🖈 Micki Landa Flora White Sister Silvestry Nurse (doctor) [green] Nurse (doctor) Nurse (emergency medtech) Draw a card. You may do an extra healing or buy. Draw a card. At the end of the game: You recieve as many Draw a card. If there are patients in transport, the one in front You may do an extra healing or buy. bonus VP as half the number of remaining kill deteriorates. mark cards (rounded down). © 2011 Arclight, Inc © 2011 Arclight, Inc 29/82 © 2011 Arclight, Inc. Art: Onineko Art: Yuikawa Kazuno Art: Aruya 46/82 🖒 Myllady Ingram Sister Silvestry Sarah Quincy Nurse (doctor) [yellow] Nurse (doctor) Nurse (emergency medtech) Draw a card. Draw a card. You may perform an extra healing or buy. If there are patients in transport, the one in front You may do an extra healing or buy. You may skip the admission phase this turn. deteriorates. © 2011 Arclight, Inc Art: F.S 30/82 © 2011 Arclight, Inc. Art: Nishida 40/82 © 2011 Arclight, Inc 46/82 Art: Aruya riangle Licordes Shepherd Allema Sister Silvestry Nurse (doctor) [blue] Nurse (doctor) Nurse (emergency medtech) Draw 2 cards Draw a card At the end of the game: You count as having 2 If there are patients in transport, the one in front You may do an extra healing or buy. less Kill mark cards than you actually have. deteriorates. Art: Akiyoshi Miina © 2011 Arclight, Inc. © 2011 Arclight, Inc 46/82 Art: Aruya Dora Oniquiss 🔯 Medina Droop ☆ History Nurse (doctor) [orange] Nurse (doctor) Play (diagnosis) Draw a card. You may do an extra healing or buy. Draw a card. At the end of the game: Name a patient card. All You may do an extra healing or buy. patient cards with that name get +1 VP. © 2011 Arclight, Inc Art: Tachikawa Mushimaro 32/82 © 2011 Arclight, Inc. Art: COMTA © 2011 Arclight, Inc Art: Matoki Misa 47/82 42/82 \precsim Hitthorns Creed Kaye Lincoln ☆ History Nurse (doctor) Play (diagnosis) Nurse (doctor) [green] BONUS You may do an extra healing or buy. Draw a card. If you gain a patient this turn, instead of gaining a nurse card, you may gain the top event card (it You may do an extra healing or buy. goes to your discard pile). © 2011 Arclight, Inc. Art: Isiga 33/82 © 2011 Arclight, Inc. Art: Kawaku 43/82 © 2011 Arclight, Inc. Art: Matoki Misa 47/82 Calypso Blue Allissa Shamer ☆ Historv Nurse (doctor) Nurse (doctor) Play (diagnosis) You may do an extra healing or buy. Draw 3 cards. If the ambulance cart queue is already full, If there is a nurse card in any of the other player's someone gets hurt. If it wasn't full, someone gets discard piles, you choose one of them and it hurt until it is. changes places with [this]. © 2011 Arclight, Inc. © 2011 Arclight, Inc. 44/82 © 2011 Arclight, Inc Art: Matoki Misa Art: Midori Fuu Art: Natsuki Koko 47/82 Mint Harloka Sister Trapetta ☆ History Nurse (doctor) Nurse (emergency medtech) Play (diagnosis) BONUS Draw a card. You may do an extra healing or buy. If there is a deteriorated patient in transport, you At the end of the game: All your acute patients are may flip it and place it at the back of the queue. worth 1 VP less than their cards say. © 2011 Arclight, Inc Art: Midori Fuu 35/82 © 2011 Arclight, Inc Art: Nishida 45/82 © 2011 Arclight, Inc Art: Matoki Misa 47/82 Calypso Iguana Nurse (doctor) Sister Trapetia ☆ History Nurse (emergency medtech) Play (diagnosis) Draw a card. You may do an extra healing or buy. Draw a card. Target another player. You and the target player If there is a deteriorated patient in transport, you choose one of your gained patients each. They may flip it and place it at the back of the queue change places © 2011 Arclight, Inc. © 2011 Arclight, Inc © 2011 Arclight, Inc Art: Nishida Art: Matoki Misa 47/82 ☆ History Sister I rabetta Nurse (doctor) Nurse (emergency medtech) Play (diagnosis) You may do an extra healing or buy. Draw a card. Draw 3 cards. Then discard 2 cards from your If there is a deteriorated patient in transport, you hand may flip it and place it at the back of the queue © 2011 Arclight, Inc. Art: Natsuki Koko 37/82 © 2011 Arclight, Inc Art: Nishida 45/82 © 2011 Arclight, Inc Art: Matoki Misa 47/82 Lon Roverse ☆ History Sister Trapetia Nurse (doctor) Nurse (emergency medtech) Play (diagnosis) BONUS Draw a card. You may do an extra healing or buy. If there is a deteriorated patient in transport, you You may choose 1 card from your discard pile to may flip it and place it at the back of the queue add to your hand. © 2011 Arclight, Inc. Art: Akiyoshi Miina © 2011 Arclight, Inc. 45/82 © 2011 Arclight, Inc Art: Matoki Misa 47/82



Medication diagnosis BONUS Play (diagnosis)		RONUS	☆ First aid Play (heal)		RONUS Y	White magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase.	
© 2011 Arclight, Inc. Art: Matoki Misa	49/82	© 2011 Arclight, Inc.	Art:	: Matoki Misa 50/82	© 2011 Arclight, Inc.	Art: Matoki Misa	51/82
Medication diagnosis BONUS Play (diagnosis)	10/02		☆ First aid Play (heal)	3002	BONUS	White magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase.	White
© 2011 Arclight, Inc. Art: Matoki Misa	49/82	© 2011 Arclight, Inc.	Art	: Matoki Misa 50/82	© 2011 Arclight, Inc.	Art: Matoki Misa	51/82
Medication diagnosis BONUS Play (diagnosis)		RONUS 1	First aid Play (heal)		RONUS Y	White magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase.	
© 2011 Arclight, Inc. Art: Matoki Misa	49/82	© 2011 Arclight, Inc.		: Matoki Misa 50/82	© 2011 Arclight, Inc.		51/82
Medication diagnosis Play (diagnosis)		RONUS 1	☆ First aid Play (heal)		RONUS Y	White magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase.	
© 2011 Arclight, Inc. Art: Matoki Misa	49/82	© 2011 Arclight, Inc.		: Matoki Misa 50/82	© 2011 Arclight, Inc.	Art: Matoki Misa	51/82
First aid Play (heal)		RONUS	☆ First aid Play (heal)		RONUS	White magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase.	
© 2011 Arclight, Inc. Art: Matoki Misa	50/82	<u> </u>		: Matoki Misa 50/82	© 2011 Arclight, Inc.	Art: Matoki Misa	51/82
First aid Play (heal)		BONUS	☆ First aid Play (heal)		BONUS	White magic Play (heal) You get 1 extra healing point per 2	White
© 2011 Arclight, Inc. Art: Matoki Misa	50/82	© 2011 Arclight, Inc.	Art:	: Matoki Misa 50/82	© 2011 Arclight, Inc.	magic cards played during the sa phase. Art: Matoki Misa	
© 2011 Arclight, Inc. Art: Matoki Misa First aid Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa	50/82	1	☆ First aid Play (heal)	: Matoki Misa 50/82	BONUS	phase.	51/82 White
First aid Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa First aid Play (heal)	50/82	© 2011 Arclight, Inc.	First aid Play (heal) Art: First aid Play (heal)	: Matoki Misa 50/82	© 2011 Arclight, Inc.	white magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase. Art: Matoki Misa Black magic Play (heal) Someone gets hurt.	51/82 White ame 51/82
First aid Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa First aid Play (heal) O 2011 Arclight, Inc. Art: Matoki Misa Art: Matoki Misa		® 2011 Arclight, Inc.	First aid Play (heal) Art First aid Play (heal) Art		© 2011 Arclight, Inc.	Phase. Art: Matoki Misa White magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase. Art: Matoki Misa Black magic Play (heal) Someone gets hurt. Art: Matoki Misa	51/82 White
First aid Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa First aid Play (heal)	50/82	© 2011 Arclight, Inc.	First aid Play (heal) Art: First aid Play (heal)	: Matoki Misa 50/82	© 2011 Arclight, Inc.	white magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase. Art: Matoki Misa Black magic Play (heal) Someone gets hurt.	51/82 White ame 51/82
First aid Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa First aid Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa First aid Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa	50/82	© 2011 Arclight, Inc.	First aid Play (heal) Art First aid Play (heal) Art Art Art Art Art Art Art Art Art Ar	Matoki Misa 50/82 Matoki Misa 50/82	© 2011 Arclight, Inc.	white magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase. Art: Matoki Misa Black magic Play (heal) Someone gets hurt. Art: Matoki Misa Black magic Play (heal) Someone gets hurt. Art: Matoki Misa	51/82 White ame 51/82
First aid Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa First aid Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa First aid Play (heal) Play (heal)	50/82	© 2011 Arclight, Inc. BONUS © 2011 Arclight, Inc. © 2011 Arclight, Inc.	First aid Play (heal) Art First aid Play (heal) Art First aid Play (heal) Art White mag Play (heal) Ou get 1 extra healing magic cards played phase.	: Matoki Misa 50/82 : Matoki Misa 50/82 iC g point per 2 White	© 2011 Arclight, Inc. BONUS © 2011 Arclight, Inc. BONUS © 2011 Arclight, Inc.	white magic Play (heal) You get 1 extra healing point per 2 magic cards played during the sa phase. Art: Matoki Misa Black magic Play (heal) Someone gets hurt. Art: Matoki Misa Black magic Play (heal) Someone gets hurt.	51/82 White ame 51/82 52/82

Black magic Play (heal) Someone gets hurt.	BONUS 3	Operation Play (heal)			operation y (heal)	
© 2011 Arclight, Inc. Art: Matoki Misa	52/82 © 2011 Arclight, Inc.	Art: Matoki Misa	53/82	© 2011 Arclight, Inc.	Art: Matoki Misa	54/82
Black magic Play (heal) Someone gets hurt.	BONUS 3	Operation Play (heal)			operation y (heal)	
© 2011 Arclight, Inc. Art: Matoki Misa	52/82 © 2011 Arclight, Inc.	Art: Matoki Misa	53/82	© 2011 Arclight, Inc.	Art: Matoki Misa	54/82
Black magic Play (heal) Someone gets hurt.	BONUS 3	Operation Play (heal)			operation y (heal) d.	
© 2011 Arclight, Inc. Art: Matoki Misa	52/82 © 2011 Arclight, Inc.	Art: Matoki Misa	53/82	© 2011 Arclight, Inc.	Art: Matoki Misa	54/82
Black magic Play (heal) Someone gets hurt.	RONUS 3	Operation Play (heal)			operation y (heal) d.	
© 2011 Arclight, Inc. Art: Matoki Misa	52/82 © 2011 Arclight, Inc.	Art: Matoki Misa	53/82	© 2011 Arclight, Inc.	Art: Matoki Misa	54/82
Black magic Play (heal) Someone gets hurt.	BONUS 3	Operation Play (heal)			operation y (heal) d.	
© 2011 Arclight, Inc. Art: Matoki Misa	52/82 © 2011 Arclight, Inc.	Art: Matoki Misa	53/82	© 2011 Arclight, Inc.	Art: Matoki Misa	54/82
Black magic Play (heal) Someone gets hurt.	BONUS 3	Operation Play (heal)		Play (p Place one of your adm player's sick bed. (Y puts one of his on th	ferral paperwork) itted patients into anoth ou get your marker bac pais card.) Return [this] to the Dynamite Nurse.	k, he
© 2011 Arclight, Inc. Art: Matoki Misa	52/82 © 2011 Arclight, Inc.		53/82	© 2011 Arclight, Inc.	Art: Yamadori Ofuu ferral	55/82
Black magic Play (heal) Someone gets hurt.	BONUS	Operation Play (heal)			aperwork)	
© 2011 Arclight, Inc. Art: Matoki Misa	52/82 © 2011 Arclight, Inc.	Art: Matoki Misa	53/82	puts one of his on th	itted patients into anoth ou get your marker bac its card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu	k, he
S		Art: Matoki Misa	53/82	puts one of his on th village unless you're © 2011 Arclight, Inc.	ou get your marker bac his card.) Return [this] to the Dynamite Nurse.	ck, he o the
© 2011 Arclight, Inc. Art: Matoki Misa	Se		53/82	puts one of his on it village unless you're 2011 Arclight, Inc. Re Play (p Place one of your adm player's sick bed. (Y puts one of his on th	ou get your marker bac iis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral paperwork)	sk, he o the 55/82
© 2011 Arclight, Inc. Art: Matoki Misa Operation Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa	\$0NUS 30NUS 53/82 © 2011 Arclight, Inc.	Play (heal) Oraw a card. Art: Matoki Misa		puts one of his on it village unless you're 2011 Arclight, Inc. Re Play (p Place one of your adm player's sick bed. (Y puts one of his on the village unless you're 2011 Arclight, Inc.	ou get your marker baciis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral paperwork) itted patients into anothou get your marker baciis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu	sk, he o the 55/82
© 2011 Arclight, Inc. Art: Matoki Misa Operation Play (heal)	Seconus 53/82 © 2011 Arclight, Inc. Seconus	Play (heal)		puts one of his on it village unless you're © 2011 Arclight, Inc. Re Play (p Place one of your adm player's sick bed. (Y puts one of his on it village unless you're © 2011 Arclight, Inc. Re Play (p Place one of your adm player's sick bed. (Y puts one of his on it	ou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral paperwork) itted patients into anoth ou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral paperwork)	55/82 sk, he 55/82 sk, he 55/82
© 2011 Arclight, Inc. Operation Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa Operation Play (heal) Operation Play (heal) Operation Play (heal) Art: Matoki Misa Operation Play (heal)	53/82 © 2011 Arclight, Inc. 53/82 © 2011 Arclight, Inc.	Play (heal) Oraw a card. Art: Matoki Misa Prious operation Play (heal) Oraw a card. Art: Matoki Misa	54/82	puts one of his on it village unless you're © 2011 Arclight, Inc. Re Play (p Place one of your adm player's sick bed. (Y puts one of his on th village unless you're © 2011 Arclight, Inc. Re Play (p Place one of your adm player's sick bed. (Y puts one of his on th village unless you're © 2011 Arclight, Inc.	ou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral taperwork) titted patients into anoth tou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral taperwork) titted patients into anoth ou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu Art: Yamadori Ofuu ferral taperwork) titted patients into anoth ou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu	55/82 sk, he 55/82 sk, he 55/82
© 2011 Arclight, Inc. Operation Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa Operation Play (heal) Operation Play (heal) Art: Matoki Misa Operation Operation Operation Operation	53/82 © 2011 Arclight, Inc. 53/82 © 2011 Arclight, Inc.	Play (heal) Oraw a card. Art: Matoki Misa Play (heal) Oraw a card. Art: Matoki Misa Art: Matoki Misa Art: Matoki Misa Play (heal)	54/82	puts one of his on it village unless you're 2011 Arclight, Inc. Re Play (p. Place one of your adm player's sick bed. (Y puts one of his on the village unless you're 2011 Arclight, Inc. Re Play (p. Place one of your adm player's sick bed. (Y puts one of his on the village unless you're 2011 Arclight, Inc. Re Play (p. Place one of your adm player's sick bed. (Y puts one of his on the village unless you're 2011 Arclight, Inc.	ou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral paperwork) itted patients into anothou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral paperwork) itted patients into anothou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral itted patients into anothou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral	55/82 ser st.k, he of the st.
© 2011 Arclight, Inc. Operation Play (heal) © 2011 Arclight, Inc. Art: Matoki Misa Operation Play (heal) Operation Play (heal) Operation Play (heal) Art: Matoki Misa	53/82 © 2011 Arclight, Inc. See Sonus 53/82 © 2011 Arclight, Inc. See Sonus	Play (heal) Oraw a card. Art: Matoki Misa Prious operation Play (heal) Oraw a card. Art: Matoki Misa	54/82	puts one of his on it village unless you're © 2011 Arclight, Inc. Re Play (p Place one of your adm player's sick bed. (Y puts one of his on th village unless you're © 2011 Arclight, Inc. Re Play (p Place one of your adm player's sick bed. (Y puts one of his on th village unless you're © 2011 Arclight, Inc. Re Play (p Place one of your adm player's sick bed. (Y puts one of your adm player's sick bed. (Y puts one of his on th	ou get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral apperwork) itted patients into anoth of the Dynamite Nurse. Art: Yamadori Ofuu ferral apperwork) itted patients into anoth of the Dynamite Nurse. Art: Yamadori Ofuu ferral apperwork) itted patients into anoth of u get your marker bacis card.) Return [this] to the Dynamite Nurse. Art: Yamadori Ofuu ferral apperwork)	sk, he of the 55/82 seer sk, he of the 55/82 seer sk, he of the 55/82 seer sk, he of the sk, he o

Referral

Play (paperwork)

Place one of your admitted patients into another player's sick bed. (You get your marker back, he puts one of his on this card.) Return [this] to the village unless you're the Dynamite Nurse.

Art: Yamadori Ofuu

© 2011 Arclight, Inc.

Triage Play (paperwork)

port, in deteriorated state. Return [this] to the village unless you're the Dynamite Nurse.

Triage

Play (paperwork)

Forces all players to admit all their patients in trans-

port, in deteriorated state. Return [this] to the

Forces all players to admit all their patients in trans-

Hospital closed

Play (paperwork)

Look at either the event deck or the nurse deck and choose a card from there. After, shuffle the deck you looked through and put the card you chose on top. Then, one of your patients in sick bed deteriorate.

© 2011 Arclight, Inc.

Art: Yamadori Ofuu

59/82

60/82

60/82

61/82

62/82

63/82

64/82

Someone else's problem

Play (paperwork)

Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.

© 2011 Arclight, Inc.

Art: Kinoshita Ichi

© 2011 Arclight, Inc.

Art: Komone Ushio

Art: Komone Ushio

57/82

Mass deterioration

Play (paperwork)

Either all patients in the ambulance cart queue deteriorate, or you take 1 kill mark card and all patients in all sick beds deteriorate. Then, return [this] to the village.

Mass deterioration

Play (paperwork)

Someone else's problem

Play (paperwork)

Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.

© 2011 Arclight, Inc.

File searching

village unless you're the Dynamite Nurse.

Play (paperwork)

Draw two cards, and trash one of them. After, if there is at least one non-deteriorated patient in the queue, choose one to deteriorate or someone gets hurt.

© 2011 Arclight, Inc.

57/82 © 2011 Arclight, Inc.

Either all patients in the ambulance cart queue deteriorate or you take 1 kill mark card and all patients in all sick beds deteriorate. Then, return [this] to the village.

Mass deterioration

Art: Kinoshita Ichi

Art: Fujii Rino

Art: Fujii Rino

Someone else's problem Play (paperwork)

Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.

© 2011 Arclight, Inc.

Art: Kinoshita Ichi

File searching Play (paperwork)

Draw two cards, and trash one of them. After, if there is at least one non-deteriorated patient in the queue, choose one to deteriorate or someone gets hurt.

File searching

Play (paperwork)

there is at least one non-deteriorated patient in

© 2011 Arclight, Inc.

58/82

Play (paperwork)

Either all patients in the ambulance cart queue deteriorate, or you take 1 kill mark card and all patients in all sick beds deteriorate. Then, return [this] to the village.

Art: Kinoshita Ichi

© 2011 Arclight, Inc

Art: Fujii Rino

Art: Matoki Misa

A too simple healing machine

Someone else's problem Play (paperwork)

Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.

Someone else's problem

Play (paperwork)

Choose a patient in transport. Exchange the colour

marker on that patient with one not in use or one

© 2011 Arclight, Inc.

Art: Kinoshita Ichi

the queue, choose one to deteriorate or someone

Play (event) Place [this] in any monastery except the Dynamite Nurse's. Draw two cards, and trash one of them. After, if

If [this] is in your monastery, all deteriorated patients in your sick bed get a +2 severity. When you gain a patient card as VP, move [this] to any monastery except the Dynamite Nurse's.

© 2011 Arclight, Inc. Art: Kinoshita Ichi

> File searching Play (paperwork)

Draw two cards, and trash one of them. After, if there is at least one non-deteriorated patient in the queue, choose one to deteriorate or someone gets hurt.

Art: Kinoshita Ichi

© 2011 Arclight, Inc

Play (event)
Place [this] in any monastery except the Dynamite Nurse's. If [this] is in your monastery, all deteriorated patients in your sick bed get a +2 severity. When you gain a patient card as VP, move [this] to any monastery except the Dynamite Nurse's.

A too simple healing machine

© 2011 Arclight, Inc.

Art: Kinoshita Ichi

58/82 © 2011 Arclight, Inc Art: Matoki Misa 61/82

Art: Matoki Misa

Art: Matoki Misa

Someone else's problem

Play (paperwork)

of another patient in transport.

Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.

© 2011 Arclight, Inc.

Art: Kinoshita Ichi

Play (paperwork)

Draw two cards, and trash one of them. After, if there is at least one non-deteriorated patient in the gueue, choose one to deteriorate or someone gets hurt.

File searching

© 2011 Arclight, Inc.

Art: Kinoshita Ichi

© 2011 Arclight, Inc.

You gain all your non-deteriorated patients in your sick bed, just as if you healed them in the normal way. Return [this] to the village unless you're the Dvnamite Nurse.

An amazing healing machine

A strong healing machine Play (event)

Someone else's problem Play (paperwork)

Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.

Someone else's problem

Play (paperwork)

Choose a patient in transport. Exchange the colour

Triage

Play (paperwork)

Forces all players to admit all their patients in trans-

port, in deteriorated state. Return [this] to the

village unless you're the Dynamite Nurse

of another patient in transport.

marker on that patient with one not in use or one

Art: Kinoshita Ichi

File searching Play (paperwork)

Draw two cards, and trash one of them. After, if there is at least one non-deteriorated patient in the queue, choose one to deteriorate or someone

59/82

Play (event) You gain all your deteriorated patients in your sick

bed, just as if you healed them in the normal way. Return [this] to the village unless you're the Dvnamite Nurse.

© 2011 Arclight, Inc.

© 2011 Arclight, Inc.

Look at either the event deck or the nurse deck and

Hospital closed

Play (paperwork)

choose a card from there. After, shuffle the deck you

looked through and put the card you chose on top.

Then, one of your patients in sick bed deteriorate.

© 2011 Arclight, Inc.

Let's forget it Play (event)

When bought, you may add this to your hand. Return one of your kill cards to the village. Then, return all patients in the graveyard to the dungeon and shuffle it. Return [this] to the village unless

you're the Dynamite Nurse. © 2011 Arclight, Inc

Art: Fujii Rino 64/82

Art: Fujii Rino

© 2011 Arclight, Inc.

Art: Kinoshita Ichi 56/82

© 2011 Arclight, Inc

Art: Kinoshita Ichi

Hospital closed

Look at either the event deck or the nurse deck and choose a card from there. After, shuffle the deck you looked through and put the card you chose on top.

Play (paperwork)

Then, one of your patients in sick bed deteriorate.

Let's forget it Play (event)

When bought, you may add this to your hand. Return one of your kill cards to the village. Then, return all patients in the graveyard to the dungeon and shuffle it. Return [this] to the village unless you're the Dynamite Nurse.

© 2011 Arclight, Inc. Art: Komone Ushio 57/82 © 2011 Arclight, Inc. Art: Yamadori Ofuu © 2011 Arclight, Inc.

Let's forget it Play (event)

When bought, you may add this to your hand. Return one of your kill cards to the village. Then, return all patients in the graveyard to the dungeon and shuffle it. Return [this] to the village unless you're the Dynamite Nurse.

© 2011 Arclight, Inc.

Art: Fujii Rino

You're kidding me Play (event)

Move any number of patients from your sick bed to the tail of the cart queue (you choose order). Remove your markers, replace with others not in use. For each time you exceed the cart queue's limit, an ambulance crisis occurs. Return [this] to the village unless you're the Dynamite Nurse.

© 2011 Arclight, Inc.

Move any number of patients from your sick bed to the tail of the cart queue (you choose order). Remove your markers, replace with others not in use. For each time you exceed the cart queue's limit, an ambulance crisis occurs. Return [this] to the village unless you're the Dynamite Nurse

You're kidding me

Play (event)

© 2011 Arclight, Inc.

Night time extra work Play (event)

You may heal a patient in another player's sick bed. Return [this] to the village unless you're the Dynamite Nurse.

66/82 © 2011 Arclight, Inc.

Art: Komone Ushio

Night time extra work Play (event)

You may heal a patient in another player's sick bed. Return [this] to the village unless you're the Dynamite Nurse.

© 2011 Arclight, Inc.

Art: Komone Ushio

This card paste-ups document for Dynamite Nurse Returns contains only pasteups for the Play cards and Nurse cards. The Kill mark cards, the Dynamite Nurse card and the Patient cards need no paste-ups, as they never enter the players' card decks. The patient cards however, contain sparse text:

Patient card names

Cards 1-7: Poisoned patients

Cards 8-14: III patients

Cards 15-21: Cursed patients Cards 22–28: Wounded patients

Acute patient cards text

(Cards 3, 5, 7, 10, 12, 14, 17, 19, 21, 24, 26, 28 are "acute" patients.)

Front: When this comes out of the dungeon, it is immediately admitted into the responsible monastery's sick bed.

Back: If [this] is in your sick bed, you must pay

1 healing point during your main phase, or [this] deteriorates.