

# QUACKERY

## The Game of Medieval Medicine

**Quackery (n):** The practice of fraudulent medicine, usually in order to gain wealth or power, or simply for ego gratification.

**Quack (n):** A fraudulent healer or incompetent doctor of medicine; an impostor who claims to have the qualifications necessary to practice medicine.

### Overview

Since the days of the ancient Greeks, western medicine focused on the four humours: Black Bile, Blood, Phlegm and Yellow Bile. Each humour was associated with a season, with an element, and had its own nature. Physicians who studied the works of the Greek masters at universities were the elite of the medical profession in the Middle Ages. However, few people other than the well-off or the nobility had regular access to such “professionals”. Physicians diagnosed their patients by close examination of their blood, urine, and stools, and determined their complexion or balance of humours. They could either prescribe medicines or perform bloodletting from various parts of the body in order to attempt to rectify the imbalance of humours.

In *Quackery: The Game of Medieval Medicine*, each physician (or Quack, in this case) uses their knowledge of “medicine” to treat each royal patient in order to either bring all four humours into balance (if that patient furthers your agenda) or to imbalance the patient enough so that no one can cure them. Failure means a lifetime of treating gout amongst the commoners, while success means that you have risen above the Quackery and have been declared the next Royal Physician!

### Game Setup

- Shuffle the 12 **Patient** cards and place them face down in the center of the table. This is the **patient stack**.
- Lay out the 4 **The Four Humours** cards with the ++ side of the cards nearest to the patient stack.
- Place one of the 4 **Status** cards face-down on top of each The Four Humours card, with the status line pointing to the *Balanced* line.
- Shuffle the 6 **Quack Agenda** cards and deal 1 card face-down to each player. Place the remaining Quack Agenda cards back in the box, as they will not be used for the rest of the game.
- *Optional:* If you are playing with the promotional **Quack** cards (not contained in this box), shuffle the Quack cards and deal 1 card face-up to each player. Place any remaining Quack cards back in the box, as they will not be used for the rest of the game.
- Shuffle the remaining cards (not marked on the back) and place them within reach of all players. This is the **draw pile**. Do not deal any cards to the players. Players start the game with zero (0) cards in their hand.
- Leave a space directly in front of each player. This is that player’s **Hospital**.

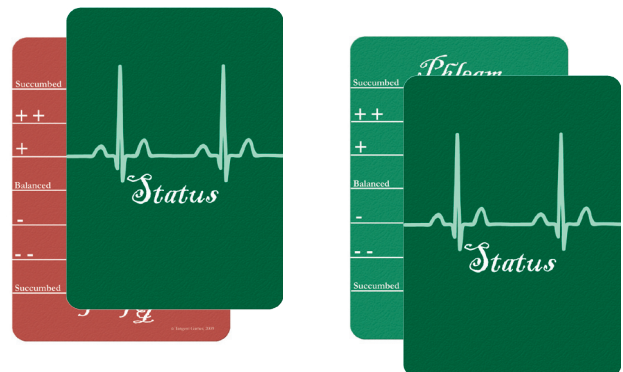
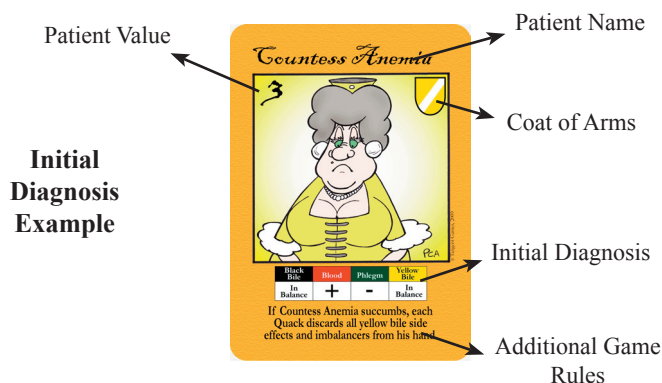
The player that most recently has been to the doctor is the **Diagnosing Quack** and goes first (argue amongst yourselves whether dentists, optometrists, chiropractors, witch doctors, etc. are legitimate doctors).

### Game Play

The game is broken up into 2 phases: the Initial Diagnosis phase and the Treatment phase.

#### Initial Diagnosis Phase

The Diagnosing Quack turns over the top card from the patient stack and places it face-up on their side of the patient draw pile. Set the Status card on each of the The Four Humours cards so that they match what is printed on the Patient card (see example below). Begin the Treatment phase for this patient.



### Treatment Phase

Starting with the Diagnosing Quack and proceeding clockwise, each player becomes the Treating Quack and *must* take 1 **treatment action**. As a treatment action, a player may choose to do 1 of the following:

1. **Basic Treatment:** Move the status of any 1 humour (balanced or unbalanced) of your choice 1 step in any direction.
2. **Advanced Treatment:** Play 1 card from your hand that says that it may be played as a **treatment action**.
3. **Specialist Treatment (Optional):** If you are playing with the promotional Quack cards, use the ability printed on your Quack card if it says that it may be played as a **treatment action**.

Once a treatment action has been taken, starting with the player to the left of the Treating Quack, each player may play a card from their hand that does not say that it is played as a treatment action. You should give each player a chance to play a card or pass before advancing to the next player. Once all players have passed, the patient's status is **adjusted**.

If the adjusted status of an imbalanced humour (a humour that has a current status that is not Balanced) has changed to a status of Balanced, the player who caused the balancing draws 1 card from the draw pile (reshuffling the discard pile back into the draw pile as needed). If the player has more cards in his hand than his maximum hand size (initially 2 cards for all players, although this may change throughout the course of the game), he must immediately discard enough cards to bring his current hand size down to the maximum.

At any time, if the adjusted status of any of the patient's humours is imbalanced enough to move the Status card to the *Succumbed* line of the The Four Humours card, that patient has **Succumbed** to their illness. Follow the directions printed on the Patient card, and the player who caused the imbalance moves the patient face-down into their Hospital.

At any time, if the adjusted status of all 4 of the patient's humours are Balanced, that patient has been **Cured**, and the player who brought the final humour into balance moves the patient face-up into their Hospital.

If the patient has not been Cured and has not Succumbed, the player to the left of the Treating Quack becomes the Treating Quack, and starts a new Treatment Phase.

Once the patient has either been Cured or has Succumbed, remove any remaining played cards to the discard pile. The player to the left of the Diagnosing Quack becomes the Diagnosing Quack, and starts a new Initial Diagnosis Phase.

### Winning the Game

There are two ways to win the game and be declared the next Royal Physician:

1. At any time, if a player has succeeded in meeting his Quack Agenda, that player immediately wins the game.
2. If there are no Patient cards remaining in the patient draw pile, determine the total value of patients in each player's Hospital, by adding the value of each Cured patient in the Hospital, then subtracting the value of each Succumbed patient in the Hospital. The player with the highest total value of patients in their Hospital wins the game. In the case of a tie, the tied player with the Cured patient of the highest individual value wins the game.

### Optional Initial Diagnosis Phase

Instead of using the printed values on each Patient card, you may use the The Four Humour cards and Status cards to randomly determine the patient's initial diagnosis as follows:

1. Shuffle the 4 The Four Humour cards together and place face-down. Do the same with the 4 Status cards.
2. Randomly determine a humour and status combination a certain number of times, depending on the patient:

Patient Value	Number of Imbalanced Humours
1 through 4	2
5 through 8	3
9 through 12	4

3. Begin the Treatment Phase as normal.

---

Game Concept: Frank Roe

Game Design: Coy Kisse & Geoff Habiger; Art by: Pierre C. Arseneault

Special thanks to all our playtesters: Simon Arnet, Ralph Carr, Elijah Hammond, Mike Hill, John Kubala, Mark Moran, Dominique Nyce, Frank Roe, Roland Stone, Eric Thies and Keith Thompson.

© Copyright 2009 Tangent Games, All Rights Reserved. This work is protected by international copyright law and may not be reproduced in whole or in part without the written consent of the publisher.