Looking for a Second Opinion regarding Bad Medicine? You came to the right place! This expansion contains 90 new cards, and introduces strange “Complications” into the game.

GAME LENGTH
Second Opinion adds enough cards to the Bad Medicine base game to let you play 4 rounds instead of 3. Treat yourself!

COMPlications
Most of the cards in this expansion have Complications. If you play a card with a Complication as part of your Description, immediately draw a new card from the top of the deck and add it to your pitch. Complications have no effect when you play them for a Drug’s Name or Side Effect.

©2018 Formal Ferret Games. All rights reserved.
Complications Example

Carrie is trying to treat the Malady “tongue swells to size of forearm.” She reveals the Drug name CORTTALCRY.

For the description, she reveals “Sense of Vision,” and explains that Corttalcry treats the malady by swelling eyeballs to the size of forearms as well, so no one really notices a difference.

She then plays “Soft.” This is a Complication! She says, “Additionally, it provides a soft...” She flips a new card from the top of the deck and adds it to her Drug’s Description. It’s also a Complication! “...Disinfecting...” She flips the next card. “Superglue. It’s a Superglue that binds all that extra stuff in your eyeballs and arms, so eventually it all coalesces to normal size. It goes on soft, and it disinfects as it rinses!”

She then proceeds to explain the Drug’s awful side effect as normal...