

THE PHARMA CODE

Because human health matters

For 2 - 4 players aged 9 and over

Contents

1 instruction book

1 game board

4 game pieces

60 SCHOTT Cards (numbered 1–60)

4 Joker cards

4 Fast Track cards

10 Action cards

31 Question cards

1 Cover card

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Rules of the game

Aim of the game

Who will be the fastest to travel through the SCHOTT world in several stages and be the first to reach the finish line?

In each stage, the players will try to arrange their SCHOTT cards (which start out randomly sorted) into ascending order. The better you do this, the further you can move your game piece along the path in the SCHOTT world.

On the way, there are always opportunities to explore the SCHOTT world more closely and make even faster progress.

Set-up

Each player receives a game piece and places it at the starting point.



Before the game begins, the different types of cards (recognisable by the designs on the back) must be separated.

SCHOTT cards (with the values 1-60)

Depending on the number of players, different numbers of SCHOTT cards and JOKER cards are required. (One JOKER card takes the place of one SCHOTT card in the game)

- 2 players: SCHOTT cards with the values 1–50 plus 3 JOKER cards
- 3 players: SCHOTT cards with the values 1–55 plus 3 JOKER cards
- 4 players: SCHOTT cards with the values 1–60 plus 4 JOKER cards

Any unused cards are put back into the game box.

The cards and jokers selected for the game are shuffled very well and placed face down in the deck spot on the game board. Next, the top card of this deck is drawn and placed face up (with number visible) next to the deck.



Question cards

The Question cards (in the chosen language) are shuffled well and placed up in a stack next to the game board. The cover card is then placed on top to hide the questions from the wandering eyes of the other players (Fig.)



Action cards

Each player receives 2 Action cards, which they place face down without looking at them. More about this at the end of the game rules. The remaining Action cards are set aside.



Fast Track cards

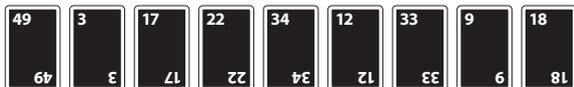
Each player receives 1 Fast Track card in the same colour as their playing game piece. These help players progress faster. More about this at the end of the game rules. The remaining Fast Track cards go back into the box.



Before the game starts

- We're almost there! Beforehand, each player takes 9 SCHOTT cards from the deck and places them face down next to each other in a row from left to right in front of them.

- All players are then allowed to reveal their SCHOTT cards at the same time. The cards are now in a completely random order. That's it! Just leave them exactly where they are!



Example

Here we go!

The youngest player may start the game. Then the game is played clockwise.

The first player to take their turn then tries to swap cards one-by-one to make an ascending series of numbers. The goal is to be the first to have all your numbered cards in an ascending order after several turns. A SCHOTT card with a low value must be at the very left of the card row, and then, from left to right, (loosely) ascending cards with ever higher values.

Don't worry, we'll explain exactly how it works right away!

IMPORTANT: The numerical values do not have to be consecutively ascending (5,6,7,8...)

The first stage

Whoever's turn it is must either

A: Exchange 1 SCHOTT card or

B: Play 1 of their two Action cards

A: Exchanging the SCHOTT card

The player whose turn it is may either play the top card from the face-down SCHOTT deck, or take the top face-up card from the discard pile and is obliged to exchange it for any card from their own row.

TIP: A SCHOTT card with a low numeric value should be placed further to the left of your own row of cards, and one with a high value to the far right.

The new SCHOTT card replaces the old SCHOTT card. The old card is placed face-up on the discard pile so that it is readable.

This ends the turn. It is now the turn of the next player in a clockwise rotation.

Joker

A joker card can represent any whole number, and can be swapped for a SCHOTT number card (or vice versa) at any time.

B: Playing an Action card

Instead of taking a SCHOTT card from the deck, a player can alternatively

twice per stage play one of their Action cards. They must perform the action noted on it immediately. The Action card then goes out of play. The turn is then over.

End of the first stage

As soon as a player has succeeded in being the first to have a completely ascending row of numbers in front of them (to the left of the row of cards is the card with the lowest value, then ascending and higher values), the first stage is over. Now each player receives a reward for their efforts by moving their game piece forward on the scoreboard.

As the most successful player in the round, the player who formed a complete row of cards in ascending order may advance their game piece on the game board by as many squares as they have ascending SCHOTT cards next to each other, i.e. by 9 squares. (see example player 1)



Example player 1

Joker cards don't count towards the reward.



Example player 2

This player has 2 Jokers in his card row and may therefore only move his game piece forward by 7 squares on the scoreboard.

Each player (clockwise) may then move their game piece forward on the scoreboard by as many squares as they have a continuous row of SCHOTT number cards (Jokers do not count!) starting with the card to the left. After the first incorrect card, the remaining cards in their own row no longer count.



Example player 3

Player 3 may move their game piece forward 4 squares because the 5th SCHOTT card is incorrect.

Skipping

If, while moving forward, a game piece hits a square that is already occupied by another game piece, it may be placed on the next free square in front of it. That's the end of the turn.

Extra reward

After all players have moved their reward squares forward, the stage winner may have the top Question card read aloud by their right-hand neighbour.

If they can say which of the three possible answers is correct, they may move their game piece forward by 2 more squares. That ends their turn, as well as the first stage.

The second and all further stages

Before each new stage...

...all used SCHOTT cards and JOKERS are collected, reshuffled and stacked. Again, each player receives 9 SCHOTT cards face down and, as usual, places them face down in front of the player in a row of cards next to each other. The remaining SCHOTT cards stay on the board in a deck, the top one is placed face up next to it...

...all Action cards are collected, shuffled and 2 each are handed out again to the players

Then, all of them reveal their 9 cards at the same time again and try to form an ascending row from the disordered numbers as quickly as possible and to move forward again on the board. The most successful player is allowed to answer a Question card again and so on.

Goal achieved!!!

The player who reaches the finish line first after several stages (extra fields are lost) wins the game. Congratulations!

In very rare cases, two players can do this at the same time, and then both deserve the applause for being the winner!

And here are some great tips and naughty tricks

If a player can swap two SCHOTT cards with directly consecutive values (no JOKER!) next to each other (e.g. 9 and 10), they may immediately move their game piece forward by 1 square in the same turn. This reward does not have to be taken back, even if the two number cards are then separated again.

It gets even better: If you have three consecutive cards next to each other, you can immediately move your figure forward by two squares; if you have 4 consecutive SCHOTT cards next to each other, you can collect a reward of three squares...

Location squares

If a player lands their game piece directly on a location square, e.g. $\boxed{+2}$, they must answer a Question card from the deck. The neighbour to their right reads it out to them. If the answer is correct, they may move their game piece forward by the specified number of squares to the next unoccupied square. If they can't do this, they just stop.

If a player lands on a negative location square -1 , they must answer a question correctly, otherwise they must move their game piece back 1 space to the next unoccupied square.

The Fast Track card...

...without which, victory is almost impossible. Every player has one chance in the entire game to make a huge jump with their game piece in one stage. To do this, they must play their Fast Track card after showing their 9 cards, but before making an initial swap. (Several players can do this in one stage at the same time). At the end of the stage, each player who has played their Fast Track card will receive a reward of 2 squares (instead of 1) for each correctly positioned SCHOTT card. With a lot of luck, a giant leap of a maximum of 18 squares can be made in one stage. The Fast Track card played then goes out of play.

And now: HAVE FUN!!!

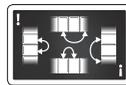
Action cards



Swap the position of two of your own row of SCHOTT cards!



Each player leaves their row of cards on the table, rotates to sit in the seat of the player to their left, and continues the game with their neighbour's cards!



Everybody has to swap the position of two SCHOTT cards within their own row.



Take the top two cards from the deck and add one to your row. Return the two remaining cards to the discard pile!



Each player moves their game piece forward 1 square!



Pick a player who will have to swap the position of two SCHOTT cards within his/her row.



Take a card from the row of another player and swap it with one of your cards to give to them!



Answer a question (the player to the right reads the card) and move forward by 2 squares if successful!



Each player passes their left-most SCHOTT card to the player to their left! It will be placed in the free space.



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