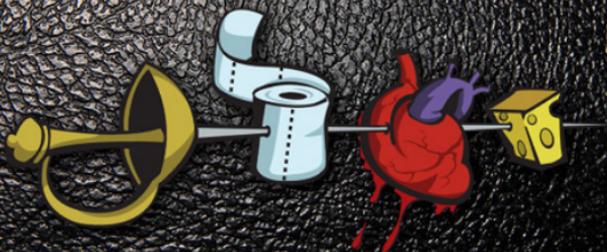


# MEDICINE WHOOPS

A Game of Hilarious Medical Disasters



# Whoops Journal of Medicine

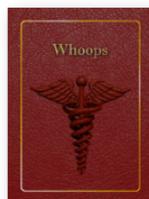
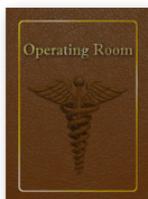
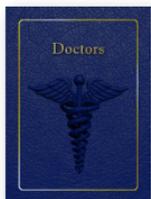
**(the rulebook)**



# For 2-4 players

Included in the game:

12 Doctor cards    48 Patient cards    55 Operating Room cards    30 Whoops cards



4 Dice



Rulebook



## Getting Started

At the start of the game the group must decide how many patients they are going to attempt to cure. This determines the length of the game. On average it takes about two minutes per patient.

Start by dividing the cards into four decks - Doctors, Patients, Operating Room (or tools) and Whoopses.

### Every player is dealt one doctor card.

This will show you your doctor's specialty as well as his strength (the symbol above the specialty title) and weakness (the symbol below the specialty title). The strength gives the player plus one to the specified tool for each operation; the weakness means the doctor must acquire one extra of that tool in order to operate. For first time players it is recommended to use one of the doctors with no strength or weakness in order to get used to the gameplay mechanics first.

The four specialties are Animal Attack, Burn, Disease and Trauma. These give the doctor an advantage for that type of patient if they find themselves short a tool or two (see Die Rolls for Missing Tools and Specialists).



**Title and color indicate the specialty**

**Symbol above the title indicates strength (+1 Sharp in this case)**

**Symbol below the title indicates weakness (-1 Medicine in this case)**

Nine operating room cards and one whoops are dealt out to each player. These decks remain in the center of the table along with the patient deck. Discard piles for these two decks will form next to them.

## Operating Room Cards

There are five different types of operating room cards:



These each have different strengths indicated by the number of icons on the card.



## Operating

Patients are shuffled and placed in the center of the table where everyone can reach them.

## Beginning The Round

Each turn will start with someone saying "911!", at which point everyone will start rolling to try and hit the number on the back of the topmost patient card on the deck. The last person to get the patient number on their die slept in and cannot partake in this surgery (*except in a 2 player game - see Two Player Game Rules*). The doctor who slept in is the Flipper for this round and must flip the card over to reveal the patient. The remaining players must all have one hand behind their backs before the card is flipped.



## The Flip

Once the patient card is flipped, doctors have only seconds to assess the tools needed and decide if they can take the patient or not, then must claim it by slapping the patient card. The first person to touch it gets to be the O.R. first and can perform the surgery. Only one surgeon can claim the patient. If a player does not want to try and claim the patient, he can elect to go golfing instead by saying "Golf".

Players have only 10 seconds to decide if they are going to golf or claim the patient. A player who has not decided to operate or golf within 10 seconds loses all of his tools. If everyone elects to golf, see the rules for Golf.

In general, higher numbered cards will be more complex surgeries, but not always.

## The Patient Card

The front of the patient card has the following information: the name of the malady, the color code of the patient type and the tools needed to do the surgery.

Once a doctor has claimed a patient they declare what tools they will be using for the procedure. Tools are laid down by type; this can be done in any order but all tools of that type must be laid down before moving on to the next type (all sharps first, then all meds, etc.).

After each tool grouping is laid, the other doctors (including the flipper) can play whoops cards on them (see Whoops Cards). If the doctor has the necessary tools to complete the operation after any whoops cards are played, the procedure is considered a success. The patient is flipped over to show its value and is placed upright beneath the doctor's specialist card. At the end of the game, the values of all upright (or living) patients are added together to calculate each doctor's score.

## Killing A Patient

If the doctor does not have enough resources to complete the surgery, the patient dies. The patient card is flipped over to show its value and is placed on its side beneath the doctor's specialist card. At the end of the game all patients on their side are subtracted from the final doctor score. When a doctor kills a patient, regardless of how it happened, they:

1. **Are not eligible to draw a card at the beginning of the next round**
2. **Discard a random operating room card (selected by another doctor)**

## Malpractice

If a doctor loses a patient because he misjudged the patient card (not due to a whoops card but because of insufficient tools), he is considered guilty of malpractice. **(If any whoops cards are played during the procedure the operation can't be considered malpractice)**

Killing a patient due to **malpractice has the same penalties as killing a patient listed above, plus the additional penalty of losing a turn.**

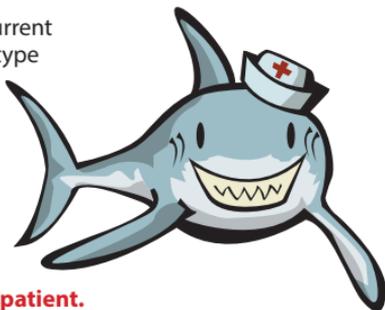
Doctors lose a turn by automatically becoming the flipper for the next round.



## Whoops...Catch It's A Beehive

Whoops cards have a negative impact on the current surgery. Those that have an effect on a specific type of tool must be played while those tools are being laid down by the operating doctor.

*Example: During surgery a doctor is resolving the sharps portion of the operation. He lays down his sharp tools. The whoops is played after the sharp cards are laid down but before the doctor moves on to the next type of tool.*



### Only 2 whoops cards total can be played per patient.

The operating doctor can counteract the whoopses by adding additional tools from his hand to undo them.

If a doctor does not have enough tools to cover the surgery after the whoops cards are played, he may attempt to overcome the whoopses effect by rolling once for each whoops card. If the doctor is a specialist in this type of procedure (if the specialist color on his doctor card and the patient card match) he can overcome the whoops by rolling an even number; if he is not a specialist in this area he must hit a six to overcome the whoops.

Only whoops cards that show tools used in the current surgery can be played - if no nurse is required for surgery then a nurse whoops card can't be played. **The flipper is permitted to play whoops cards.**

**The Procedure Cost Double** cards can only be played before any tools are revealed by the operating doctor.

**Steal Cured Patient & Toe Tag Switcheroo** cards may be played at any time except during the last patient of the game. They are not effected by the two whoops per surgery rule and can be played in addition to the other two. The Steal Cured Patient & Toe Tag Switcheroo cards are removed from the game after being played.

Any whoops cards played during the round are placed in the discard pile after the surgery; they do not return to player's hands.

## Cleaning Up The O.R.

Pass or fail, the operating doctor is considered the current chief of staff and is responsible for clearing the O.R. There are specific steps for clearing the O.R. to ensure that the hospital stays in order. The chief must:

1. **Discard all whoops cards played during the procedure.**
2. **Pick up the Operating Room cards used in the procedure and place them back in his hand.**
3. **If the patient was killed in the procedure, randomly discard one tool from his hand (blindly - the card is selected by another doctor).**
4. **The last step is to clear the patient from the O.R.**

### Important Notice:

**No cards can be drawn or exchanged while a patient is in the O.R.**

**911 can't be called while a patient is in the O.R.**

Rolling for the next patient can begin once the last patient, tool and whoops cards have been removed from the middle play area and any player yells "911".



## Golf

If no doctor claims the patient then all doctors play a round of golf. Each doctor rolls a die to see what he scored on the course. The lowest number wins. The winner can select one random operating room card from one other player. In the event of a tie, the doctors who tied play another round. After a game of golf, the flipper clears the O.R. and discards the patient.

**Since no doctors actually killed the patient they are all eligible to draw a card at the beginning of the next round.**



## Drawing and Exchanging Cards

Players are permitted to draw one new card, either a tool or a whoops, per round (except for the first round) to add to their hand. Players who just failed a surgery the last round however, may not.

Players may also exchange any two operating room cards in their hand for one operating room card off the top of the operating room card pile, or two whoopses in their hand for the top whoops card. Card exchanges are in addition to drawing a new card at the beginning of the round. They may not mix and match exchanged cards - an operating room card and a whoops for a new operating room card is not allowed.

**Both drawing and exchanging cards can only be done when the O.R. is empty, that is after the patient has been cleared but before next one is flipped.**

As soon as someone yells "911" the draw and exchange phase is over. If at any time a player has more than 10 cards in his hand he must quickly decide which to discard, because if another player points this out to the group, the player with too many cards loses half of them (rounded up) to be pulled from them at random by the other players. If a player already has 10 cards in his hand, he may still draw one at the start of the round but must discard one right after to make room for it.

## Die Rolls for Missing Tools and Specialists

If a doctor is in the midst of an operation and realizes he does not have enough tools or if a whoops has disabled one, he may attempt to roll a die to either undo the whoops or to reuse an existing tool. The doctor must roll a six unless he is a specialist for the type of patient being worked on, in which case he must roll an even number. For tools this must be done for each missing tool individually, but keep in mind, a doctor can't pull a tool out of thin air; he must already have one of that type to use multiple times. For whoopses, one roll clears the entire card no matter how many icons are on it. Rolls can only be done to whoopses with tool icons, not Steal a Patient or Procedure Cost cards. Rolling can be done as many times per operation as needed, but failed rolls cannot be rerolled.

*Examples: If a doctor needs 2 sharps for surgery and only has one, he can roll a 6 (or just an even if he is a specialist for this type of patient) and reuse the 1 sharp tool a second time.*

*If a doctor needs 1 sharp and a double sharp whoops is played, he would then need 3 sharps total or could attempt to roll a 6 (or just an even, again, if he is a specialist for this type of patient) to try and erase the whoops.*

*If a doctor has 1 sharp but needs 2 sharps and a double sharp whoops is played, he would need a total of 4 sharps. this could be achieved by playing his single sharp then rolling a 6 (or just an even for specialists) once to counteract the whoops and then again for the extra sharp needed.*

## Two Player Game Rules

For a two player game, players take turns being the flipper regardless of who won the previous hand. There is no need to roll the dice as both players will be participating. Players must lock eyes so that neither can see the card until the flipper has withdrawn his hand. If a player loses a patient to malpractice, the penalty still includes losing a tool but does not cause the player to lose a turn.

## The End of the Game

The game ends when all of the predetermined number of patients have been played. Players add up the number value of all of their cured patients and subtract the number on the backs of the cards of the patients they killed. The player with the highest score wins.

## Alternate Play Rules - "Panic in the O.R.!"

This alternate version of the game moves faster and more frantically than the standard game. In it, you don't need to keep track of which patients live or die, it's all about getting rid of the tool cards in your hand so that you can finish up work and call it a day. The first doctor to get rid of all of his tools wins!

### Setup

For this version you can set the Doctor cards and the dice aside - you won't be needing them. Place the patient cards face down in the middle of the table. Divide the Operating room cards into 3 piles in a 2 player game or evenly amongst players in a 3 or 4 player game. In the 2 player version, each player gets one stack of cards and the third goes in the middle of the table as the start of the refuse pile. In the 3 or 4 player version, any cards left over after dividing the stacks evenly becomes the refuse pile. Finally, remove the Ultimate Whoops cards from the the Whoops deck and place it out out face down as well. Flip over the top 7 cards in a straight line where everyone can reach them. This is Whoops Alley.

### Gameplay

Players take turns being the flipper. Once a patient is flipped over, anyone can claim it by laying out the proper tools in front of them. Players must race to sort through their hand of cards and lay down the correct ones needed to perform the operation. The first player to do so must smack the table in order to claim the patient. Once he does, the round is over. He must show what cards he threw down to make sure his combination is correct. Only cards on the table can be played at that point - no further cards can be removed from a player's hand once the patient has been claimed.

The correct combination can use cards with more icons than the operation calls for but cannot have an excess of cards on the table. For example, if the operation calls for one nurse, a player can use a nurse with a value of 3 but cannot throw down two nurses with a value of 1.

If a player does not have enough of the right kind of cards he can supplement his hand by using cards from Whoops Alley.

In "Panic", Whoops cards function as supplementary tools. The icons on them show how many of each tool they are worth. So if you are short 2 sharps, but there is a double sharp in Whoops Alley, you can use it to finish your operation. Players can use as many cards from Whoops Alley as they would like, but they cannot take those cards until the patient has been claimed. They have to look at the cards on the table and the ones in the row and figure out if they have enough without touching them. Only players who claim patients can remove these cards. After the round they are replenished.

### Winning a hand

When a player wins a hand, the tools he used are discarded to the bottom of the refuse pile. Make sure to separate whoops cards from O.R. cards when doing this.

### Losing a hand

When a player loses a hand by throwing out the wrong combination of cards, he is penalized; not only does he return any cards he threw down to his hand, he must take the top half of the refuse pile - no matter how large it is - and add that to his hand as well. In this game, doctors involved in malpractice can still operate in the next round.

If no one can operate, everyone must draw one O.R. card to add to their hand.

Whether the patients live or die, their cards can be discarded after the operation. There is no score in this game. The winner is the doctor who is able to get rid of all of his tools first.

### Variations

- The pace of the game is controlled by the flipper, who can flip the next patient card over at any time after the last one is cleared. This can lead to a very fast game, or game that fluctuates in speed.
- For a longer game, lay down five cards or fewer instead of seven in Whoops Alley.
- For more of a challenge, try not using any of the cards in Whoops Alley until one player gets down to only five cards in his hand.

