

CURE⁺ RULE BOOK

2-6 PLAYERS

Ortis, the patient of a terrible sickness is currently residing in Gardena Hospital waiting for his pending organ transplant that he paid for when all the sudden the organ went missing!

One of your co-workers must have taken the organ and is getting ready to sell it back to the black market. It is your job to find out what organ is missing, who took it, and where did they hide the organs Ortis paid millions for.

SET UP

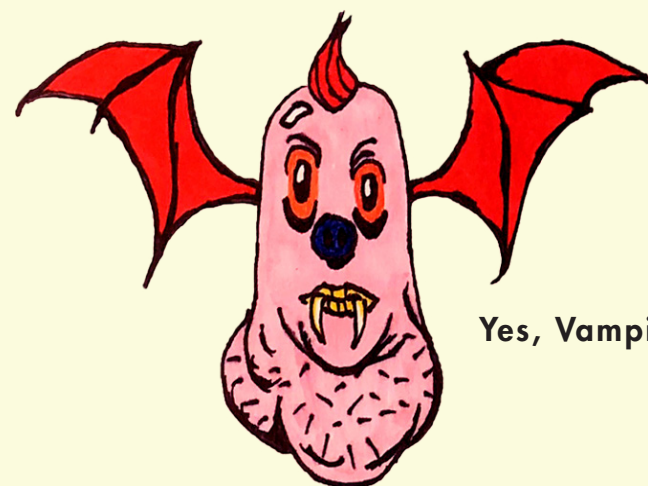
1. Choosing a Character

-Each player roll a d6 die once, the player with the **highest** number pick a character and place the relevant token on the nearest **Starting Point**.

-Proceed to the player on the left until everyone has placed a token.

-Fill the remaining **Starting Points** with any leftover characters.

-Token color is on the character's head! (Or wings.)

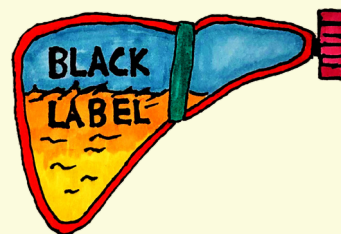


Yes, Vampires.

2. Placing the organs

-Place the 6 **Organs** randomly and separately among the 9 **Rooms**.

The Liver



3. Preparing the File

-Sort the cards into **Suspects**, **Organs**, and **Rooms**.

-Shuffle each group of cards. Place them face down.

-Take the top card from each of the three groups.

-Place the three cards into the **Shady Dealings** folder, then place the folder next to the game board.

-The three cards are the answer to the mystery

4. Deal the Cards

-Shuffle the remaining cards together.

-Deal out the cards one by one according to the number of players, starting with the highest roller.

No. of Players	Cards Per Player	Cards Remain
2	6	6
3	5	3
4	4	2
5	3	3
6	2	6

5. Placing the Clues

-Shuffle the remaining cards.

-Place the cards facedown randomly and separately among the 9 **Rooms**.

-These cards can only be viewed within the **Room**.

6. Start

-Give each player a sheet of **Doctor's Notes**.

-Check off the cards in possession.

-The highest roll player plays **first**, then to the left.

PLAY

1. Movement

-Roll 2 d6 dices to move on the **squares**

-You **may**:

-Move forward, backward, left and right.

-You **may not**:

-Move diagonally.

-Move on the same square in a single turn.

-Move on square occupied by another player.

-Forfeit movement.

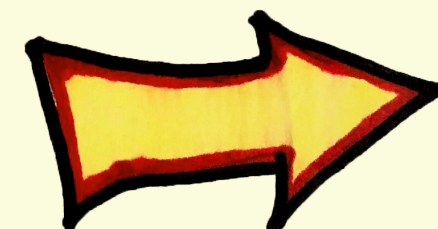
-Secret Passage:

-Corner rooms have **Secret Passage** that leads to a room across the board.

-You may choose to take the passage and

forfeit dice movement.

-You may take the passage at the **start of game** if your character is called to one of the rooms.



Secret Passage...

-Rooms:

-You may enter a room through its **openings** or through **secret passages**.

-The **opening** does not count as a square.

-You may not pass through an opening blocked by another player.

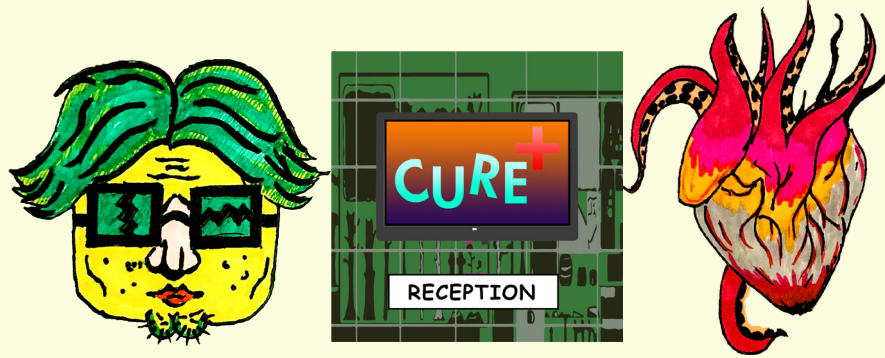
-Movement stops upon entering a room.

-You may not **re-enter** a room in a single turn.



2. Suggestion

- You win the game through process of elimination.
- Gain information by entering a room with a hidden card. Or by making a **Suggestion**.
- To make a Suggestion:
 - You must be in a **Room**.
 - Name a **Suspect**, an **Organ**, and the **room**.
 - “I **suggest** that Dr. Melon stole the Heart in the Reception.”
 - Transfer the **Organ** and **Suspect** to the Room.
- You may only make **one** Suggestion per turn.
- You **MUST** leave and re-enter a Room to make another suggestion in the same Room.
- You may make an **Accusation** after your Suggestion.



3. Gathering Clues

- After a **Suggestion** is made, other players **MUST** try to prove it false, starting with the player to the left.
- The player must show one and **only one** relevant card to you and no others.
- If the player does not have any of the three cards in the **Suggestion**, the player may **pass** the opportunity to show card.
- Check off any relevant information you gained through the process.

4. Accusation

- When you think you have the answers to what's in the Shady Dealings folder, you can make an **Accusation** in your turn.
- To make an Accusation:
 - Say: “I accuse [SUSPECT] of stealing Ortis’s [ORGAN] in the [ROOM].”
 - You may make an Accusation anywhere.
- Once you make the Accusation, you and **only you** make check the cards in the Shady Dealings folder.
- You may only make **one** Accusation per game.

Use your brain wisely...



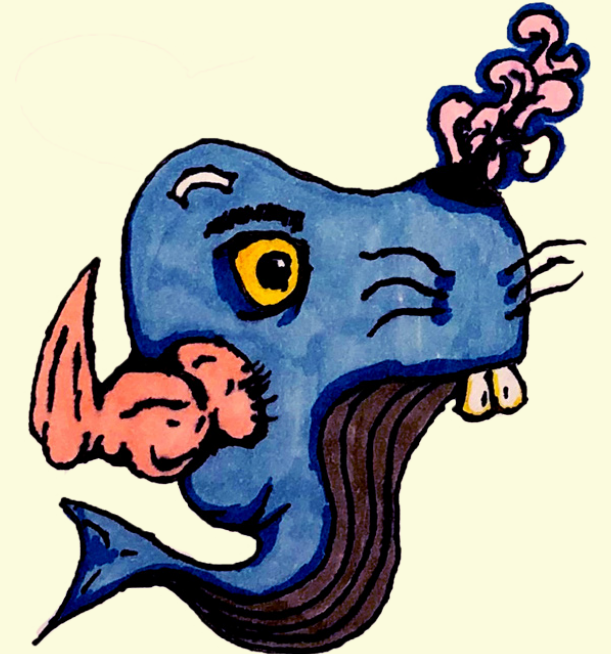
5. Winning...or Losing

- If your accusation is **completely correct**, show the three cards in the folder to others and win the game.
- If your Accusation is wrong:
 - Quietly put the cards back in the folder.
 - Be ashamed.
 - Lose the game.
- The remaining players will keep going.
- The loser may not interfere in **any sense**.



6. Tips

- You may name cards you have/know in a Suggestion to confuse and mislead others.
- You may show one card to prove a Suggestion wrong even if the card is not relevant to the Suggestion.
- It is not necessary to move pieces back after transfer.
- A transferred player may choose to stay in the room and make a Suggestion at the start of their turn. Doing so will forfeit movement.
- There is no limit to the number of Suspects and Organs in a single room.



Notes

1. Minor Changes

- Removed fixed starting position for balance and more dynamic gameplay.
- Use 2 d6 dices to move to speed up the game.

2. Major Change

I added the rule for each player to have equal number of cards at the start because the old system give too much leverage to players with more cards based on randomness.

This new addition will also add detective elements to the game by hiding clues in different rooms.

This rule will also make the game board more useful.