

6. If a player receiving the request has *more than one card* of the requested TYPE or NAME, they may choose which of those cards to give to the requesting player.
7. If two players have cards with the requested NAME, the requesting player decides which of those two players will give them their card.
8. A player receiving a requested card must then immediately reveal a pair that matches in one of two ways:
  - *A Drug and its specific Target.* This pair remains on the table in front of the player and will be worth one (1) point at the end of the game.  
Example: Ribosome + Erythromycin.
  - *Two cards of the same TYPE.* These cards should be placed in the discard pile and do not score points.  
Example: Erythromycin (Antibiotic) + Novobiocin (Antibiotic).
9. The card that was requested does not have to be part of the matched pair that the player reveals.
10. If the player does not receive the requested card, they must draw a card from the draw pile. They may then either lay down a matched Drug-Target pair, discard a pair of cards of the same Type, or pass.