The deck features 15 pairs of matching drugs (A) and protein targets (B), each represented twice for 60 cards total. Each card has a **NAME** and a **TYPE**. The **NAME** is listed on the top in the colored stripe (C). The **NAME** of the matching card is listed underneath on the white stripe (D). The **TYPE** (E) is identified by both a distinct color and a unique icon in the upper left corner of the card. There are six different card **TYPES** that encompass three varieties of target-drug pairing: Cancer (navy) to Anticancer (cyan), Bacteria (red) to Antibiotic (orange), and Virus (green) to Antiviral (lime green).

### Getting started
1. Shuffle the deck and deal each player seven cards. Players may look at their own cards, but should keep them secret from other players except when instructed by the rules.
2. Place the undealt cards face-down in a pile in the center of the play area. This is the **draw pile**. Any cards that are discarded should be placed face up in a pile next to the draw pile. This is the **discard pile**.
3. Choose a player to take the first turn. After a player has taken their turn, the player to their left may take the next turn.

### On a player’s turn
4. The player must request a card from another player. They may do it in only one of two ways:
   - Request a card of a particular **TYPE** from a specific player (e.g., John, do you have a Cancer card?), or
   - Request a specific card by **NAME** from all players (e.g., I need the Estrogen Receptor Beta card).
5. If the player does not receive the requested card, they must draw a card from the draw pile. They may then either lay down a matched Drug-Target pair, discard a pair of cards of the same **TYPE**, or pass.

### Progressing and ending the game
11. The turn then ends and the player to the left takes their turn.
12. If the draw pile is emptied, the discard pile is shuffled and becomes the new draw pile.
13. The game ends when one player has no cards remaining in their hand.

### Counting the results
14. When the game has ended, players score:
   - **One (1) point** for each matched Drug-Target pair they revealed during the game (see 8).
   - **Cards remaining in players’ hands do not score.**
   - **Cards discarded as matched **TYPE** pairs do not score (see 8).**
   - The player who ended the game by emptying their hand scores an additional **three (3) points**.
   - The winners are the players with the highest point total. Ties are permitted.

For more information scan either of the QR codes on the back of the cards.