

Outbreak!

Objective

Earn 6 points.

Components

- 6 Identity Tokens (Red, Yellow, Green, Blue, Black and White)
- 12 Doctor Tag Cards (2 Red, 2 Yellow, 2 Green, 2 Blue, 2 Black and 2 White)
- 12 Disease Cards (6 Common and 6 Chronic)
- 30 Point Tokens
- 18 Severity Tokens

Setup

1. Take an Identity Token.
2. Take the Doctor Tag Cards of your colour, shuffle every player's cards and place them in a Doctor Tag Pile facedown.
3. Take 1 card from the Doctor Tag Pile and place it in front of you facedown.
4. Take 1 Common and 1 Chronic Disease Card for each player, shuffle the cards and place them in a Disease Pile facedown.
5. Take 1 card from the Disease Pile and place it in front of you facedown.
6. Take 3 Point Tokens.
7. Place all unused Tokens into their respective piles.
8. Place all unused cards aside.

Gameplay

At the start of your turn, if your patient (which consists of 1 Doctor Tag Card and 1 Disease Card) has less than 3 Severity Tokens, place 1 Severity Token on top of your patient. Then perform 2 actions.

If your patient has 3 Severity Tokens, you can perform either treat or dismiss actions.

If your patient has less than 3 Severity Tokens, you can also either perform assess or swap actions.

Treat: Reveal your patient. The player with the same colour as shown in the Doctor Tag Card will score points based on what is shown in the Disease Card (i.e. 1 point for Common, and 2 points for Chronic).

Dismiss: Reveal your patient.

If the Disease Card is Common, nobody scores points.

If the Disease Card is Chronic, return 1 point to the pile. The player with the same colour as shown in the Doctor Tag Card also returns 1 point to the pile. Every other patient receives 1 Severity Token. Take another turn.

After you treat or dismiss a patient, discard your patient in a Patient Discard Pile facedown, draw the top card of the Doctor Tag Pile and the Disease Pile and place them in front of you facedown, forming a new patient.

Assess: Take a card, see what's underneath the card, and return it to its original position facedown.

Swap: Swap your patient with another player's patient without revealing either patient.

Game End

The game ends when a player earns 6 points.

He/she is the winner.