

BENOW GET MULAH

Special card

qund judications

9 cards of

12 special cards

SPECIAL CARD





qund sige ellects







динд шесувившв

15 cards of

Mechanism Card



Draw Deck

Center Deck

Card

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

Goal of the game



QR code

Scan Here! ดูตัวอย่างการเล่นเกม



ยาในกลุ่ม GI









