

PRINT & PLAY

Note: This version is not representative of the final game and has been greatly scaled down for 2-5 players.

INSTRUCTIONS

1. Print this document in A4, ensuring "fit to page" is not enabled.

2. Cut out the cards using a guillotine, scalpel or scissors.

3. Arrange into decks and mark the backs of the cards to distinguish between them (disease, symptom, afflicter and outbreak).

4. Download the rules from the website link below, enjoy dying!

deathwishgame.com/how-to-play/

White •

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Loads 'n' loads

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Blue



A fair few

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Orange



Some of 'em

Red **~~~** Wild

Say what?

Not many

CHOOSE ONE TURN ACTION

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SUFFER SYMPTOMS

Collect 1-2 symptoms from the top of the deck OR from the symptom pool (only 1 wild is allowed from the symptom pool). Max 7.

SECOME AFFLICTED

Pick up 2 afflicters from the deck. Keep 1 and place the other on the open afflicters OR take the top open afflicters card. Max 3,

SPREAD A DISEASE

Take the incubation disease OR top card in the disease deck and place above a disease in the disease pool. Max 1 on a disease.

S CONTRACT A DISEASE

Have the correct symptoms and afflicter? Collect the chosen disease and share your diagnosis. Collect an outbreak if displayed.



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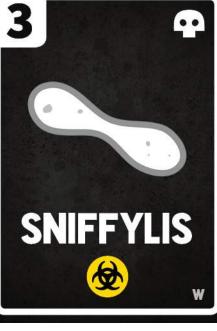
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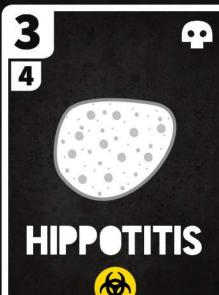
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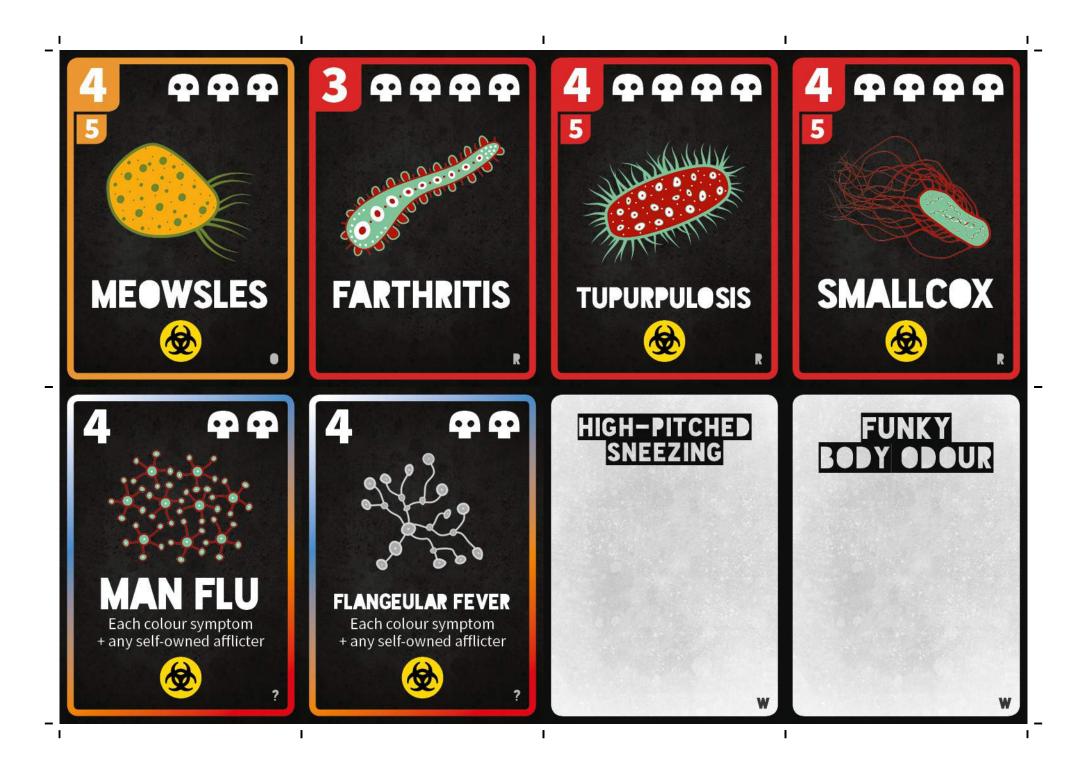


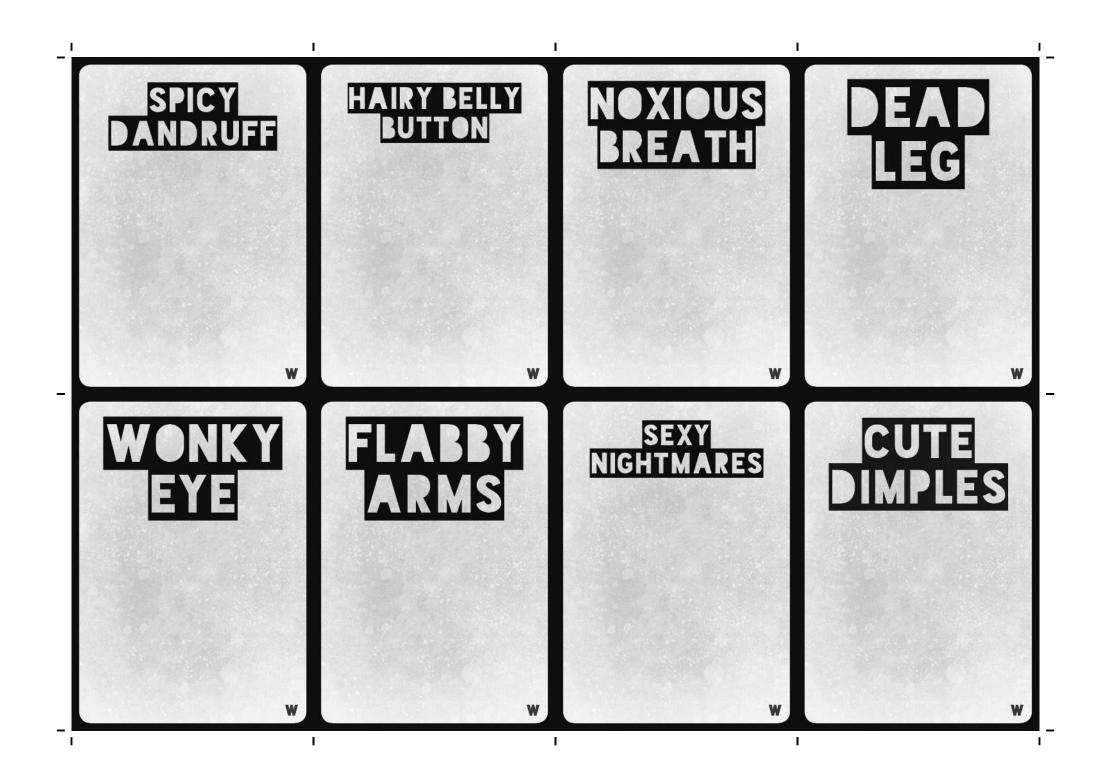


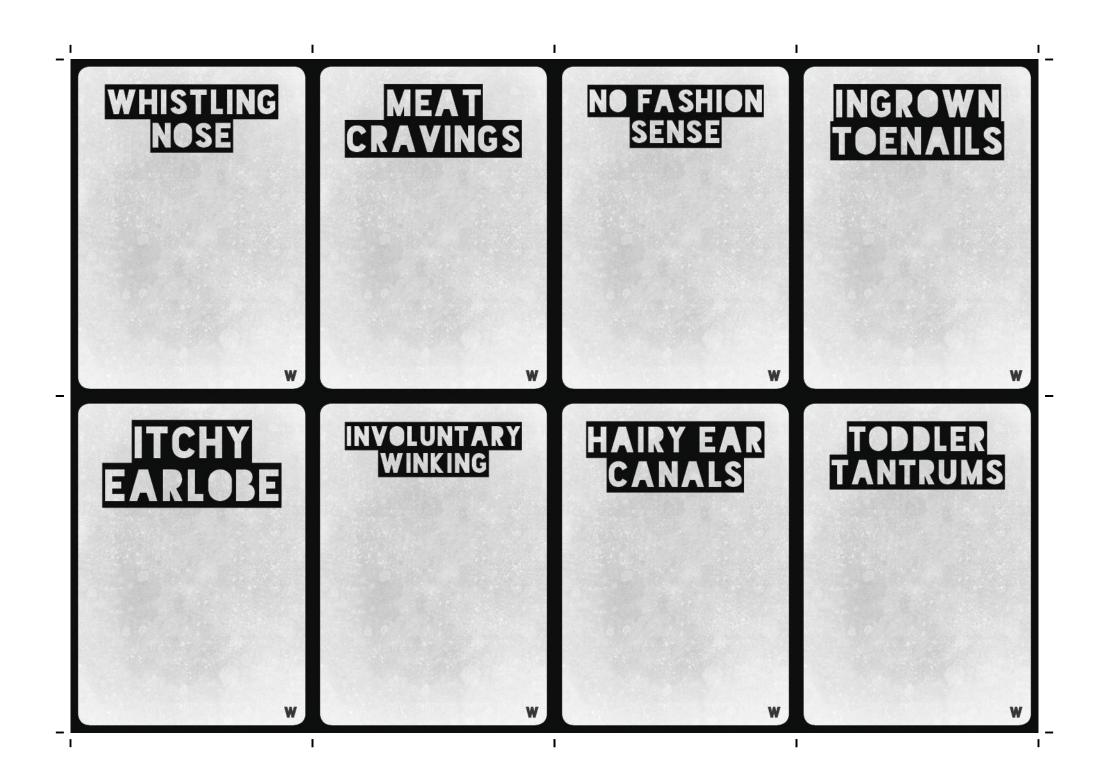


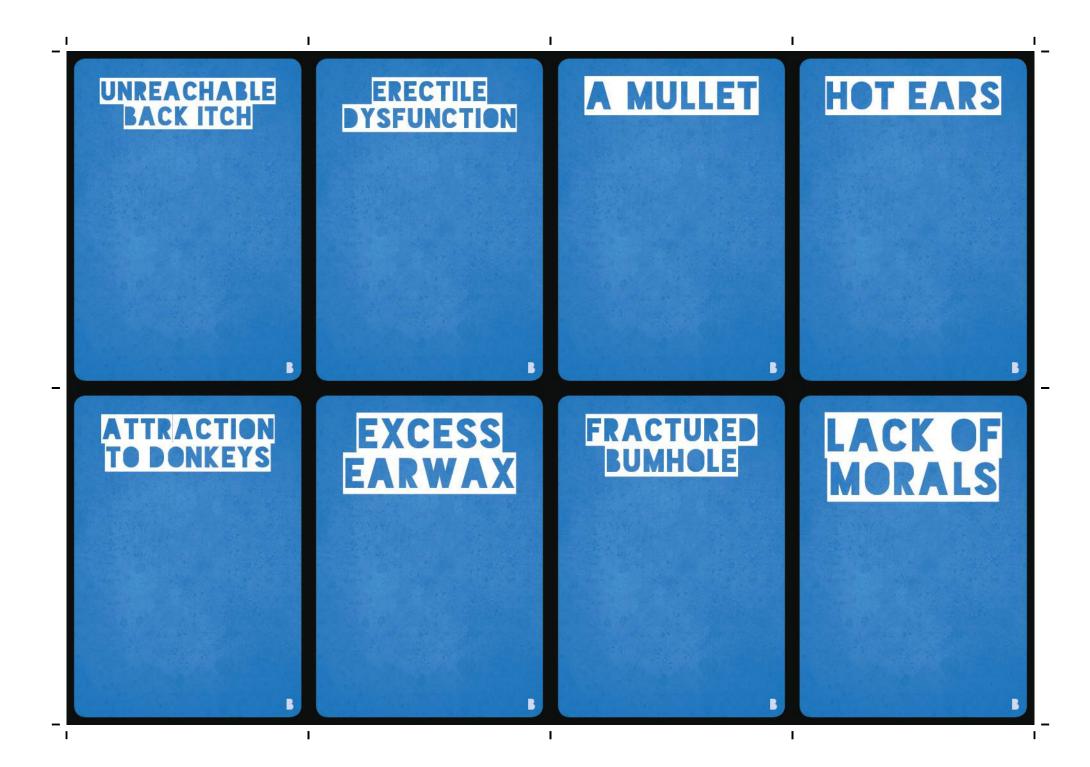


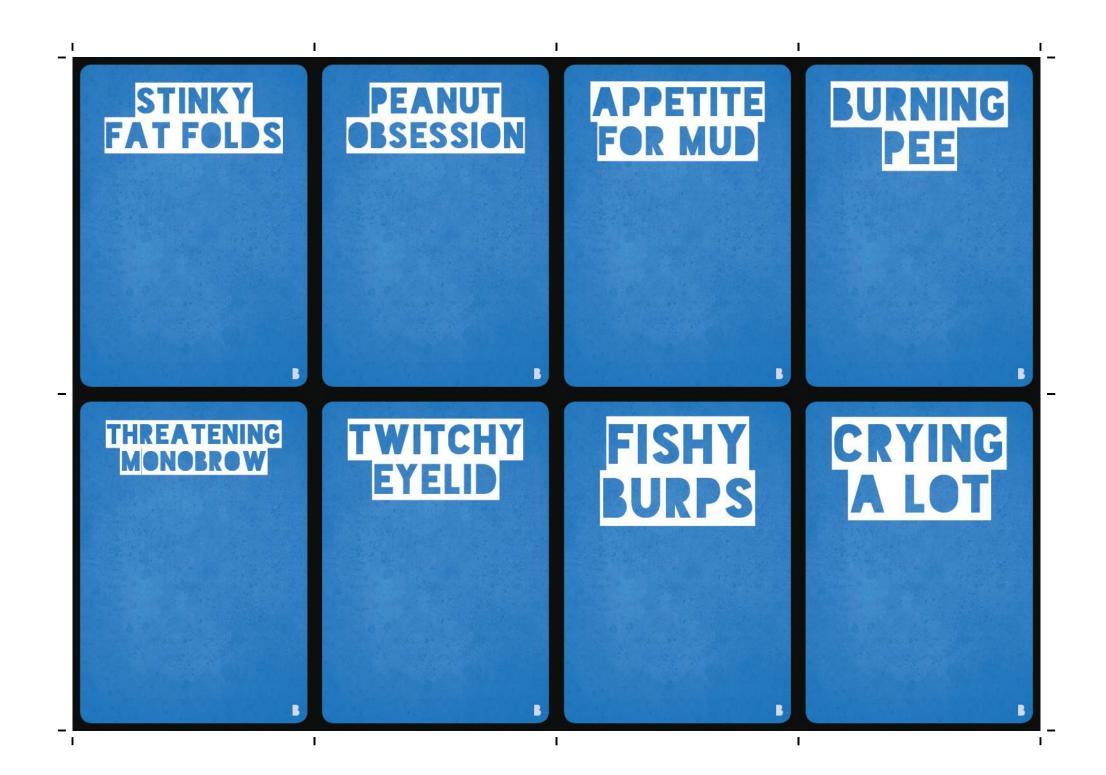


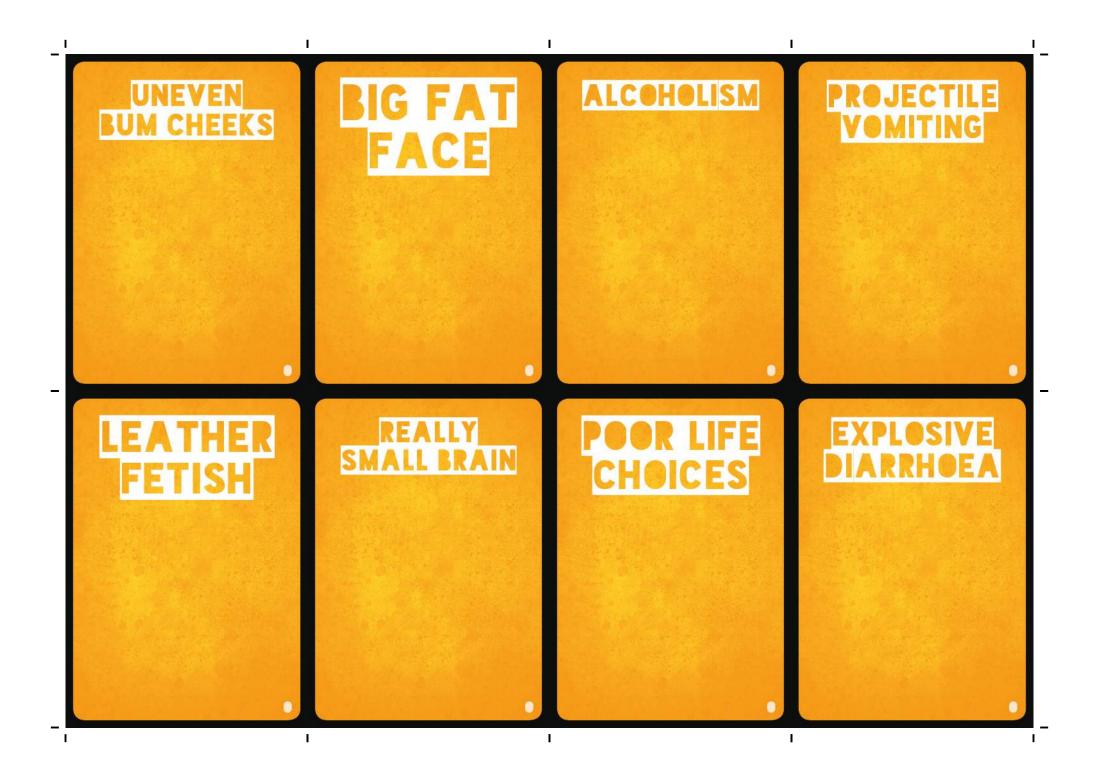




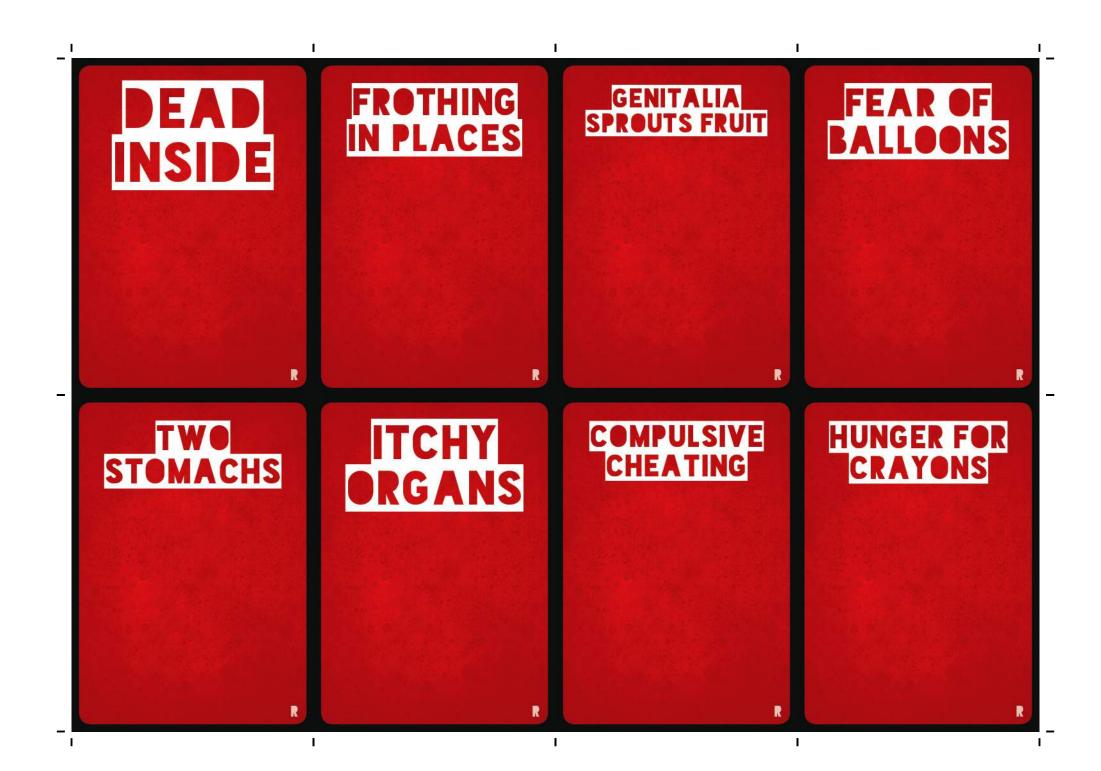






















TICKLY NOSE

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"You just couldn't hold it in, could you?"

Make a loud sneezing sound during the game and all other players must also sneeze. Blindly pick 2 symptoms from the last player to sneeze and keep or discard any.



"Freeze! Gimme all you've got"

Optionally gain any afflicter from a chosen player.

HEALING HANDS

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"I've been blessed!" Blindly discard 1 symptom from each player.

MISDIAGNOSIS

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"You used the internet?" Choose a player to discard their symptoms and collect a new set from the deck, equal to their discarded amount.

KEEPER CARD



"Three, two, one, CLEAR!" Play this card when another player wins, they should complete their turn and the game continues for another round.

SMOOCH



"You just put your lips together and *BLURGH*"

You have been kissing players. If anyone directly to your left or right has a white disease, you have the option to take one.

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PANDEMIC CURE



"It's a breakthrough; we've found a cure!"

Pick a colour (wild incl.), all other players with afflicters matching this colour must discard them.

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MUTATION

"Your illness is worse than we thought"

Place this under a chosen disease in the disease pool with the skull visible above. They are now linked, making the disease more deadly. This is not a seperate disease.

CONTAGIOUS

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"Don't come near me!"

Everyone has become contagious. Starting with yourself and in a clockwise direction, blindly collect a symptom from the hand of the player to your left.



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"Fancy some mouth to mouth?"

Choose a player to discard all of their afflicters.

IMMUNITY BOOST

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"Giving the gift of life"

Boost a player's life span and place this card on their disease stack. They must collect 1 extra skull in order to win.

KEEPER CARD

SYMPTOM SNATCHER



"You've got to pick a symptom or two"

Play this instantly or at the start of a turn. Choose a player, privately see their symptoms and either steal or discard 2 of your choice.

PUKE

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Bleurghhhh

Make a loud puke noise during the game and players must hold their mouths. Blindly pick 2 symptoms from the last player to hold their mouth and keep or discard any.

KEEPER CARD

TURN FOR THE WORSE



"When will this end?" Your pain and suffering is extensive, take an extra turn.

QUARANTINE



"Now let's take a closer look at you all!"

Player ailments are exposed. Other players must display all of their symptom cards face up on the table until your next turn.

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AFFLICT ADDICT



"Just give me anything!" Play this card when using a turn to contract a disease. Use another player's afflicter card instead of your own.

