

Variant Rule: 2vs2 Teams (4 players)

4 players will be divided into 2 teams, at the end of the game only one will win.

Changes to the Game Set up:

1. Randomly divide the 4 players into 2 teams of 2. Each player must sit across from their teammate.
2. Place the "Communicating" Action Card on the Table.
3. Randomly decide a starting player.
4. Use the Prediction markers.
5. Set up the game as normal.

Changes to Game Flow

1. When a player chooses to perform Inquiring, Tasting, Trading or Sampling, a player may only choose to interact with an opponent. If a player chooses to perform Communicating, a player may only choose to interact with their teammate.
2. When a player chooses to perform Curing, in order, the other players will perform one of the following actions:
 - a. Take a Prediction Marker (Note: A player of the same team may not take the same colored Prediction Marker.)
 - b. Place their own Cure Marker on to an empty Medicine Card. (Note: Each team may only place 1 Cure Marker, that means there is only one answer from each team.)
 - c. Do not perform any action.
3. The rest of the game follows the basic game rules.

End of Game and Winning Conditions

Scoring is the same as basic game rules. Add the scores of the team members, continue playing until one team reaches 7 points. That team is the winner.

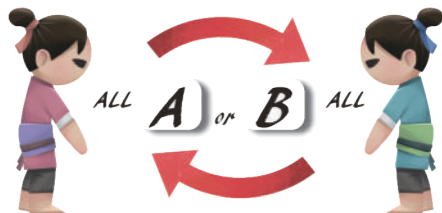
*New Game Component

1 New Action Card – Communicating

Communicating

Depending on the location where your pharmacist currently occupies, you and your teammate must select a color and pass all the Ingredient Card to your teammate.

Note: To select the Communicating action, you may not place the pharmacist on the identical pair medicine card.



Herbalism

