



WE CARE



2-5
PLAYERS



AGE
14+



30
MIN

*Another sick person? We are almost out of space!
We need to request more rooms... Maybe even gymnasiums...*

The anxiety suddenly rose, and one could see the first signs of fatigue. Some colleagues are overwhelmed, while some are getting stronger. Together, we'll need to make this crisis a thing of the past.



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We Care is a game about overcoming the challenges faced by healthcare professionals on a daily basis. It is a tribute to their work and cooperation. *We Care* is a new game based on *The Grizzled* game system. It offers new mechanics to fit with the new theme, creating a new gaming experience.

A Cooperative Game

We Care is a cooperative game in which players win or lose together. Players must never discuss, reveal, nor show their cards or tiles to the other players before they're played. However, they may openly discuss strategies based on any visible or deductible elements from the game.

Note of Intention

The Grizzled game was conceived as an homage to WWI soldiers. We Care is meant as the same kind of homage, one that we can unfortunately understand much better. Healthcare workers devote themselves to their patients despite the sanitary risks, budget cuts, and supply shortages. Our thoughts and prayers also go to the victims and all families suffering loss.

The very specific context of the 2020 pandemic gave us the opportunity to create this adaptation. We Care is a standalone game. The game system is very similar, but the challenges are completely new.

We created a game based on current events as a lighthearted response to the crisis, with healthcare workers and their daily involvement as the focus. We Care would have never existed without our publisher's idea. This also became an opportunity for us to support the medical workers internationally, where the money is the most needed, even if this support is minor. As such, we have decided to donate a part of the benefits to Doctors Without Borders. To be able to act upon reality, thanks to board games, is our way of being citizens of the world.

Fabien Riffaud and Juan Rodriguez

Components



54 Emergency Cards

- 35 Beds (7 for each Specialty):
3x 1 Bed, 3x 2 Beds, 1x 3 Beds
- 17 Burnouts
- 2 Good News!



23 Infection Cards

- 7 Quarantines
- 6 Symptoms
- 10 All is Well!



6 Healthcare Professional Cards and
5 Player Aid Cards



16 Support Tiles

- 6
- 2
- 6
- 2



4 Sick Tokens



1 Chief of Service Standee



1 Emergencies/Clinical Trials Card



1 Health Reserve/Health Disaster Card



Introduction

In *We Care*, players form a particularly close team of caregivers. Together, they will manage a health crisis, doing the best that they can to avoid an overflow in the Hospital's capacities.

The maximum number of emergencies that the team can handle each week is defined by the Chief of Service, considering the current moment and resources available.

Despite the infections and quarantines, the team will need to face the incoming emergencies with **only 7 Beds available** in the Hospital.

At the end of each week, the team will express their support for a team member in order to assist them and prevent them from cracking under the pressure.

Thanks to the effects of containment and despite the weekly contagion, the goal is to absorb the emergencies before the health reserve is exhausted, while waiting for the end of the crisis and a cure to be found.



If the players fail, a healthcare disaster will take over the city.



Setup

Each player does the following:

- Chooses **1 Healthcare professional card** and places the card in front of them with the active Specialty side up (on the inactive side, the Specialty is uncolored).

For a 2-player game mode, check the rules on pg. 13.

- Takes 1 Player Aid and 3 Support tiles: **1** , **1** , and **1 random tile** and keeps them facedown next to their card.

In a 2 or 3-player game, the  /  tiles are not used.



Hospital zone

3 Support tiles



Healthcare professional card

The Emergency cards are shuffled and separated into 2 decks:

- 27 cards are placed facedown on top of the Emergencies/Clinical Trials card, forming the **Emergency Stack**.
- The remainder of the cards are placed facedown on the Health Reserve/Health Disaster card and represent the **Health Reserve**.

Shuffle the Infection cards, creating a deck and place it facedown between the Emergency Stack and the Health Reserve. Then, create an empty Hospital zone to the side of the decks where Emergency cards will be played. The player that most recently saw a doctor takes the Chief of Service standee and the game begins.

Player's Area

Here is how to organize the player's area during the game.



Player's
Infection cards

Burnout cards



Emergency Stack
(27 cards)

Infection cards

Health Reserve
(remainder of the cards)



Health Reserve /
Health Disaster card

Emergencies /
Clinical Trials card



One player takes the Chief of Service standee and the game begins.

Game Overview

The game is based on a strict global protocol and it's played in a succession of rounds named **Weeks**.

At the beginning of a Week, players check the spread of the Infection before the new Chief of Service assigns the number of **Emergencies** that will be dealt with during the Week.

Then, players take turns individually choosing and solving 1 action between 4 available.

Players may take however many turns they want during the course of the Week, choosing strategically when to **Rest** to prevent **Burnouts** and an **Overflow**.

Once all the professionals are at Rest or if an Overflow occurs, their **Support** is resolved. Then, a new Week begins.

The game continues until Victory (having the Clinical Trials card is visible) or Defeat (Health Disaster card visible) is achieved.

Sequence of a Week

A Week is always composed of 8 phases that are performed in order. If at any point of the game Winning or Losing conditions (see pg. 13) are met the game ends immediately.



Infection

This phase only concerns players that have at least 1 Infection card and thus should be skipped during the 1st Week.

Throughout the game, players collect Infection cards representing the number of times their Healthcare professional was exposed to the virus and place them facedown, without checking the card, to the left of their Healthcare professional, forming a pile. The higher their Infection pile is, the greater the risk of contamination.

**During this phase,
each player reveals the card on top
of their Infection pile, if any.**

Reveal the card, read it aloud, apply its effects, and then discard it.

Discarded Infection cards are always placed facedown at the bottom of the Infection deck.

There are 3 different types of Infection cards:

All is Well!

The Healthcare professional is not contaminated and everything is fine for this Week! The card is discarded without any effect.

Symptom

The Healthcare professional is presenting Symptoms that usually hinders the team. The effect is applied and then the card is discarded.

Quarantine

The Healthcare professional tested positive for the disease and must be moved immediately to Quarantine (see Quarantine, to the side).

Fever Spike!

If a player has 5 or more Infection cards at the start of the Infection phase, they must reveal **all** of their Infection cards and apply their effects, one by one.

If a Quarantine card is revealed, the player goes immediately to Quarantine (see Quarantine, to the side) and all their remaining Infection cards are discarded with no effect.

In the unlikely case that the none of the player's cards is a Quarantine card, they participate in the following Week as usual.



Quarantine

During the Infection phase, when a Quarantine card is revealed, that player's professional is considered to be contaminated and must be moved to Quarantine for the entire Week. It is possible that more than 1 Healthcare professional is quarantined during a Week. The player(s) takes a Sick token and places the revealed Quarantine card in the Hospital zone.

During a quarantine:

- The Hospital's capacity is reduced by 2 Beds for each Quarantine card in the Hospital zone (see Overflow, pg. 10).
- The remainder of the quarantined player's Infection pile is discarded (without being revealed).
- The quarantined player(s):
 - Cannot speak or participate in any debates, nor be the Chief of Service.
 - Doesn't receive cards during the Admittance phase (see pg. 8). However, any cards they had before the Quarantine remain in hand.
 - Keep their Burnout cards. However, they have no effect during the Players' Actions phase (see pg. 9).
 - Doesn't provide Support during the Support phase but can still receive Support from other players (see Support, pg. 11).

At the end of the Week, the player's cards in hand are still considered for the Contagion calculation (see pg. 12). At the start of the new Week, the professionals that were in Quarantine last Week discard their Sick token. The Quarantine card is removed from the Hospital zone and discarded.

2 Chief of Service Assignment

At the start of the game the player that most recently saw a doctor assumes the Chief of Service role, so this phase is skipped during the 1st Week.

3 Admittance

Admittance corresponds to the total number of Emergency cards that will be distributed among players and added to their hands for the Week. The Admittance number is chosen by the Chief of Service, however, they may consult the other players for suggestions.

Important: during the 1st Week, Admittance is always 12 cards, regardless of the number of players. This means that in a 5-player game, 2 players will have 1 more card than the other 3 players.

On the following Weeks, the minimum Admittance value is 4. However, the Chief of Service may choose to distribute more cards if they wish.

The **Chief of Service** standee moves to the next active player clockwise at the start of each Week. Remember that players in Quarantine cannot take on the role of Chief of Service. If that is the case, the standee is then moved to the next active player.



The cards are dealt from the top of the Emergency Stack in clockwise order one at a time, starting with the player to the left of the Chief of Service. It is possible that some players may receive or have less cards in hand than others. Players cannot look at their cards until all cards have been dealt.

If the Stack runs out when dealing cards, simply stop dealing further cards.

Players in Quarantine are skipped during Admittance and shouldn't receive any additional cards.



Players' Actions

Only active players perform actions. Players who are either at Rest or in Quarantine don't perform actions.

• Play a card

The player plays 1 card from their hand. There are 3 different types of cards:

Bed

The card is added to the Hospital zone and its Side Effects are applied, if any (see pg. 10).

Burnout

The card is placed faceup to the right of the Healthcare professional. The indicated effect must be applied as long as the player is active. Burnout cards can only be removed through Successful Support (see pg. 11) and may stay in play for several Weeks!

Good News!

The effect of the card is applied and then it is removed from the game.

• Use their Specialty

The player can discard 1 of the Bed cards in the Hospital zone with a Side Effect (see pg. 10) that corresponds to their Specialty. Return the card to the game box. It will no longer be in play for the remainder of the game. The Healthcare professional card is then flipped to the uncolored Specialty side, indicating that it's inactive. They will no longer be able to use the Specialty unless it is activated through a Successful Support (see pg. 11).

• Screening

Only the Chief of Service can perform this action, and only once a Week. The Chief of Service discards 1 Infection card from the top of the Infection pile of any active player (including themselves). The Chief of Service standee is then laid down to indicate that the Screening has been used during that Week.

• Rest

The player chooses 1 of their Support tiles, without revealing it to the other players, and places it facedown in front of their professional. The player will no longer play during this Week and the effects of their Burnout cards are ignored for rest of the Week.



Players continue to play, one by one, until all players are at Rest or there is an Overflow (see pg. 10).

Side Effects

Bed cards may have Side Effects (top left of the card) that must be applied when the card is played in the Hospital zone.



Infection

The Healthcare professional has been exposed to the virus! The player draws an Infection card and adds it, facedown, to their Infection pile, to the left of their professional, without looking at it.



Double Infection

The player adds 2 Infection cards to their pile.



Complication

If the Emergency Stack is not empty, the player must draw an Emergency card from the Stack and play it immediately in the Hospital zone. Side Effects of this additional card are not applied.



Complication & Infection

Both Infection and Complication effects are applied.



No Side Effect.

Overflow

The maximum capacity of the Hospital zone is 7 Beds. As soon as this capacity is exceeded by adding 8 or more Beds, there's an Overflow! Player actions immediately stop and play moves to the Support phase. Note that some game effects such as Quarantine may change the Hospital's maximum capacity. In such cases, consider that there's an Overflow only when the number of Beds surpasses the currently modified capacity.

Only Support tiles that were played **before** the Overflow are taken into account. If no professionals are at Rest, then no Support is given.

In addition, players will have to face the Emergencies of this Week again (see Hospital Discharge, pg. 12).



Support

The Support tiles played this Week are revealed and each player gives their tile to the chosen player. For the Support to be successful, a player must receive more Support tiles than the others. If there's a tie, then nobody benefits from the Support and play moves to the next phase. The players keep the tiles they received regardless if the Support was successful or not.



Support tiles with a single arrow designate the next player in the indicated direction.

Support tiles with double arrows designate the next player after the next in the indicated direction.



(only for 4 or 5-player games)

Successful Support

The supported player chooses 1 of 2 options:


- Discard **all** Burnout cards assigned to their Healthcare professional.

OR

- Discard **all** of their Infection cards.

In addition, and **only if there is no Overflow**, the player may activate their Specialty by flipping their professional card over to the active Specialty side (colored Specialty side).

Containment

The value of Containment is the total sum of the number of  visible in the Hospital zone, rounded down.



$= \frac{1}{2}$



$= 1$

For each complete symbol, 1 card is moved from the Emergency Stack to the Health Reserve.

Remember that if the Clinical Trials card is visible, and therefore the Emergency Stack is empty, the Containment has no effect.





Hospital Discharge

The Hospital Discharge phase differs depending on the result of Week.

If there was no Overflow

The occupants of the Beds have been cured and can go home! Take all the cards from the Hospital zone and return them to the game box. They will no longer be in play!



If there was an Overflow: Aggravation

The situation got worse! Take all Emergency cards in the Hospital zone and shuffle them back into the Emergency Stack. Players will have to deal with them again!



Contagion

Contagion is the number of Emergency cards that need to be transferred from the Health Reserve to the Emergency Stack. Note that if the Health Disaster card becomes visible, the game is immediately lost (see pg. 13)!

To determine the value of the Contagion, count the remaining cards in the hands of the players. This is the number of cards that need to be transferred.

The minimum amount is 3 and the maximum 6.

If players collectively have less than 3 cards, 3 cards will still be transferred. However, if players have more than 6 cards, then no more than 6 cards will be transferred.

Next Week

If no Winning or Losing conditions are met (see pg. 13), a new Week begins, starting again with phase 1: Infection.



Winning/Losing Conditions

Victory

Players win the game if **the Emergency Stack is empty, the Clinical Trials card is visible, and the players no longer have any cards in hand.**

If all conditions are met, then the game ends immediately in Victory. Remember that both conditions need to be met. Once the Clinical Trials card is visible, the promise of a vaccine seems imminent, but the virus is still circulating: the game is not won as long as the players still have cards in hand!

Defeat

Players immediately lose the game if any of the following conditions are met:

- If the Health Reserve is empty and the Health Disaster card is revealed.
- If, after the Support phase, a player has 4 or more Burnout cards.
- If, after the Support phase, the players have more than 10 cards in hand collectively.
- If all Healthcare professionals are in Quarantine.

2-Player Mode

In a 2-player game, a 3rd virtual Healthcare professional is added: The Trainee.

The rules remain the same as a regular game, with a few exceptions:

- The Emergency cards of the Trainee are placed faceup on the table.
- The Chief of Service chooses the actions performed by the Trainee.
- The Trainee always chooses their Support tile randomly!

Progression

You can play a sequence of games if you wish and progressively increase the difficulty of the game, adjusting the strength of the virus:

- For every game won, remove 2 All is Well! cards from the Infection deck.
- For every following defeat, add 1 All is Well! card to the deck.

We wish good luck to players trying to win the game without any All is Well! cards!



Special Healthcare professional - DRISS

Driss' Specialty is to discard **any** Bed card in the Hospital zone, regardless of its Side Effects, making the game easier!

We suggest playing with Driss only in your first games and to entrust it only to a first-time player. This will mitigate the effects of any beginner's mistakes.



Clarifications

- When a player has no more cards in hand, they can always Rest, regardless of the Burnout cards in play.
- In case of conflict between several Burnout cards on the same player, the priority goes to the oldest Burnout card.
- In the case of a conflict between Burnout cards on different players, those of the active player take priority.
- Players' hands must be kept secret at all times. Try deducing their cards based on their actions.
- When any card effect causes a player to reveal and receive Burnout cards (Irresponsible, for example), the new Burnout card effect is immediate and has to be applied even if the effect occurs in the current phase.
- A player without any Support tiles can still Rest.
- If an Immunity card is revealed, the player discards all their remaining Infection cards with no effect.
- When the Emergency Stack is empty, any card that should be drawn from it is ignored (Complication, for example).

Special Thanks

First of all, a huge thanks to those of you who so enthusiastically welcomed our game *The Grizzled*. *We Care* would never have been created if not for the momentum and enthusiasm of David Preti who had faith in us from the very beginning.

Of course, we want to thank our beloved "victims": the Riffaud and Rodríguez families who participated a lot during the lockdown. Thanks to the other playtesters: Cubrik, Ludo Ergo Sum, Arkham Studio, MDJT, Ludendrôme (Olivier), Antoine, Benoit, Richard, Aurélie, Andrea Chiarvesio, Max Duarte, Helena Dutt-Ross, Francesco Rugerfred, Alexio Schneeberger, Michael Shinall, and anyone else we may have forgotten.

Finally, thanks to Etienne le Roux and Benjamin Treilhou for their work on the illustrations and graphics for the game.

Credits

Game Design	Fabien Riffaud & Juan Rodríguez
Illustrations	Étienne Le Roux
Graphic Design	Benjamin Treilhou & Juan Rodríguez
Layout	Benjamin Treilhou
Production	Isadora Leite (lead), Thiago Aranha, Marcela Fabreti, Raquel Fukuda, Guilherme Goulart, Holly Loke, Rebecca Ho, Aaron Lurie, Shafiq Rizwan, & Kenneth Tan
Proofreading	Jason Koepp
Publisher	David Preti



Gameplay Summary

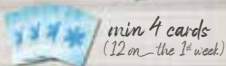
1 Infection



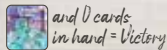
2 Chief of Service Assignment



3 Admittance



4 Players' Actions



-  Play 1 card
-  Use Specialty
-  Screening (Chief of Service)
-  Rest

All at Rest

Overflow (Hospital zone = 7 Beds max)

5 Support



or


10+ cards in hand

or


All players



= Defeat

6 Containment (- )

7 Hospital Discharge / Aggravation

8 Contagion  (min 3, max 6)



WE CARE

GM ON