

Bristol 1350 Cure Variant

For the Cure Variant, use all standard rules and apply the following adjustments.

Symptoms Set Up

Gather the number of “Headache”, “Cough”, and “Chills” Symptoms equal to the number of players (for example, 5 players = 5 Headache, 5 Cough, 5 Chills), shuffle, and deal two to each player. If anyone’s two cards add up to 5 or greater, they should return them and receive two new cards. Next, shuffle the leftover and returned (if any) Headache, Cough, and Chills cards with the number of “Buboes” equal to the number of players to form the deck. Place the completed deck face-down by the “New Symptoms” area of the board. Players may never show their Symptom cards to other players.

In a 9-player game, use eight of each card.

Win Conditions

Standard rules state that if your Symptoms ever add to 6 or greater, you have the plague for the rest of the game. In the Cure Variant, players with Symptoms adding to 5 or greater have the plague, however, they can cure themselves if their Symptoms go below 5. The only time that your Symptoms matter is when you cross the finish line and reveal your Symptom card total.

Standard rules state that plagued players can win if all players lose. In the Cure Variant, plagued players can not win, since they do have the possibility of curing themselves before crossing the finish line.

Each time a cart leaves the town all players on that cart must reveal their Symptom cards. If each player on that cart is healthy (meaning their two Symptoms add to 4 or less), everyone on that cart wins together and the game is over! If anyone on the cart has the plague (meaning their two Symptoms add to 5 or greater), everyone on that cart dies of the plague and play continues until an all-healthy cart crosses and ends the game. If no healthy cart crosses within 1 additional round of the first cart crossing, all players lose!

Remedies

Standard rules state that you must play Remedies *after* and in addition to your main action. Instead, play Remedies *before* and in addition to your main action. You should also apply the following adjustments:

Arsenic: lock 1 die

Chicken: change 1 die to any result

Pomander: draw 1 Symptom and keep any 2 of your 3

Leech: draw 1 Symptom and put in any mingle area

Whip, Crushed Emeralds: no change

Player Abilities

If using the player abilities when playing with the Cure Variant, adjust the Serf and Chandler abilities as follows:

Serf: Shuffle and redistribute your cart's symptoms

Chandler: Draw 1 symptom, shuffle your 3, and keep 2 at random

Alms (Deluxe Edition Only)

If you play an Alms Remedy card, draw one coin from the bag, privately look at the tails side, and then slide it under the player card of any other player, heads up. The recipient cannot view it. The Plague coin permanently adds 1 to the recipient's Symptoms total. The Cure coin permanently subtracts 1 from the recipient's Symptoms total. The Naught coin does nothing but can be used as a bluff. A player may receive multiple coins and the coins add or subtract together. A player's coins are revealed when they cross the finish line. If all coins have been drawn, an Alms card can be used to take one coin from any player (including yourself) and slid under the player card of any other player.