|  |  |  |  |
| --- | --- | --- | --- |
| 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 |

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