

<p>☆ <i>Nikki Landa</i> Nurse (doctor) [green]</p> <p>Draw a card. You may do an extra healing or buy.</p> <p>© 2011 Arclight, Inc. Art: Onineko 29/82</p>	<p><i>Flora White</i> Nurse (doctor)</p> <p>Draw a card. You may do an extra healing or buy. At the end of the game: You receive as many bonus VP as half the number of remaining kill mark cards (rounded down).</p> <p>© 2011 Arclight, Inc. Art: Yuikawa Kazuno 39/82</p>	<p><i>Sister Silvestry</i> Nurse (emergency medtech)</p> <p>Draw a card. If there are patients in transport, the one in front deteriorates.</p> <p>© 2011 Arclight, Inc. Art: Aruya 46/82</p>
<p>☆ <i>My Lady Ingram</i> Nurse (doctor) [yellow]</p> <p>Draw a card. You may do an extra healing or buy.</p> <p>© 2011 Arclight, Inc. Art: F.S 30/82</p>	<p><i>Sarah Quinny</i> Nurse (doctor)</p> <p>Draw a card. You may perform an extra healing or buy. You may perform the admission phase this turn.</p> <p>© 2011 Arclight, Inc. Art: Nishida 40/82</p>	<p><i>Sister Silvestry</i> Nurse (emergency medtech)</p> <p>Draw a card. If there are patients in transport, the one in front deteriorates.</p> <p>© 2011 Arclight, Inc. Art: Aruya 46/82</p>
<p>☆ <i>Licorice Shepherd</i> Nurse (doctor) [blue]</p> <p>Draw a card. You may do an extra healing or buy.</p> <p>© 2011 Arclight, Inc. Art: Akiyoshi Miina 31/82</p>	<p><i>Aleema</i> Nurse (doctor)</p> <p>Draw 2 cards. At the end of the game: You count as having 2 less Kill mark cards than you actually have.</p> <p>© 2011 Arclight, Inc. Art: Omoiataru 41/82</p>	<p><i>Sister Silvestry</i> Nurse (emergency medtech)</p> <p>Draw a card. If there are patients in transport, the one in front deteriorates.</p> <p>© 2011 Arclight, Inc. Art: Aruya 46/82</p>
<p>☆ <i>Medina Droop</i> Nurse (doctor) [orange]</p> <p>Draw a card. You may do an extra healing or buy.</p> <p>© 2011 Arclight, Inc. Art: Tachikawa Mushimaro 32/82</p>	<p><i>Dora Oniquiss</i> Nurse (doctor)</p> <p>Draw a card. You may do an extra healing or buy. At the end of the game: Name a patient card. All patient cards with that name get +1 VP.</p> <p>© 2011 Arclight, Inc. Art: COMTA 42/82</p>	<p>☆ History Play (diagnosis)</p> <p>BONUS </p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 47/82</p>
<p>☆ <i>Hishomi Creed</i> Nurse (doctor) [green]</p> <p>Draw a card. You may do an extra healing or buy.</p> <p>© 2011 Arclight, Inc. Art: Isiga 33/82</p>	<p><i>Kaye Lincoln</i> Nurse (doctor)</p> <p>You may do an extra healing or buy. If you gain a patient this turn, instead of gaining a nurse card, you may gain the top event card (it goes to your discard pile).</p> <p>© 2011 Arclight, Inc. Art: Kawaku 43/82</p>	<p>☆ History Play (diagnosis)</p> <p>BONUS </p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 47/82</p>
<p><i>Calypto Blue</i> Nurse (doctor)</p> <p>You may do an extra healing or buy. If the ambulance cart queue is already full, someone gets hurt. If it wasn't full, someone gets hurt until it is.</p> <p>© 2011 Arclight, Inc. Art: Midori Fuu 34/82</p>	<p><i>Alissa Shamer</i> Nurse (doctor)</p> <p>Draw 3 cards. If there is a nurse card in any of the other player's discard piles, you choose one of them and it changes places with [this].</p> <p>© 2011 Arclight, Inc. Art: Natsuki Koko 44/82</p>	<p>☆ History Play (diagnosis)</p> <p>BONUS </p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 47/82</p>
<p><i>Mint Haritoka</i> Nurse (doctor)</p> <p>Draw a card. You may do an extra healing or buy. At the end of the game: All your acute patients are worth 1 VP less than their cards say.</p> <p>© 2011 Arclight, Inc. Art: Midori Fuu 35/82</p>	<p><i>Sister Trapetta</i> Nurse (emergency medtech)</p> <p>Draw a card. If there is a deteriorated patient in transport, you may flip it and place it at the back of the queue.</p> <p>© 2011 Arclight, Inc. Art: Nishida 45/82</p>	<p>☆ History Play (diagnosis)</p> <p>BONUS </p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 47/82</p>
<p><i>Calypto Aguama</i> Nurse (doctor)</p> <p>Draw a card. You may do an extra healing or buy. Target another player. You and the target player choose one of your gained patients each. They change places.</p> <p>© 2011 Arclight, Inc. Art: Sanba-sou 36/82</p>	<p><i>Sister Trapetta</i> Nurse (emergency medtech)</p> <p>Draw a card. If there is a deteriorated patient in transport, you may flip it and place it at the back of the queue.</p> <p>© 2011 Arclight, Inc. Art: Nishida 45/82</p>	<p>☆ History Play (diagnosis)</p> <p>BONUS </p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 47/82</p>
<p><i>Ginger Shepherd</i> Nurse (doctor)</p> <p>You may do an extra healing or buy. Draw 3 cards. Then discard 2 cards from your hand.</p> <p>© 2011 Arclight, Inc. Art: Natsuki Koko 37/82</p>	<p><i>Sister Trapetta</i> Nurse (emergency medtech)</p> <p>Draw a card. If there is a deteriorated patient in transport, you may flip it and place it at the back of the queue.</p> <p>© 2011 Arclight, Inc. Art: Nishida 45/82</p>	<p>☆ History Play (diagnosis)</p> <p>BONUS </p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 47/82</p>
<p><i>Len Reverse</i> Nurse (doctor)</p> <p>Draw a card. You may do an extra healing or buy. You may choose 1 card from your discard pile to add to your hand.</p> <p>© 2011 Arclight, Inc. Art: Akiyoshi Miina 38/82</p>	<p><i>Sister Trapetta</i> Nurse (emergency medtech)</p> <p>Draw a card. If there is a deteriorated patient in transport, you may flip it and place it at the back of the queue.</p> <p>© 2011 Arclight, Inc. Art: Nishida 45/82</p>	<p>☆ History Play (diagnosis)</p> <p>BONUS </p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 47/82</p>

<p>Black magic Play (heal)</p> <p>BONUS 2</p> <p>Someone gets hurt.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 52/82</p>	<p>Operation Play (heal)</p> <p>BONUS 3</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 53/82</p>	<p>Serious operation Play (heal)</p> <p>BONUS 3</p> <p>Draw a card.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 54/82</p>
<p>Black magic Play (heal)</p> <p>BONUS 2</p> <p>Someone gets hurt.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 52/82</p>	<p>Operation Play (heal)</p> <p>BONUS 3</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 53/82</p>	<p>Serious operation Play (heal)</p> <p>BONUS 3</p> <p>Draw a card.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 54/82</p>
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<p>Black magic Play (heal)</p> <p>BONUS 2</p> <p>Someone gets hurt.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 52/82</p>	<p>Operation Play (heal)</p> <p>BONUS 3</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 53/82</p>	<p>Referral Play (paperwork)</p> <p>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.) <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Yamadori Ofuu 55/82</p>
<p>Black magic Play (heal)</p> <p>BONUS 2</p> <p>Someone gets hurt.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 52/82</p>	<p>Operation Play (heal)</p> <p>BONUS 3</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 53/82</p>	<p>Referral Play (paperwork)</p> <p>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.) <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Yamadori Ofuu 55/82</p>
<p>Operation Play (heal)</p> <p>BONUS 3</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 53/82</p>	<p>Serious operation Play (heal)</p> <p>BONUS 3</p> <p>Draw a card.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 54/82</p>	<p>Referral Play (paperwork)</p> <p>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.) <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Yamadori Ofuu 55/82</p>
<p>Operation Play (heal)</p> <p>BONUS 3</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 53/82</p>	<p>Serious operation Play (heal)</p> <p>BONUS 3</p> <p>Draw a card.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 54/82</p>	<p>Referral Play (paperwork)</p> <p>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.) <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Yamadori Ofuu 55/82</p>
<p>Operation Play (heal)</p> <p>BONUS 3</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 53/82</p>	<p>Serious operation Play (heal)</p> <p>BONUS 3</p> <p>Draw a card.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 54/82</p>	<p>Referral Play (paperwork)</p> <p>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.) <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Yamadori Ofuu 55/82</p>

<p style="text-align: center;">Referral Play (paperwork)</p> <p>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.) <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Yamadori Ofuu 55/82</p>	<p style="text-align: center;">Triage Play (paperwork)</p> <p>Forces all players to admit all their patients in transport, in deteriorated state. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Komone Ushio 57/82</p>	<p style="text-align: center;">Hospital closed Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Yamadori Ofuu 59/82</p>
<p style="text-align: center;">Someone else's problem Play (paperwork)</p> <p>Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 56/82</p>	<p style="text-align: center;">Triage Play (paperwork)</p> <p>Forces all players to admit all their patients in transport, in deteriorated state. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Komone Ushio 57/82</p>	<p style="text-align: center;">Mass deterioration Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Fujii Rino 60/82</p>
<p style="text-align: center;">Someone else's problem Play (paperwork)</p> <p>Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 56/82</p>	<p style="text-align: center;">File searching Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 58/82</p>	<p style="text-align: center;">Mass deterioration Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Fujii Rino 60/82</p>
<p style="text-align: center;">Someone else's problem Play (paperwork)</p> <p>Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 56/82</p>	<p style="text-align: center;">File searching Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 58/82</p>	<p style="text-align: center;">Mass deterioration Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Fujii Rino 60/82</p>
<p style="text-align: center;">Someone else's problem Play (paperwork)</p> <p>Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 56/82</p>	<p style="text-align: center;">File searching Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 58/82</p>	<p style="text-align: center;">A too simple healing machine Play (event)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 61/82</p>
<p style="text-align: center;">Someone else's problem Play (paperwork)</p> <p>Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 56/82</p>	<p style="text-align: center;">File searching Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 58/82</p>	<p style="text-align: center;">A too simple healing machine Play (event)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 61/82</p>
<p style="text-align: center;">Someone else's problem Play (paperwork)</p> <p>Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 56/82</p>	<p style="text-align: center;">File searching Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 58/82</p>	<p style="text-align: center;">A strong healing machine Play (event)</p> <p>You gain all your non-deteriorated patients in your sick bed, just as if you healed them in the normal way. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 62/82</p>
<p style="text-align: center;">Someone else's problem Play (paperwork)</p> <p>Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 56/82</p>	<p style="text-align: center;">File searching Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 58/82</p>	<p style="text-align: center;">An amazing healing machine Play (event)</p> <p>You gain all your deteriorated patients in your sick bed, just as if you healed them in the normal way. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Matoki Misa 63/82</p>
<p style="text-align: center;">Someone else's problem Play (paperwork)</p> <p>Choose a patient in transport. Exchange the colour marker on that patient with one not in use or one of another patient in transport.</p> <p>© 2011 Arclight, Inc. Art: Kinoshita Ichi 56/82</p>	<p style="text-align: center;">Hospital closed Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Yamadori Ofuu 59/82</p>	<p style="text-align: center;">Let's forget it Play (event)</p> <p>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. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Fujii Rino 64/82</p>
<p style="text-align: center;">Triage Play (paperwork)</p> <p>Forces all players to admit all their patients in transport, in deteriorated state. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Komone Ushio 57/82</p>	<p style="text-align: center;">Hospital closed Play (paperwork)</p> <p>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.</p> <p>© 2011 Arclight, Inc. Art: Yamadori Ofuu 59/82</p>	<p style="text-align: center;">Let's forget it Play (event)</p> <p>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. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Fujii Rino 64/82</p>

<p>Let's forget it Play (event)</p> <p>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. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Fujii Rino 64/82</p>	<p>You're kidding me Play (event)</p> <p>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. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Fujii Rino 65/82</p>	<p>You're kidding me Play (event)</p> <p>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. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Fujii Rino 65/82</p>
	<p>Night time extra work Play (event)</p> <p>You may heal a patient in another player's sick bed. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Komone Ushio 66/82</p>	<p>Night time extra work Play (event)</p> <p>You may heal a patient in another player's sick bed. <i>Return [this] to the village unless you're the Dynamite Nurse.</i></p> <p>© 2011 Arclight, Inc. Art: Komone Ushio 66/82</p>

This card paste-ups document for Dynamite Nurse Returns contains only paste-ups 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: Ill 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.**