

# FEVER

## Save the patient!

*A cheeky card game for 2 to 5 players with nerves of steel*

The patient is suffering from a nasty fever. Slip into the role of a team of doctors and try to get the fever under control. Child's play really, if it just weren't for this bitter rivalry going on amongst you and your colleagues! Everyone has his own secret agenda of how to make himself look good in front of the head physician.

## Aim of the Game

Skillfully play your cards so that the other players lose their cards in the course of the game. Only the player who still has cards in his hand at the end of the game wins! And the good thing is: You get to see which cards the other players have in their hands by observing the colored back side of their cards.

## Contents

- 32 cards
- 1 game board
- 1 game piece



## What you need to do before you can play

Lay down the game board in the middle of the table and put the game piece on it. It always indicates the patient's current body temperature. At the beginning of the game, the temperature is 37°C. Shuffle all the cards face down. For each player, select exactly 1 red, 1 blue and 1 white card, while the cards are facing down. During the game, hold the cards in your hand so that the other players can see the colored back side. Reshuffle the remaining cards and place them face down as a draw pile. You will need a little bit of room next to it for the discard pile. That's it! Now you can start the game!

## How to play

The most sickly player goes first. Then take turns in a clockwise direction. Is it your turn? Then carefully consider which of your cards you would like to play. You have three options:

- ▶ All **red cards** raise the patient's body temperature by the indicated value.
- ▶ All **blue cards** sink the patient's body temperature by the indicated value.
- ▶ The **white cards** have different functions, which are described on each card. A detailed description is on the right.



Your goal is to regulate the patient's body temperature so that the other players cannot play their cards.

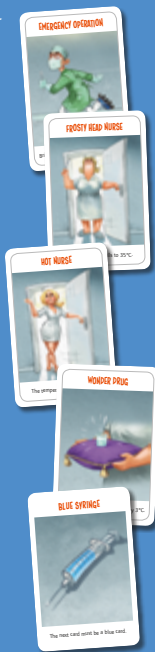
**Tip:** You can tell by the colored back side of the cards which type of cards the other players have in their hands. Use this valuable information to put them in hot water when it's their turn.

### ***You want to play a red or a blue card?***

Then lay the card face up on the discard pile and move the game piece on the game board accordingly. Always make sure that the patient's body temperature never exceeds  $41^{\circ}\text{C}$  or falls below  $35^{\circ}\text{C}$ .

### ***You can't or don't want to play a red or blue card?***

Then you have to play a white card. If a white card is already on the top of the discard pile, you can't play another white card on top of it.



### ***What white cards are there?***

***Emergency operation:*** Bring the body temperature to  $37^{\circ}\text{C}$ . Is the game piece already on  $37^{\circ}\text{C}$ ? Then the temperature doesn't change.

***Frosty head nurse:*** The temperature falls to  $35^{\circ}\text{C}$ . Is the game piece already on  $35^{\circ}\text{C}$ ? Then the temperature doesn't change.

***Hot nurse:*** The temperature rises to  $41^{\circ}\text{C}$ . Is the game piece already on  $41^{\circ}\text{C}$ ? Then the temperature doesn't change.

***Wonder drug:*** Raise or sink the temperature by  $3^{\circ}\text{C}$ . You get to decide in which direction you want to move the game piece. But you have to move it by exactly 3 degrees.

***Blue syringe:*** The next card must be a blue card. The player to your left must play a blue card.



**Red syringe:** The next card must be a red card. The player to your left must play a red card.

**Call to the head physician:** (2x in game)  
Choose who has to go next. This player has to play the next card. This can also be you.

**Pill with side effects:** (2x in game)  
The next blue or red card counts double. The player to your left has to play a blue or a red card and move the game piece by double the value of his card.

**Bandage:** Nothing happens.  
The player to your left takes his turn.

**Helpless trainee:** The next 3 cards cannot be white. In other words: That next three cards have to be either red or blue.

### **Were you able to lay a card?**

Great! Then draw a card from the draw pile and now it's the player's turn to your left.

**Important:** Did you forget to draw a card after your turn? That's unfortunate! As soon as the player to your left has played his card, you can no longer pick up a card from the draw pile and have to continue with one card less!

**Note:** No cards left in the draw pile? Then leave the top card from the discard pile where it is and shuffle the rest, using these shuffled cards as your new face-down draw pile.

## **Don't have a card that you can play?**

If you can't play a card on your turn, you have to work a **night shift** and lose a card. Choose one of your cards and place it **beneath** the discard pile. Of course, the patient's body temperature does not change. You are **not** allowed to draw a new card and have to continue playing with one card less. Then it's the next player's turn to your left. Did you lose your last card? Then you're immediately out of the game.

**Important:** A night shift negates the effect of the white card on the discard pile! That means none of the existing obligations from the white cards that had already been played applies for the next player on his turn. The player to your left is also allowed to play a white card, even if there is a white card currently on top of the discard pile.

**Example:** *Nicolas and Matthew are playing a 2-player game. Nicolas plays a blue -1 and moves the game piece to 36°C. He then draws a red card and now has two red cards and one white card in his hand. Matthew ruthlessly takes advantage of this information. He plays the following white card: "Blue syringe. The next card must be a blue card." Nicolas doesn't have a blue card in his hand. He is not allowed to play his white card because there is already a white card on top of the discard pile. He has to work a night shift and places one of his cards beneath the discard pile. Then it's Matthew's turn again.*



## **End of game**

The game is immediately over as soon as only one of you has cards in his hand. Congratulations! The last man standing wins!



## Game variation for experienced players

Do you want to have more tactical possibilities at your disposal? Then try this variation. The length of the game may change slightly, but in exchange, you will have more ways to fend off your opponent's attacks up until the very end of the game. The following rule changes apply:

### *Do you have to work a night shift?*

Then lay down any one of your cards face down in front of you. Afterwards, draw a card from the draw pile, so that you still have 3 cards in your hand. Then it's the next player's turn to your left.

### *Do you have to lay down the third card in front of you?*

Then you're out of the game. Place the cards that are lying in front of you and the cards from your hand beneath the discard pile. The other players continue playing until there is only one player left in the game. The last man standing wins!

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