|  |  |  |  |
| --- | --- | --- | --- |
| 1 | 1 | 1 | 1 |
| 1 | 2 | 2 | 2 |
| 2 | 3 | 3 | 3 |
| 4 | 4 | 5 | 5 |
| 6 | 7 | 8 | 10 |
| Country Doctor  *As a new frontier doctor, treat your patients and save your spouse*.  **Setup**   1. Deal 8 patient cards 2. Deal 1 spouse, near you 3. Gather dice pool:   2d4, 2d6, 2d8, 2d10, 1d20  **To Play**   1. Reveal and treat a patient 2. Repeat 1. until all revealed 3. Reveal and treat spouse 4. Calculate score | Country Doctor  **To Treat Illness**   1. Choose to treat or not treat 2. If treating:    1. Select 1 die to spend    2. Roll die. If higher than illness patient is “cured” 3. If not treating    1. Patient dies 4. Repeat 1. To 3 as desired   **To Score**  LOSE if spouse dies, otherwise score is number of cured patients. | Country Doctor  **Patient Cards**   |  |  | | --- | --- | | **Score** | **Frequency** | | 1 | 5 | | 2 | 4 | | 3 | 3 | | 4 | 2 | | 5 | 2 | | 6 | 1 | | 7 | 1 | | 8 | 1 | | 10 | 1 | |  |