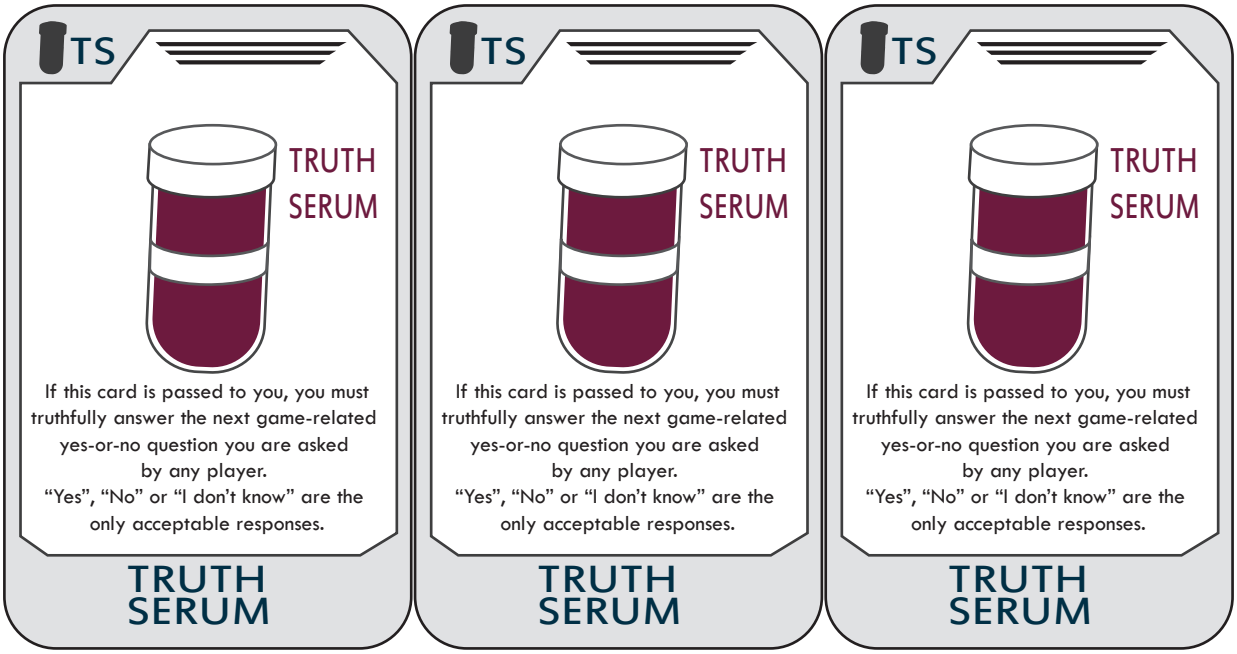

Rules: (For 2-7 Players)

Print & Play Instructions: Cut out each of the above Truth Serum cards. Sleeve your deck of Antidote in plastic card sleeves. Slide each Truth Serum cut-out into each sleeve containing a Clinical Trial card so it covers up the Clinical Trial card. The Truth Serum artwork is not final and is intended for this prototype only.

Setup: Set up the game as you would to play the Placebo Effect Expansion, except in place of the Clinical Trial cards, use Truth Serum cards.

Gameplay: If a Truth Serum card is passed to you during the game, you must truthfully answer the next game-related yes-or-no question you are asked by any player *even if the next question you are asked is not from the same player who passed you the Truth Serum card.* At minimum you are required to answer "Yes," "No," or "I don't know," but you may give additional detail if you choose to do so. After answering the first question you are asked, you are no longer required to answer any following questions truthfully until you are again passed a Truth Serum.

(Example 1: Player A passes you the Truth Serum card. Player A then asks you, "Have you ever seen the Serum-N X?" If you have seen the Serum-N X you must answer "Yes." If you truthfully cannot remember if you have seen the Serum-N X, you may answer "I don't know." *Note: The name of a formula is considered common knowledge and if you are unsure of the name of any forumla, you must reference your Lab Assistant Card to learn which formula is being indicated.*)

(Example 2: Player A passes you the Truth Serum card. Player A then asks you, "Have you seen the "blue X?" Since both Serum-N and Osler's Oil could be considered "blue", if you have only seen Osler's Oil, you could respond with "Yes" even though you haven't seen Serum-N.)

Note: You are not allowed to ask yourself a question to satisfy the requirement of the Truth Serum.
Note: The Truth Serum does not take effect until you pick it up from the table.