


Dr. Leichenberg's APOTHECARY of Remedies

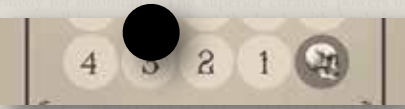
 2 - 5 Players
 60-90 Minutes
 13+ Age 13 and up


It is the 19th century and Dr. Leichenberg needs your help. Use state of the art medicine and treatments, and a few unconventional methods, to cure your patient. Work together with other medical apprentices combining treatments to craft the perfect cure, but beware of deadly side effects! Will you be able to cure the patient, or will this be your last day in medicine?

1.  Play cards on the treatment board to create cures.
 (Each card has a special requirement that needs to be satisfied to play.)

2.  Place cures on ailments to cure them.

BUT BE CAREFUL...

3.  Keep an eye on the patient's health.
 (If you reach 0 the patient dies.)

4.  Watch out for side effects.
 (Too many and the patient dies. run out and the patient dies.)

COMPONENTS:

- Rule Book
- 114 Cards
- Health Progress Board
- Wooden Tracker
- 35 Ailments
- 3 Icon/Turn Guides
- 3 Treatment Sequence Boards
- 56 Wooden Cure/Treatment Tokens
- 35 Wooden Side Effect Tokens
- Wooden Die

RESEARCH:

All ailments and treatments used in the game were either invented in or already existed in the 1800s. Each card includes true flavor text about each ailment or treatment.

