

# Root Cause Rules

## **The Goal:**

- The players share a collective plant they must cure
- The shared plant starts with 5 health points
- Players must work together to get it to 15 health points

## **Beginning of the Game:**

- At the beginning of each game, 6 affliction cards are drawn and placed in the center
  - Note: read these carefully as some damage the plant when uncured
- Each player is dealt 5 miRNA cards

## **During each round:**

- This is done by placing miRNA cards down to cure an affliction
- On each player's turn, they must play one miRNA card (unless stated otherwise by a mutation card)

- Before playing their miRNA card, they have the opportunity to exchange a miRNA card in their hand with one from the deck.
  - Do this by placing the miRNA card at the bottom of the deck, and drawing a new one.
  - After drawing a new miRNA card, a mutation card must also be drawn, with its effect being activated.
- There are 5 rounds in total
- At the end of each round, the central plant loses 1 health point if no condition was cured that round

## Definitions:

- A round consists of the goes between the first and last player
  - If a mutation card is only active for a round, then it ends on the last player of the round no matter at what point it was drawn during the round