

SET-UP



1

Deal the **Organ** deck evenly to all players until there are no cards left in the deck.

Each player will place their **Organ** cards face up, towards their opponent(s).

2 Player*

(example)



*Note: 4-5 players are recommended for full enjoyment!

2

Deal **Attack** cards until each player has Five (5) in their hand (not visible to the other players)

3

Place the remainder of the **Attack** deck in the center. To one side of the **Attack** deck, **Organs** will be discarded face DOWN, to the other side, **Attack** cards will be discarded face UP.

GAMEPLAY

Starting with the player with the **Organ Wild** card, each player will take a turn going clockwise. During your turn, you are allowed to make **ONE move** (except for **instant plays** 🔥, which can be played out of turn).

The object of the game is to remove your opponents' organs using the corresponding **Afflictions** and other unique cards*. When **TWO Afflictions** are played on an opponent's corresponding **Organ**, it is discarded. Some exceptions to this include **Necrosis** 🅒 cards, which can remove an **Organ** in one move. *See next page for card types.

After playing, the player will redraw to make sure there are five cards in their hand at the end of the turn.

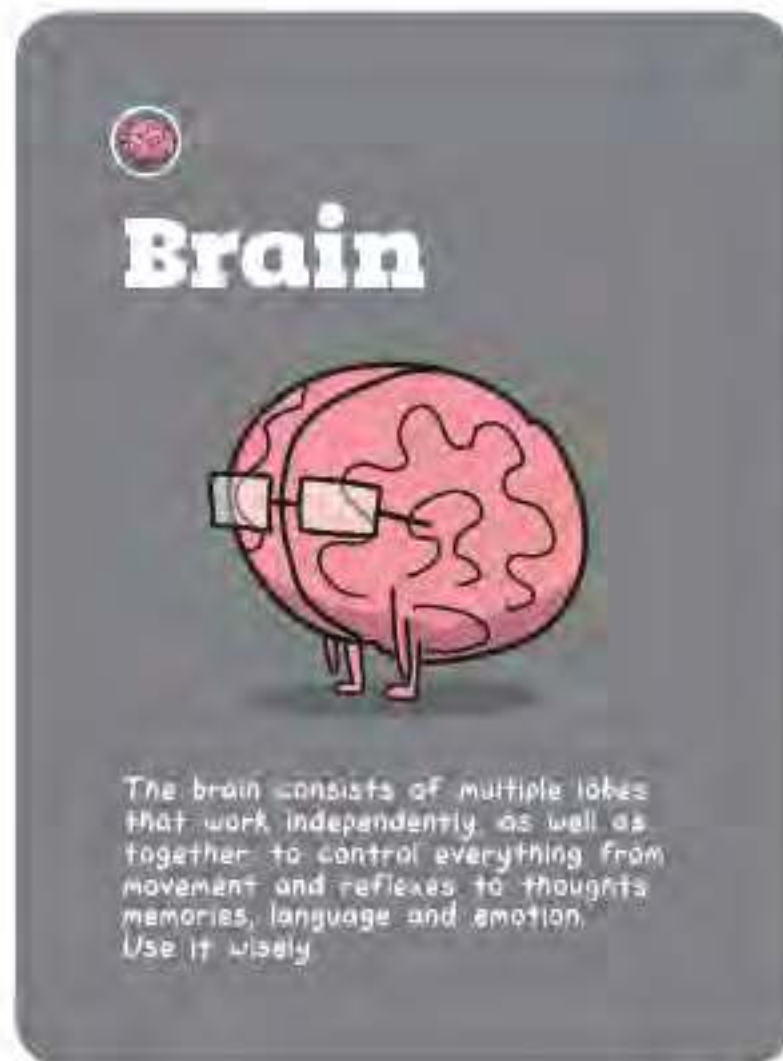
If you do not have any playable cards, you may discard and redraw **UP TO TWO Attack** cards as your turn.

If all cards in the **Attack** deck are used, reshuffle the discard pile and continue play.



CARD TYPES

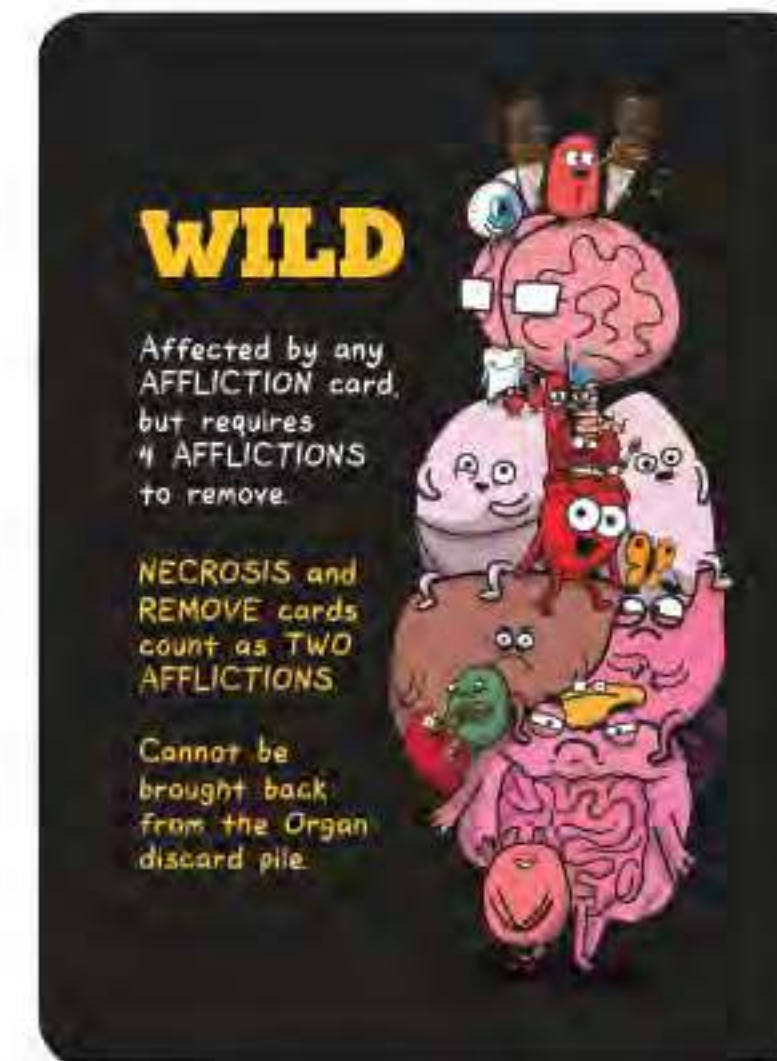
70 Total Attack Cards and 20 Organs in Standard Deck
32 Total Attack Cards and 4 Organs in READY PLAYER 6 Expansion Deck



Organ

All Organs have at least three corresponding Afflictions. Some Affliction cards are playable against multiple organs. Unless otherwise indicated, Organs each require 2 Afflictions for removal.

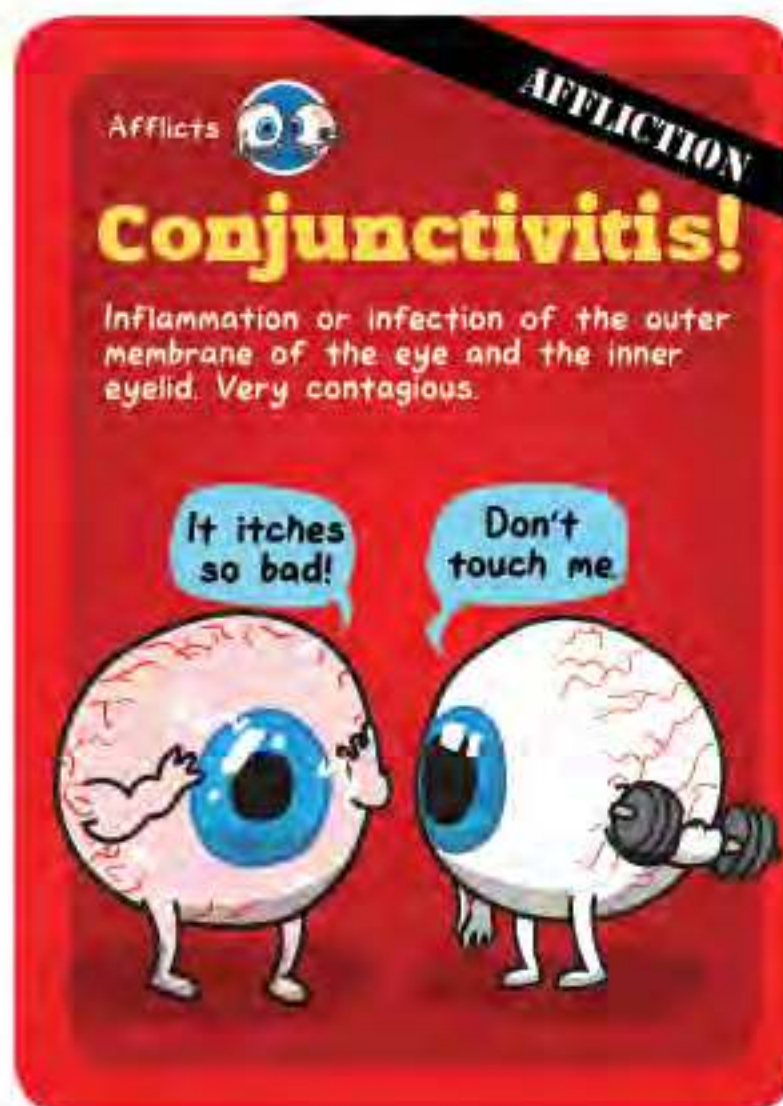
19 in Standard Deck
4 in READY PLAYER 6 Expansion Deck



Organ Wild

This card requires **FOUR** Afflictions instead of two for removal. **NECROSIS** or **REMOVE** cards count as two Afflictions when played on this card. It can not be brought back once discarded.

1 in Standard Deck



Affliction

These are the most common cards in the **Attack** deck, and only apply to specific Organs. Use the corresponding symbol to match an Affliction to the proper Organ. For example, Walking Pneumonia can be played on either Pancreas or Lungs (not both), and counts as one of two Afflictions. When an Affliction says "REMOVE" it can be used to remove that specific organ (Hint: this makes some organs easier to remove than others!).

44 in Standard Deck
11 in READY PLAYER 6 Expansion Deck



Wild

Wilds can be played on any organ and count as one Affliction.



Instant

Any card with this symbol is instantly playable as described. It can be played out of turn at any time, and does **NOT** count as the player's turn. Except for Poisoned, these cards can be saved for strategic plays. Draw a new card to replace it once played.



Cure

Cure cards allow you to remove 1-2 Afflictions from your own Organs. These count as a turn.



Necrosis

Necrosis can be played on any organ. It counts as two Afflictions.



Poison

If a player draws this card, they must remove one of their **OWN** organs. Discard the Poisoned card, and redraw to replace it. This does not count as a turn.



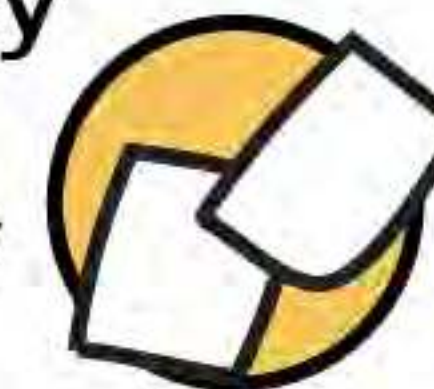
Metastasis

Play this instantly **AFTER** playing another attack. Counts as a Wild and must be played on a different organ on the same player as the original attack.



Resistance

Resistance cards allow you to resist or block Attacks. Cards like **Vaccine** count as a turn, and defend your Organs against most attacks. Cards like **Immunity Boost** can be played instantly to block **ANY** play at **ANY** time (unless the card indicates otherwise) without counting as a turn.



Bureaucracy












Read the instructions on each card for major and minor card exchanges.



Tactical

These vary in function and aim to create mayhem. Use them as directed.

TIPS & STRATEGY

- **Immunity Boost**  cards can be used to block ANY opponent play (unless otherwise indicated). Consider blocking **Tactical**  or **Bureaucracy**  cards. You could even block an Immunity Boost  with another Immunity Boost .
- Save powerful cards like **Tactical** , **Necrosis**  or **Cure**  cards for later in the game when you might need them more, but beware the **Chart Mixup**  card.
- Play against the **Organ Wild** card early because it requires four Afflictions instead of two. Rather than using your turn for a discard, use unplayable cards against it as often as possible so you aren't stuck attacking it for four rounds later on.
- Whenever possible, if a card can be used to "REMOVE" an organ, save it for that organ because that organ is easier to remove than others.
- To make it easier to keep track of how long a **Resistance**  or **Sedate**  card has been in play, consider playing it vertically, then rotating it 90-degrees after the first round has gone by.
- Add all or just part of expansion pack(s) to customize the game to your liking!

ADVANCED PLAY IDEAS

- Remove most or all Wild cards.



- Use expansion deck(s) to change up the game.



- Instead of redrawing your cards to have five in hand at all times, redraw only when your hand is empty.

- Each person plays ALL playable cards in their hand before ending their turn.
- Increase Afflictions required for removal from 2 to 3 to extend game time.

