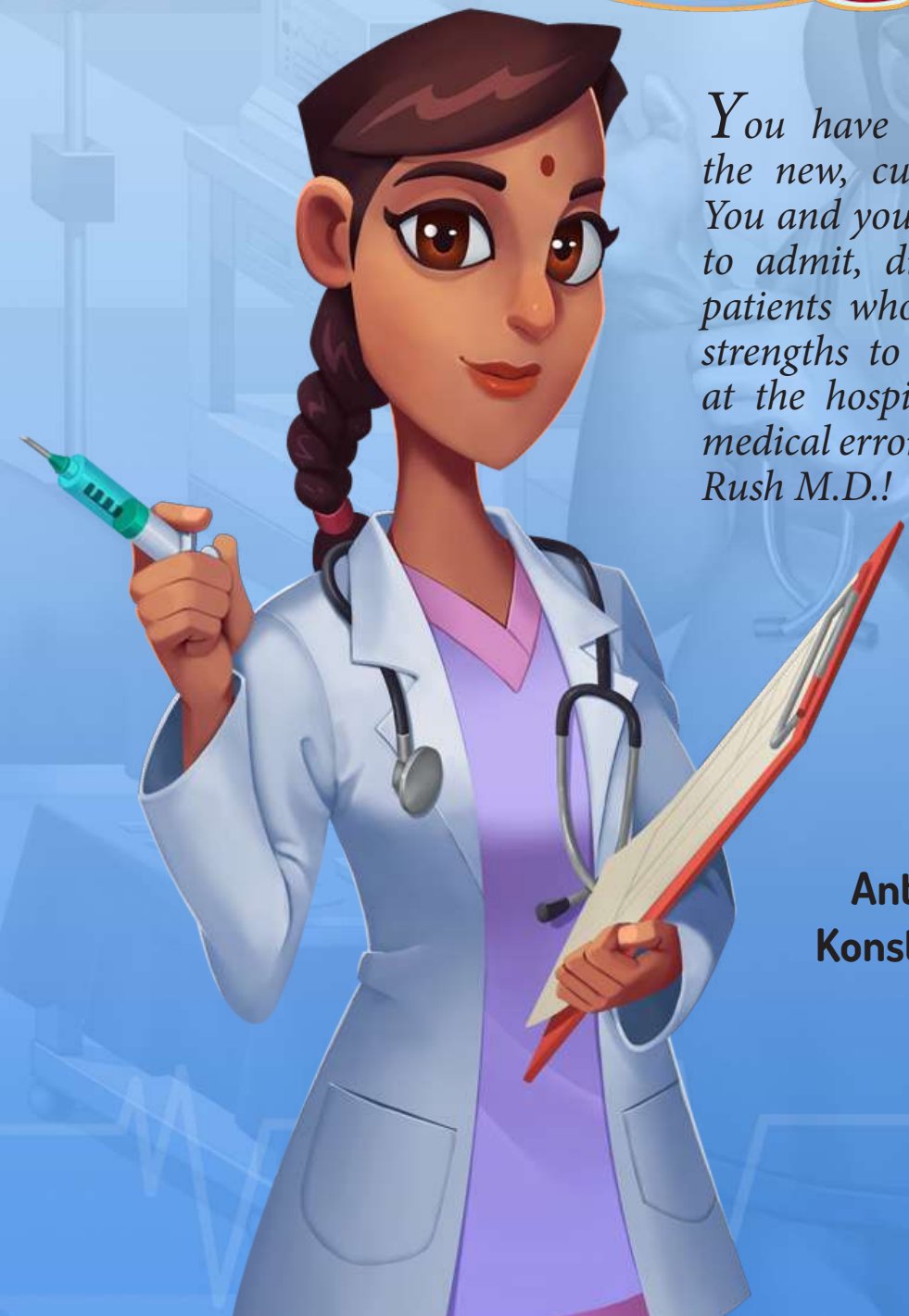
RUSH M.D.



You have been hired as doctors in the new, cutting-edge Medical Center. You and your colleagues must cooperate to admit, diagnose, and treat various patients who need your help. Use your strengths to treat the patients arriving at the hospital but be careful because medical errors come at a very high cost in Rush M.D.!

A game by
Dávid Turczi
Anthony Howgego
Konstantinos Kokkinis

1. COMPONENTS

220 Cards


36 Hospitalized Patients


36 Regular Patients


22 Research


16 Objectives


24 Cultures Diagnosis


24 Blood Exam Diagnosis


24 X-Ray Diagnosis


24 MRI Diagnosis


14 Epidemic

12 Syringes



4 Tweezers



6 Game Boards



8 Hourglasses

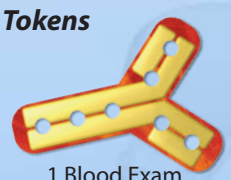

4 Doctors (Red, Black, Green, Yellow)


4 Nurses (Turquoise)

38 Cardboard Tokens


15 IV Fluids Tokens


8 Cultures Tokens


1 Blood Exam Tile


12 Condition Tokens


1 Reputation Tile for 50+


1 MRI Tile

134 Wooden Discs


12 Orange Pills


12 White Pills


12 Blue Pills


Round Marker (Black)
Reputation Marker (Yellow)
Medical Point Marker (Green)


7 Blood Exam Discs (4 Red & 3 White)


40 Blood Tokens


24 IV Drug Tokens (Green)


24 IV Drug Tokens (Yellow)

6 3D Cardboard Beds



This component needs to be assembled

1 Rulebook



40 Wooden Organs


10 Hearts


10 Kidneys


10 Bones


10 Lungs

1 Score Board



NOTE: Please be careful and don't overstretch the Tweezers and Syringes, as this could cause them to break.

2. SYMBOLS

Below you can find a list of the symbols used in Rush M.D.

Medication

Medication makes up for a big part of a Patient's treatment and ranges from Pills, to Intravenous Drugs as well as IV Fluids.


Blue Pill


Orange Pill


White Pill


Yellow IV Drug


Green IV Drug


IV Fluids


Empty Syringe

Condition

Patients are divided into 3 Condition levels: Mild, Serious and Critical.



Mild



Serious



Critical

Exam Types

Based on their signs, Patients need to take different exams before their treatment can be determined.


Cultures


Blood Exam


X-RAY


MRI

Action Slots

Throughout the game you will often find action slots. This is where you can place the indicated hourglasses to perform actions.


Doctor Action


Nurse Action


General Action

Organs

Organs are used in Surgery and thematically represent the various operations a Patient may have.


Heart


Kidney


Lung


Bone

Blood

Blood is collected by donors and is stored in the Blood Bank.


Blood

Signs

Some of the Patients show signs of specific types of illnesses. Depending on those signs, different exams must be performed.


Infection


Autoimmune


Physical


Neuropsych

Other Symbols

Various other symbols used in Rush M.D.


Symptoms


Required Exams


Surgery Folder


Medical Point


Reputation


Contagious

3. COMPONENT ANATOMY

Hospitalized Patients



Treatment Reward

Patient's Condition

Symptoms

Required Exams

Treatment

Signs



Treatment Reward

Patient's Condition

Surgery

Treatment

Regular Patients



Treatment Reward

Patient's Condition

Symptoms

Treatment

Objectives



Difficulty Level

Player Count

Research (Task)



Reward

Objective

Research (Action)



Action Slot

Effect

Using Research cards in your games is optional.

We suggest that you include them after you have played the game a few times.

Diagnosis Cards

Contagious

Card Type

Treatment Effectiveness



Cultures Diagnosis

Surgery Folder



X-RAY Diagnosis

Treatment Reward



Blood Exam Diagnosis

Treatment



MRI Diagnosis

Epidemic Cards

Treatment that must be given to the entire Ward.

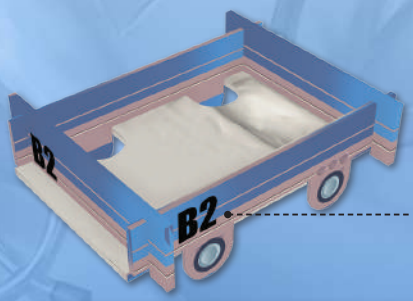
Treatment Reward

Card Type



Epidemic

3D Cardboard Bed



Bed Identity

Instructions on how to assemble the 6 3D Beds can be found on our website.
www.artipiagames.com

Score Board

Reputation and Medical Point Track

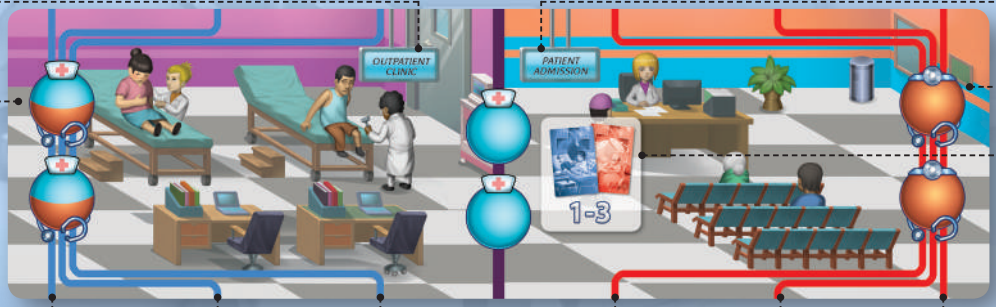


Round Track

Game Boards

Rush M.D. comes with 6 Game Boards which represent various Hospital departments. Each Game Board features a number of action ***spaces*** on which players can put Hourglasses to perform actions. Based on your player count and table space, you can setup these Boards in any way you prefer to maximize your gameplay potential.

Patient Admission & Outpatient Clinic



Labs & Diagnostic Imaging



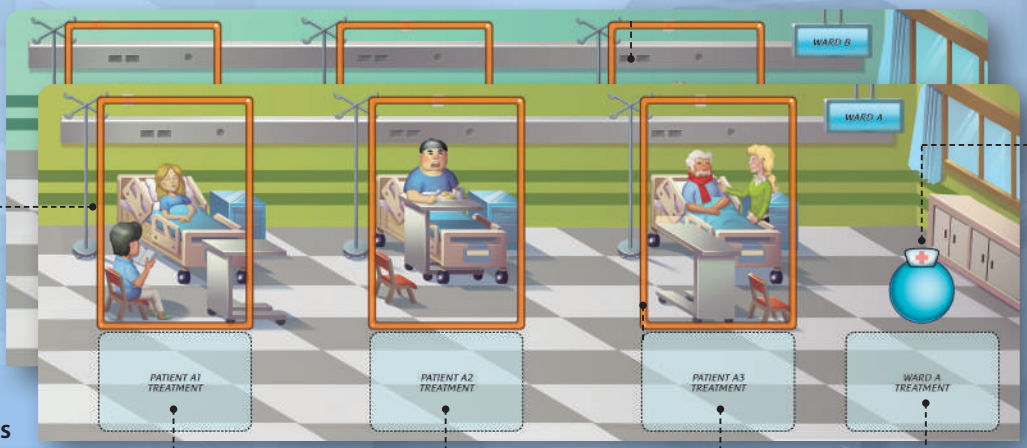
Operating Rooms A & B



Blood Bank & Pharmacy

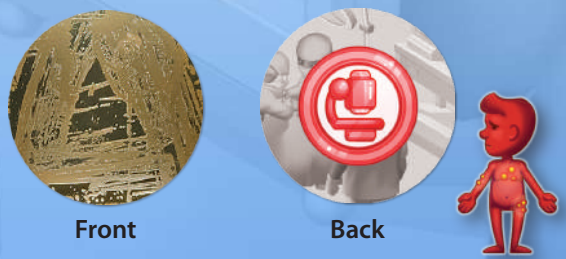


Wards A & B



Nurses are not required to use Tweezers outside of the Operating Rooms

Cultures Tokens



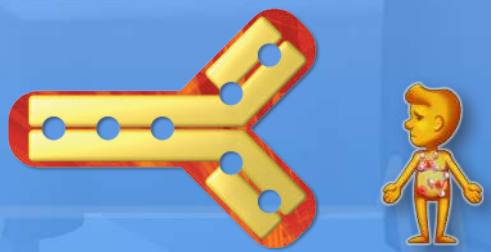
The Cultures tokens are used to perform exams on Hospitalized Patients with Infection Signs.

MRI Tile



The MRI tile is used to perform exams on Hospitalized Patients with Neuropsych Signs.

Blood Exam Tile



The Blood Exam tile is used to perform exams on Hospitalized Patients with Autoimmune Signs.

Condition Tokens



If a Patient does not receive the proper treatment, their Condition worsens.

4. SETUP

1. Place the **Game Boards** in the middle of the table in any order/orientation you see fit. Place the **Score Board** nearby where everyone can see it. (*check image for a suggested setup*)

2. Place piles of all the **Syringes**, **IV Fluids** tokens, **Pill** tokens, **IV Drug** tokens, **Organs** and **Blood** tokens near the Game Boards, within reach of all the players. We recommend that you place them close to the Game Board featuring the **Blood Bank** and **Pharmacy**.

3. Shuffle all **Regular Patient** cards and place them in a face-down pile next to the **Outpatient Clinic** Game Board area. Shuffle all **Hospitalized Patient** cards and place them in a face-down pile next to the **Patient Admission** Game Board area.

Modular Boards

Although this example depicts a vertical setup, you can place each Board in the position and orientation you prefer.

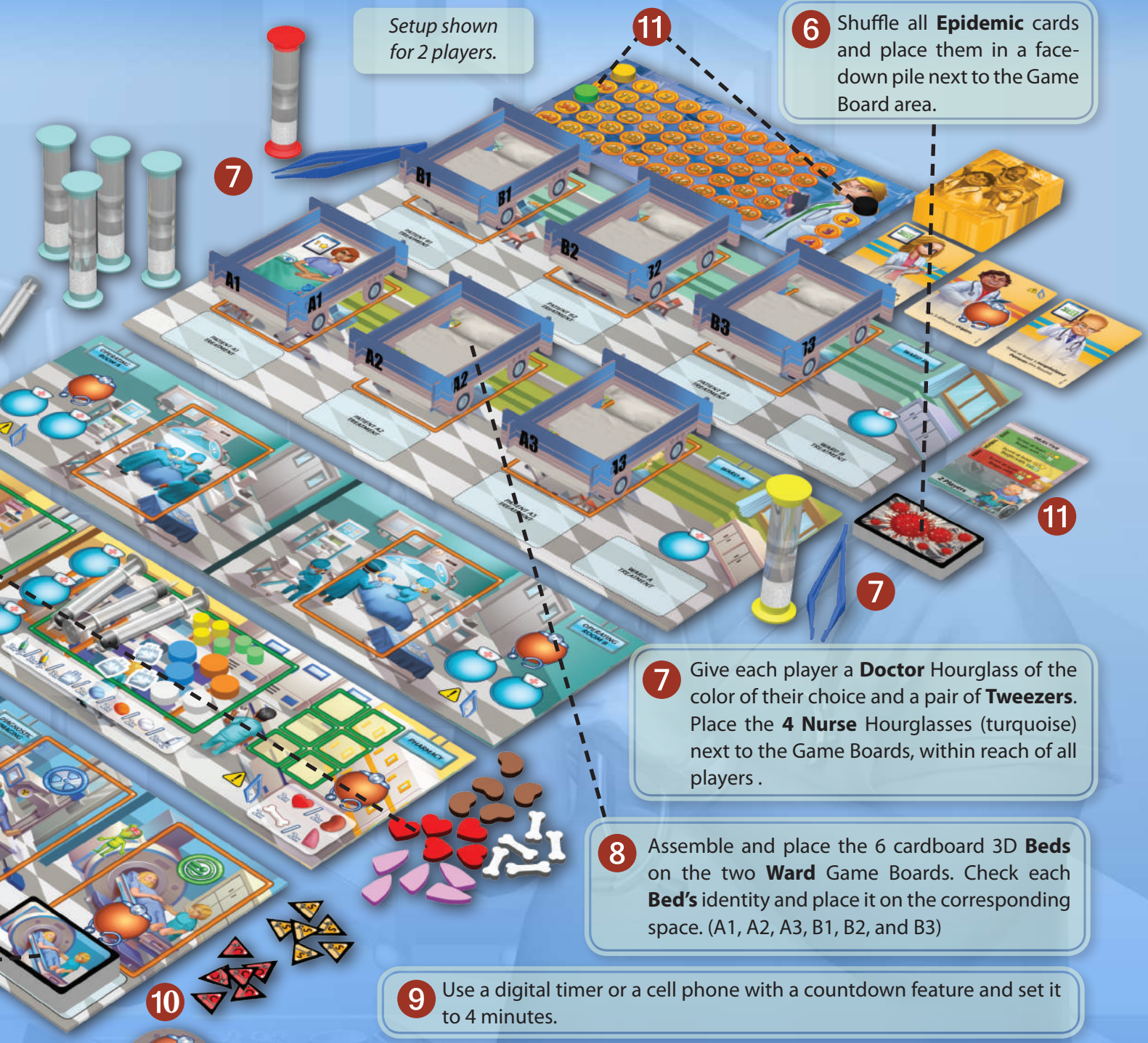


4. Separate all **Diagnosis** cards based on the exam they belong to, shuffle each type and place them in 4 face-down piles on the designated areas on the **Labs** & **Diagnostic Imaging** Game Board.

5. Depending on the number of players, place the following items in the Storage areas on the Game Board of the **Blood Bank** and **Pharmacy**:

1-2 Players	2	2	2	3	3	3	2	3
3 Players	3	3	3	4	4	4	3	4
4 Players	4	4	4	5	5	5	4	5

Setup shown for 2 players.



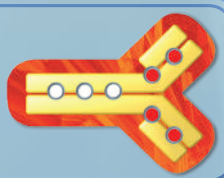
6 Shuffle all **Epidemic** cards and place them in a face-down pile next to the Game Board area.

7 Give each player a **Doctor** Hourglass of the color of their choice and a pair of **Tweezers**. Place the **4 Nurse** Hourglasses (turquoise) next to the Game Boards, within reach of all players .

8 Assemble and place the 6 cardboard 3D **Beds** on the two **Ward** Game Boards. Check each **Bed's** identity and place it on the corresponding space. (A1, A2, A3, B1, B2, and B3)

9 Use a digital timer or a cell phone with a countdown feature and set it to 4 minutes.

10 Shuffle the 8 **Cultures** tokens and place them face-down next to the **Cultures** area. Place the **MRI** tile next to the **MRI** area. Place the **Condition** tokens next to the Game Boards. Finally, place the **Blood Exam** tile next to the **Blood Exam** area and fill its holes with 3 white and 4 red discs as indicated here:



11 Take one of the **Objective** cards corresponding to the number of players and decide on the difficulty level you want to play (Easy, Normal, Hard). Then, inform everyone of the requirements that you will have to meet, placing the **Medical Point** marker on the Score Board at the appropriate space. Place the **Reputation** marker on the first space of the Score Board. Finally, place the **Round** marker on the first space on the Round Track.

5. HOW TO PLAY

Rush M.D. is a cooperative game. This means that all players work together against the game and you win or lose as a team.

The game is played in a series of 4 rounds. Each round you admit Patients, run the necessary exams, and offer the appropriate treatment. At the end of the 4th round you check to see if you managed to accomplish the objective you had (which usually is about collecting Reputation points without reaching 0 Medical Points in the process).

Round Overview

Each round consists of the following Phases:

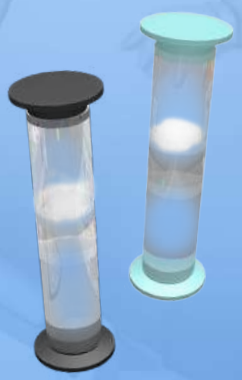
1. MEDICAL COUNCIL **2. ACTION PHASE** **3. PATIENT EVALUATION PHASE**

1. MEDICAL COUNCIL

Move the marker on the Round track to the next space (*skip this during the first round*). Then, you may freely discuss what each of you should do during the upcoming Action Phase and form a plan for the round. When you are ready, proceed to the next Phase.

2. ACTION PHASE

This Phase is played in real-time. When the Action Phase begins, start the timer.



During this Phase you perform actions using Hourglasses. Take one of the Hourglasses (your Doctor or a Nurse), turn it over and place it on the action space you want to use. You can then immediately perform that action - you don't have to wait until the sand runs out. Also, as long as the round hasn't ended, you may spend as much time as you want performing that action, your action is not limited by the duration of the Hourglass.

While there is sand running in the Hourglass, you may not move it. As soon as the sand runs out, the Hourglass becomes available again and you may use it to perform a new action.

You are only allowed to use your own Doctor Hourglass to perform actions or the Nurse Hourglasses, which may be used by everyone. You may only perform an action if one of its action spaces is available - in other words, you cannot place an Hourglass in an action space where another Hourglass is already there. Each action is performed by a specific type of Hourglass (Doctor, Nurse or either) and you may only use that type to perform the action. You may never move another player's **Doctor** Hourglass out of an action space, even if the sand inside of it has ran out.

As soon as you move an Hourglass on an action space, any previous action that you were performing (either with the same Hourglass or with another one) is considered to be complete - you cannot go back and continue performing it. However, you are allowed to move one of the Hourglasses you may normally use (if the sand inside of it has run out) out of an action space to free it for another player without interrupting your current action. If during this Phase you accidentally drop an Hourglass, you must immediately pause what you are doing, put the Hourglass back in the position it was and continue as normal.

When the timer ends, you are no longer allowed to move your Hourglasses - the Action Phase has ended for the round. However, if you had already placed your Hourglass on an action space before the time ran out, you are allowed to continue performing that action but, contrary to what happens during the round, you may only do so as long as there is sand running inside the Hourglass. As soon as the sand runs out, you must stop performing the action.

The actions that you may perform during the Action Phase are:

ADMISSION

This is where new patients come in the Hospital and you arrange for their treatment.

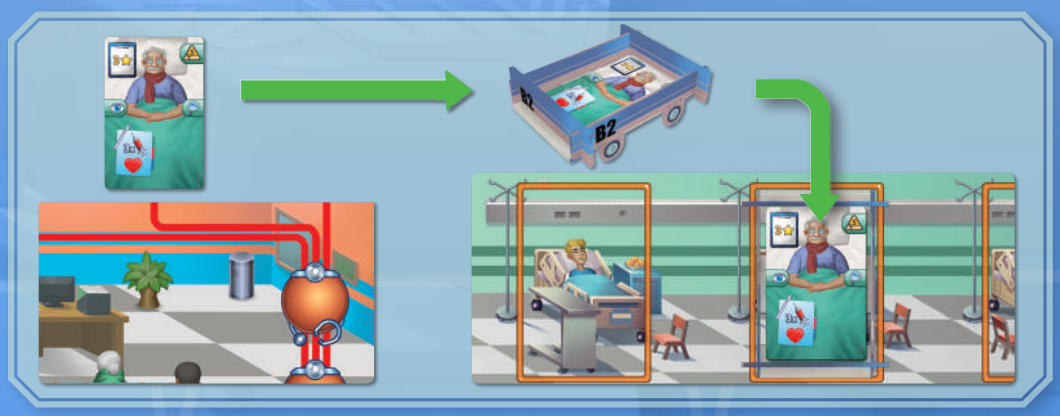


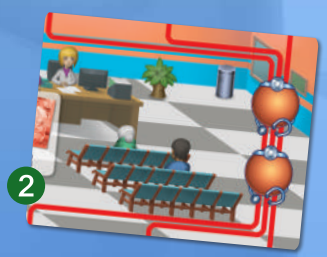
Admit Patients: Using a Nurse Hourglass, draw up to 3 Patients of either type in any combination and place them face-up on the designated areas above and below the Game Board. Keep in mind that you may not draw more cards than the number of available slots for each Patient type.



The Patient Admission and Outpatient Clinic can hold up to 6 Patients each.

Hospitalize Patients: Using a Doctor Hourglass, you may move one of the admitted Hospitalized Patients to a **Ward**. To do so, pick up the chosen Hospitalized Patient card and place it on any of the available Beds in either **Ward**.





Before Hospitalized Patients begin their exams and treatment, they must be assigned to one of the available Beds in either Ward.

OUTPATIENT CLINIC

Patients who do not need to be Hospitalized are treated here.

Treat a Regular Patient: Using either a Nurse or a Doctor Hourglass, you may offer treatment to one of the Regular Patients in the **Outpatient Clinic**. (*See **Treating Patients** on page 18 for more details*)





Any Nurse or Doctor can provide treatment to any Regular Patient in the Outpatient Clinic.

WARDS A & B

Patients who need to be hospitalized are placed in Wards where they can get the proper treatment.

Wards are where Hospitalized Patients stay, with each Ward having a capacity of **3** Beds. Until discharged during the Evaluation Phase, Patients in a Ward must always be moved around within the hospital along with their Bed.

Below each Patient's Bed, you must store Diagnosis cards related to that Patient to easily keep track of them. Each Patient Bed has a unique identity (A1, A2, A3, B1, B2, and B3) on its sides. This way you can easily refer to a specific Patient and/or keep track of their exams status and treatment, even when the Patient's Bed is not in its Ward.

Treat a Hospitalized Patient: Using a Nurse Hourglass on the corresponding Ward, you may offer treatment to one of the Patients in that Ward, adding any of the required medication into that Patient's Bed. (*See **Treating Patients** on page 18 for more details*)

Treat Epidemic: Using a Nurse Hourglass on the corresponding Ward, you may offer treatment indicated by an Epidemic card to all the Patients in that Ward at once. (*See **Epidemics** on page 18 for more details*)



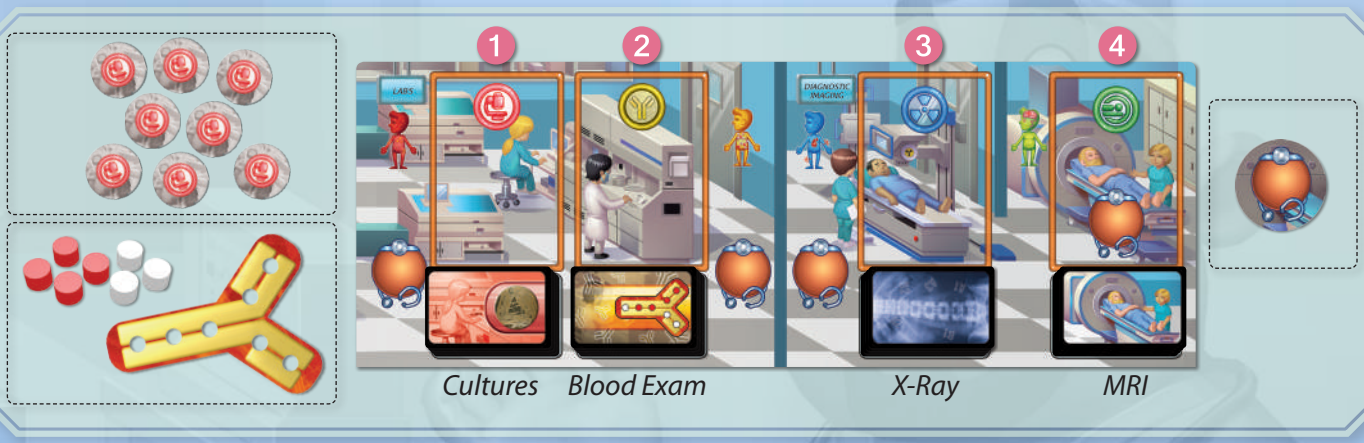


After an exam is performed, the Diagnosis card must be placed on the Patient's Treatment area.

LABS & DIAGNOSTIC IMAGING

Many patients need to go through exams to determine the cause of their symptoms and the proper treatment they should receive.

In these sections you may use your Doctor Hourglass to perform specific exams on Hospitalized Patients, in order to find out how to treat them. Before using one of those actions, you must first move the Hospitalized Patient (along with their Bed) on the corresponding space.



Some of the Hospitalized Patients require various exams before their treatment can be determined.

The 4 types of exam are the following:

A Patient with an **Infection** Sign needs to take a **Cultures** exam.



Cultures: With this action you perform a Cultures exam on the Patient placed in the Cultures area. To do so, look at the Cultures icon shown on the back of the top card of the Cultures Diagnosis Deck. Flipping Cultures tiles **one at a time**, try to locate the same icon. Each tile must be flipped face-down again before another one is revealed. As soon as you locate the same Cultures icon, flip it back face-down and draw the top Diagnosis card of the Cultures Diagnosis Deck. Then, place it face-up on that Patient's Treatment area in their Ward. You may then move that Patient away from the Cultures exam area (even if the sand in the Doctor Hourglass is still running).





One at a time, flip over the Cultures tiles until you reveal the one depicted on the top card of the Cultures Deck.

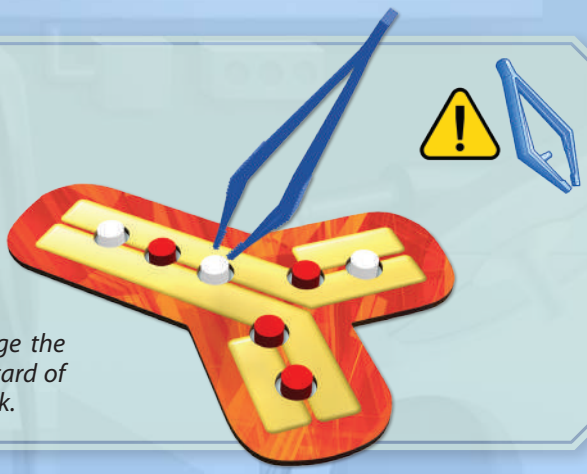


Cultures are used to examine Patients with Infection Signs.

A Patient with an **Autoimmune** Sign needs to take a **Blood Exam**.

Blood Exam: With this action you perform a Blood Exam on the Patient placed in the Blood Exam area. To do so, look at the back of the top Blood Exam Diagnosis card. Using a pair of Tweezers you must rearrange the wooden discs on the Blood Exam tile to match those shown on the Diagnosis card. Once you do, you may draw that card and place it face-up on that Patient's Treatment area in their Ward. The Patient may then be moved away from the Blood Exam area (even if the sand in the Doctor Hourglass is still running).





Using a pair of Tweezers, rearrange the wooden tokens to match the top card of the Blood Exam Diagnosis deck.



Blood Exam is used to examine Patients with Autoimmune Signs.

NOTE: If any Cultures or Blood Exam Diagnosis card you draw for a Patient features the Contagious symbol, you must also draw an Epidemic card and place it on the Ward Treatment area of the Patient's Ward. (*See **Epidemics** for more details on page 18*)



Contagious Symbol

A Patient with a **Physical** Sign needs to have an **X-Ray**.

X-RAY: With this action you perform an X-RAY on the Patient placed in the X-RAY area. Each X-RAY card's back features 5 Bed identities. You must locate an X-Ray Diagnosis card that does not show the Bed identity of the Patient being examined. To do so, look at the back of the top card of the X-Ray deck. If the top card does feature the Bed identity of the Patient being examined, put it on the bottom of the deck and look at the new top card. Repeat this process until you find a card that does not feature the Patient's Bed identity and place it face-up on that Patient's Treatment area in their Ward. The Patient may then be moved away from the X-RAY exam area (even if the sand in the Doctor Hourglass is still running).



Look at the top card of the X-Ray Diagnosis deck and locate which Bed identity is missing.



Since A1, A2, A3, B1 and B2 are shown, this Diagnosis card should be used as a treatment for a Patient on Bed B3.





X-Ray is used to examine Patients with Physical Signs

A Patient with a **Neuropsych** Sign needs to have an **MRI**.



MRI: With this action you perform an MRI scan on the Patient placed in the MRI area. To do so, pick up the MRI tile and balance it on a corner of the Patient's Bed. Then place the Doctor Hourglass on top of it. You may then draw an MRI Diagnosis card from the MRI Diagnosis Deck and place it face-up on that Patient's Treatment area in their Ward. Contrary to how the previous exams work, the Patient must remain in the MRI area until the sand in the Doctor Hourglass runs out.

NOTE: If at any moment during this process, the Doctor Hourglass is knocked over the Bed, it must then be reset and placed again on the MRI tile on the Patient's Bed.

During an MRI exam, be very careful not to knock the Doctor's hourglass over, otherwise you will have to repeat the entire MRI exam.





MRI is used to examine Patients with Neuropsych Signs.

BLOOD BANK

This is where you draw blood from donors and add it to your Blood Bank.



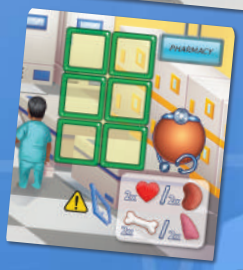
This action can be performed by either a Doctor or a Nurse.

Blood Donation: When performing this action, take 3 Blood tokens from the Supply and add them on the appropriate Storage area.

PHARMACY

This is where you get new medical supplies to properly treat your patients.





Store Medicine: Using a Nurse Hourglass, you may take from the Supply any of the indicated items (IV Fluids, IV Drugs, Pills or Syringes) in the appropriate quantities as described on the Action Indicator of the Pharmacy's Game Board and place them in the Storage area of the Pharmacy. Note that each time you use the action you may only take items of a single type. If you wish to take more, you must perform the action again.

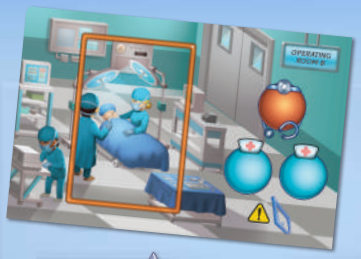
Store Organs: Using a Doctor Hourglass you may take 2 Organs of the same type from the Supply and place them in the Organ Storage area. Note that you may never have more than 6 Organs stored in this area.

At any point, you can discard any number of Organs from the Organ Storage area.

IMPORTANT: Organs must always be handled using a pair of Tweezers.

OPERATING ROOM A & B

In many cases, surgery is required to properly treat a patient.



Several Hospitalized Patients may be required to have Surgery. When treating a Patient, all Organs, Blood and/or Medication shown in the surgery folder must be provided to that Patient **within the Operating Room**.

To perform a Surgery, move the Hospitalized Patient with their Bed in one of the Operating Rooms and perform any of the following actions:

Adding Organs: Using a Doctor Hourglass, you may add Organs from the Organ Storage area into the Patient's Bed.

Administering Medication: Using a Nurse Hourglass, you may add Medicine from the Pharmacy's and/or Blood Bank's Storage areas into the Patient's Bed.



Surgery example

IMPORTANT: All items added into a Patient's Bed during Surgery (Organs, Blood, Medication) must always be handled using a pair of Tweezers. You are not allowed to touch any of them (except from syringes) with your bare hands. (See Treating Patients on page 18 for more details)



Symbol reminding you to use Tweezers.



Examples of Patients and Diagnosis cards requiring Surgery.



All Organs, Blood and Medication required for a Surgery must be provided within the Operating Room using a pair of Tweezers







3. PATIENT EVALUATION PHASE



After the Action Phase has ended, you check if all the Patients have been properly treated during the Action Phase or if Medical Errors have been made.

Checking for Epidemics: The first thing you do is to check for Epidemics. If an Epidemic card was drawn during the round and placed in a Ward Treatment area, all the Patients in that Ward should have been treated according to the card's instructions (*see **Epidemics** on page 18 for more details*). If **all the Ward's Patients** have received the proper treatment for the Epidemic, score the Epidemic card's Reputation. Otherwise, lose 1 Medical Point or every Patient who wasn't properly treated for it. Afterwards, in both cases, discard the Epidemic card and return to the Supply any Medication or Blood provided due to that card.

Evaluating Patients: You then check each Patient if they were provided the treatment listed on both their Patient card and (in the case of Hospitalized Patients) their Diagnosis card.

If a Patient received the **EXACT** treatment they should have, they are discharged (*see **Discharging Patients** below*).

If they received the treatment they should have, **but also** got additional items by accident (Overtreatment), they are still discharged but you lose 2 Medical Points, regardless of the Patient's Condition.

If the proper treatment wasn't provided to a Patient, it means a **Medical Error** was made.

Some examples of Medical Errors:

- Not providing all the required Medication.
- Not performing (or not fully completing) a Surgery.
- Not performing one or more of the exams required.
- Not applying the most Effective Treatment possible.

Whenever a Medical Error is made, a penalty is applied which depends on the Patient's current Condition:





Mild Condition: You lose **1** Medical Point and the Patient's Condition becomes Serious.





Serious Condition: You lose **3** Medical Points and the Patient's Condition becomes Critical.





Critical Condition: You lose **8** Medical Points and the Patient dies (remove the card from the Board and return all Medication, Blood and Organs to the Supply).

Use the provided Condition tokens to indicate the change in the Patient's Condition. Turn the token to the appropriate side (Serious or Critical) and place it on top of the Patient's card. Whenever you lose Medical Points, adjust the Medical Point Marker on the Score Board accordingly.

IMPORTANT: If your Medical Points reach zero, you immediately lose the game!

After applying the appropriate penalties, if there is any Medication, Blood or Organ on a Patient that is not required, you may choose to return some or all of them to the Supply.

Discharging Patients: All Patients who have been successfully treated are now discharged. Set aside their Patient cards (either from the Outpatient Clinic or the Bed they were in) and Diagnosis cards (from their Ward) and return all Medication, Blood and/or Organs that were on them to the Supply (make sure to remove any tokens from the Syringes first before doing so). For each one, gain the Reputation Points listed on their Patient and Diagnosis card by adjusting the Reputation Marker on the Score Board accordingly. Then, return all discharged Patients' Diagnosis cards to the bottom of their respective decks. Keep the Patient cards on the side since they will be used at the end of the game to check if the Objective requirements were met.

IMPORTANT: The Patients on which a Medical Error occurred and were not fully treated remain where they are!

Treating Patients

Each Patient (Regular or Hospitalized) requires a treatment.

Regular Patients: These Patients are treated within the Outpatient Clinic by providing the indicated medication to each Patient. Simply place the medication on top of the Patient's card.

Hospitalized Patients: These Patients often have a more demanding treatment which could consist of any combination of the following:

- **Direct Treatment:** This treatment is listed on the Patient's card and is provided to the Patient within the Ward.
- **Diagnosis Treatment:** Many Patients are required to take exams in order to get further treatment. Once those exams have been performed, you must provide them with the treatment indicated by the assigned Diagnosis card. If a Patient gets more than one Diagnosis cards (for example by performing 2 different exams), apply the treatment of the Diagnosis card with the **highest Treatment Effectiveness number**. If more than one Diagnosis cards have the same (highest) Treatment Effectiveness number, you get to choose which Diagnosis card treatment to apply. In all cases, the treatment of **only one Diagnosis card** is applied to a Patient.
- **Surgery:** A Patient's treatment (either Direct or Diagnosis) may indicate that the Patient must have Surgery. In such a case, all treatment shown in the Surgery folder must be applied within the Operating Room and all Medication, Blood and Organs may only be handled using a pair of Tweezers.

IMPORTANT: The items used for the treatment of a Hospitalized Patient must always be placed inside their cardboard Bed.

Blood & IV Drugs: Several Patients' treatment may require Blood or IV Drugs. These must always be administered to the Patients through the plastic Syringes. Each Syringe can only have tokens of a single type in it (Blood, IV Drug #1 or IV Drug #2) and has a limit of 6 units. If a Patient needs more than 6 units of a single type of Medication, or requires more than one type of Medication (Blood & IV Drugs), additional Syringes must be used.

IMPORTANT: When administering Blood or IV Drugs to a Patient within an Operating Room, all such tokens must be handled using a Tweezers. Only the Syringe itself may be held with bare hands.

Epidemics


Contagious Symbol

Since the Epidemic cards make the game harder, feel free to leave them out during your first games.

Sometimes, when a Patient is diagnosed, it is found that the underlying cause of their symptoms can be contagious. This means that the Hospital needs to take appropriate measures to ensure it does not spread to other Patients.



To indicate that, some of the Cultures and Blood Exam Diagnosis cards feature the Contagious symbol on them. When such a card is drawn after an exam, you must immediately draw an Epidemic card and place it in the Ward Treatment area of that Patient's Ward.

Epidemic cards feature a treatment on them. This treatment must be provided to all the Patients inside the Ward, before the end of the round. This is in addition to what the Patients already need.

At the end of the Round, during the Patient Evaluation Phase, you check each Patient if they have received treatment for the Epidemic. If all of the Patients in the Ward have received it, you gain the Reputation points listed on the Epidemic card (note that this is the total Reputation you receive, regardless of the number of Patients that were treated). If any of the Patients weren't treated for the Epidemic, you get no Reputation and you lose 1 Medical Point for each untreated Patient. In all cases, discard the Epidemic card afterwards - its effect lasts only for one round.

Some additional notes on the Epidemic cards:

- If a Diagnosis card is drawn and features this symbol, you must draw an Epidemic card even if that Diagnosis card is not the one that the Patient is treated for (it has a lower Treatment Effectiveness number for example than another card drawn for the same Patient).
- A few of the Epidemic cards don't feature any treatment on them. In these cases, you discard the card immediately - no further action needs to be taken. The Epidemic is avoided.
- A Ward can only have one Epidemic card at each time. If you have already drawn an Epidemic card in a Ward and another Diagnosis card with the Contagious symbol is drawn (for a Patient of the same Ward), ignore it - do not draw an additional Epidemic card. The only exception to this is if the first Epidemic card had no treatment on it. In this case (since that first Epidemic card is discarded), if the Contagious symbol appears in another card during the same round, you draw it as normal.
- If during the Patient Evaluation Phase, while checking if the Patients received proper treatment, you realize that you missed the Contagious symbol on a Diagnosis card and did not draw an Epidemic card during the Action Phase, you lose 3 Medical Points.

"Oath of Ethics"

Should you find yourself or another player disregarding any Hourglass placement/movement restrictions or any Action-specific rule during the Action Phase, you must immediately lose **1 Medical Point**, undo and properly **repeat the action** in question; otherwise, it is not considered valid.

Game End



At the end of the 4th round, the game ends. Count the number of discharged Patient cards, the Reputation on your Score Board and your Medical Points. Then, check your Objective.

To win the game you must meet all the requirements listed on your Objective card. If you have met them all, congratulations, **you win the game!**

6. RESEARCH CARDS



After you have played a few games of Rush M.D. and feel more experienced, you may include the Research Cards in your next games.

Shuffle the Research cards during Setup and place them next to the Board. Then, draw 3 cards and place them on the table where everyone can see them.

There are two types of Research card: ***Tasks*** (those with blue ribbons on the wall) and ***Actions*** (those with red ribbons on the Wall and an action space shown on the card).

Tasks
These cards list an instruction for the players and a reward in Medical Points. During the Patient Evaluation Phase (after going over the Patients but before discharging them) check if the instruction was followed. If it was, then you gain the card's Medical Points. If not, nothing further happens.



Actions
These cards provide additional actions for the players to perform. Usually, they are more powerful versions of the actions found in the main game. You can use these actions the same way you use all of the game's actions, with the action symbol showcasing what type of Hourglass is allowed to be placed there.

At the beginning of each round, during the Medical Council Phase, discard the previous round's Research cards and draw 3 new ones.

7. SOLO MODE

Rush M.D. can be played with a single player (solo). To do so, setup the game as in a 2-player game, with both Doctor Hourglasses controlled by you. When choosing an Objective, choose one that corresponds to 1 Player.

During the game, the Action Phase lasts **60 seconds more** (5 minutes instead of 4).

NOTE: Please remember that even when playing solo, you must finish one action first before proceeding to the next one.

If for example you are treating a Patient in the Ward and you are missing a piece of Medication, if you go to the Pharmacy to get it, you will have to spend another action on the Ward to treat the Patient with it.



8. CREDITS

Design: Dávid Turczi
Anthony Howgego
Konstantinos Kokkinis
Development: Vangelis Bagiartakis
Illustration: Gong Studios
Graphic Design: Konstantinos Kokkinis
Medical Advisor: Pantelis Avramopoulos

Special Thanks:
Dimitris Siakambenis, Theo K Mavraganis and Akis Tsakliotis

ARTIPIA GAMES™
www.artipiagames.com

Artipia Games
19 Nikou Xilouri str.
Zografou,15773
Athens, Greece

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