

Roll In The Patients™

Take on the role of the Doctor, as you cure the virus from as many Patients as you think you can. Print and construct as many Patient Dice as you need (recommended 7 or more) and build the Medicine Die. Keep track of your results on the score sheets or on scrap paper.

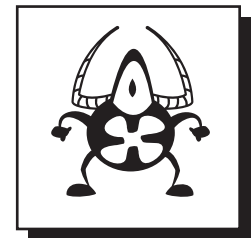
There are 5 rounds to the game. Each round, pick up as many Patients as you can handle and after a few good shakes, roll all the Patient dice at the same time.



If you roll a Healthy Patient, you can send them home and gain 2 points for the round.



A Sick Patient is sent home to rest and you will lose 1 point.



When a Virus shows up, treat the Patient by rolling the Medicine Die.

Roll the Medicine Die for each Virus you've found. Get the results of one Patient before moving to the next, placing your results to the side.



The Full Bottle clears out the Virus. Turn the die to a Healthy Patient for 2 points.



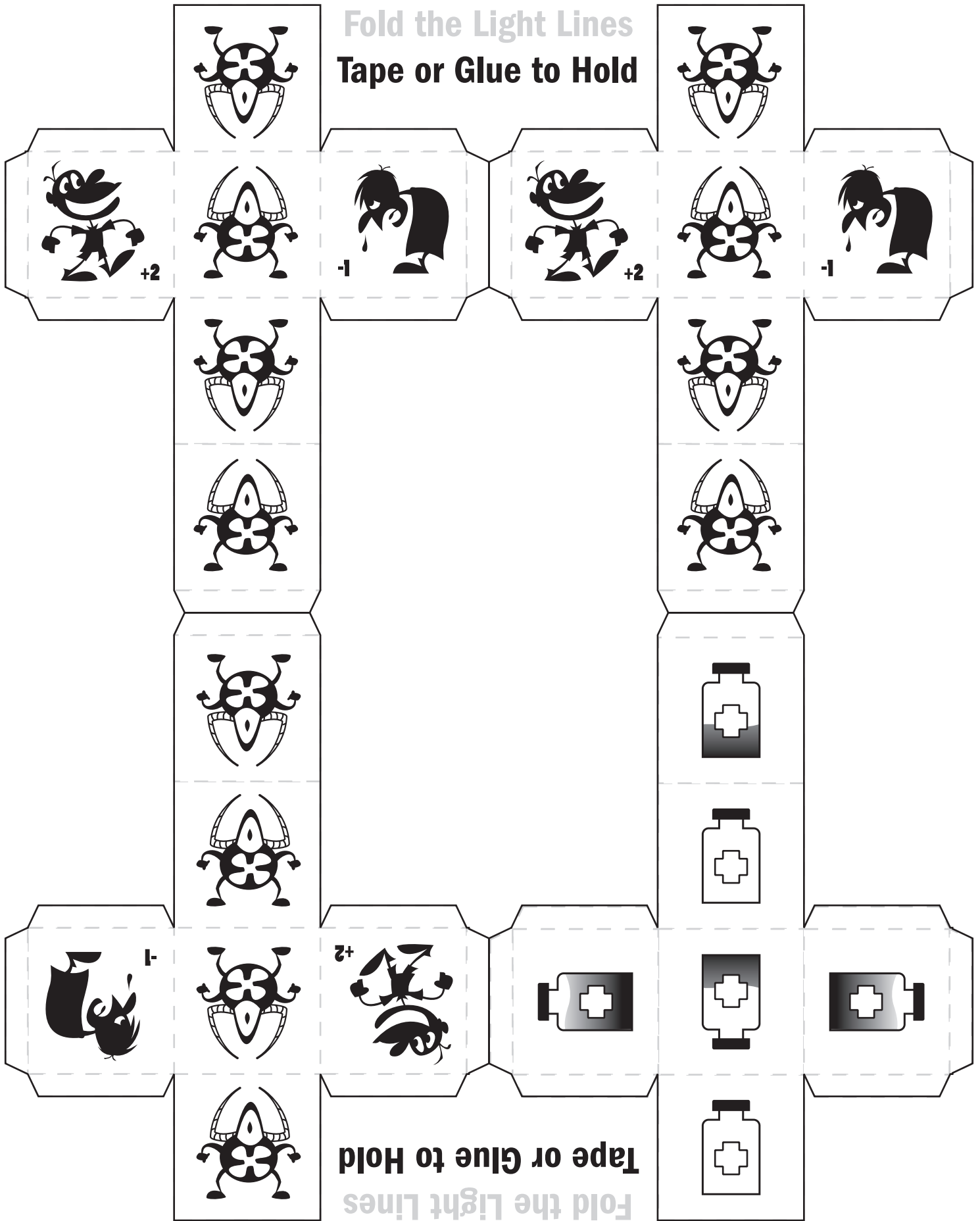
An Empty Bottle won't be enough and you'll have to turn the die to a Sick Patient & lose 1 point.



Rolling a Half Bottle won't be enough to cure. Roll the die again until you get a Full or Empty Bottle.

After you treat each of your Patients, count up the positive and negative scores on the score chart. Play for 5 rounds solo or with others. At the end of the game total up all 5 rounds and the highest score wins. Playing solo? See how high a score you can reach.

Cut the Dark Lines
Fold the Light Lines
Tape or Glue to Hold




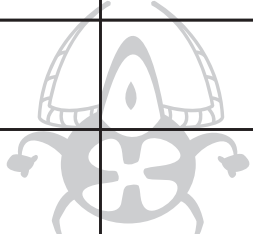
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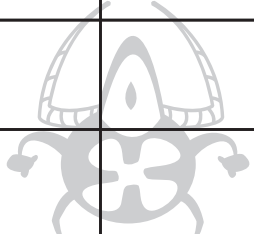


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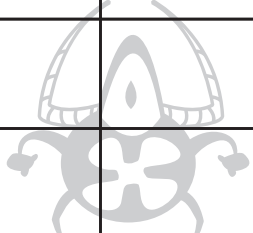
Roll In The Patients™

	Doc.	Doc..	Doc..	Doc..
Round 001				
Round 002				
Round 003				
Round 004				
Round 005				
Final Results				


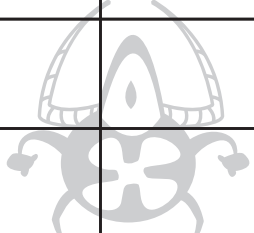
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Round 005				
Final Results				

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