Doctor Panic™



RULES

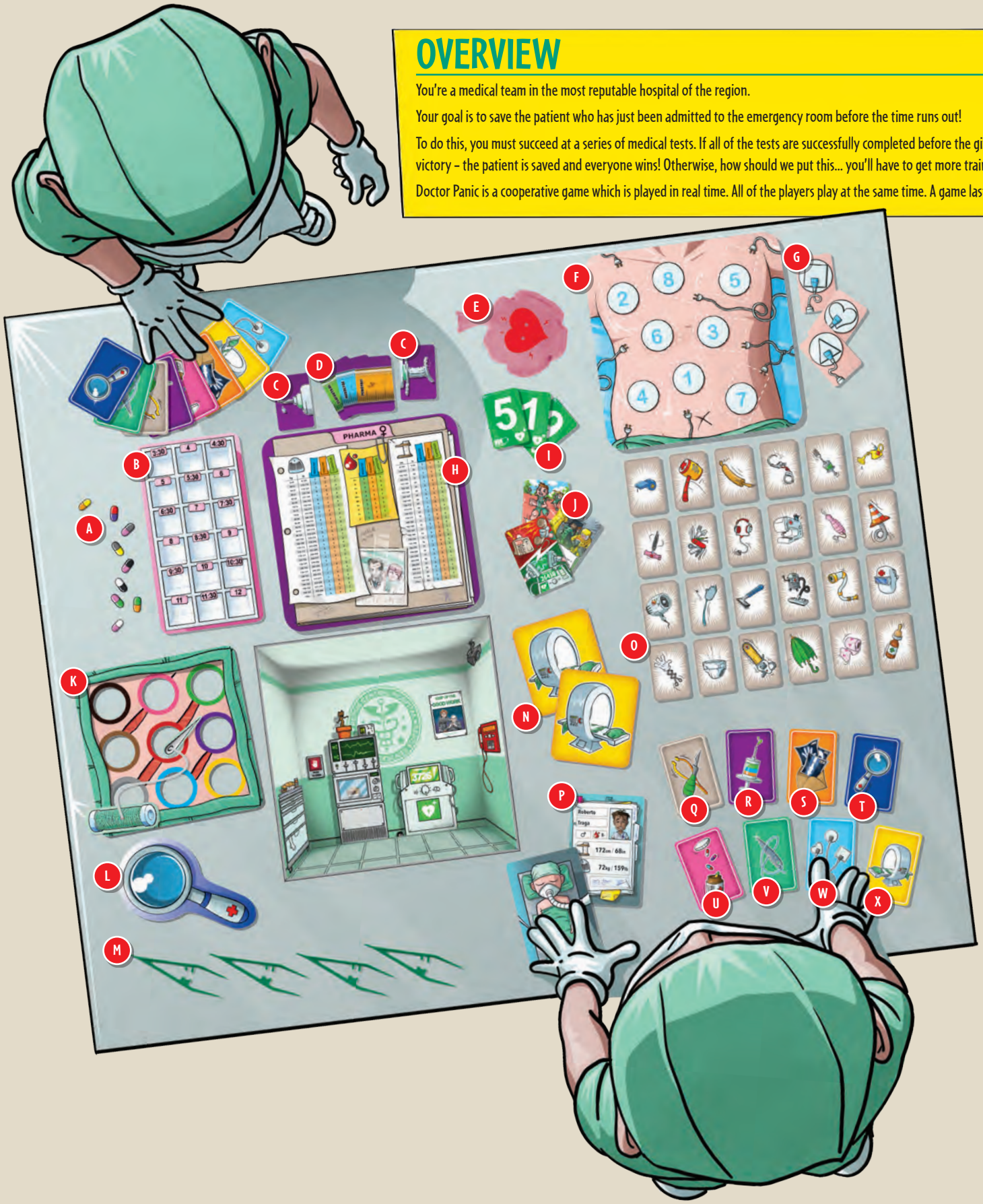
OVERVIEW

You're a medical team in the most reputable hospital of the region.

Your goal is to save the patient who has just been admitted to the emergency room before the time runs out!

To do this, you must succeed at a series of medical tests. If all of the tests are successfully completed before the given time is over, it's a victory – the patient is saved and everyone wins! Otherwise, how should we put this... you'll have to get more training!

Doctor Panic is a cooperative game which is played in real time. All of the players play at the same time. A game lasts an average of 12 minutes.



BEFORE YOUR FIRST GAME

Tie the cardboard needle to the twine, and the twine to the cardboard bobbin.

Download the Doctor Panic app (iOS, Android) right now by scanning the QR Code shown here or by going to the following website: www.rprod.com/doctorpanic
The Doctor Panic app will manage your games and the events you'll go through.

If you don't have a Smartphone available, you can also play the soundtracks through an internet browser (www.rprod.com/doctorpanic) or by playing the MP3 files which can be downloaded on our website.

No matter which method you're using (Smartphone, audio reader,...) make sure to set the volume loud enough for everyone to hear the sound clearly.

These rules have been written to play with the app:

If you're not playing with the app, you can still play using a soundtrack.
In which case, follow this icon:

Publisher's note:

We haven't included a CD-ROM with the game as Doctor Panic is more interesting, richer, and simpler with a Smartphone placed on the table.

If you still want a CD-ROM, you can get in touch with our online store, or your Local Game Store to get one.

CONTENTS

A. 9 double-sided pills
B. 1 Pill case board
C. 2 Syringe tiles (tip and plunger)
D. 15 Medication cards (5 of Clafoutilol, 5 of Penistrit, and 5 of Maxoltoz)
E. 1 patient's heart (whoopie cushion)
F. 1 Patient's Body board
G. 18 Electrode cards
H. 1 double-sided Pharma board
I. 10 Defibrillator Charge cards
J. 25 Phone / Defibrillator Charge cards
K. Suture board (with thread, a needle, and a bobbin)
L. 1 magnifying glass
M. 4 tweezers
N. 2 Scanner tiles
O. 24 Instrument cards
P. 8 Patient cards

THE TEST CARDS

Q. 18 Instrument Test cards
R. 8 Injection Test cards
S. 10 X-Ray Test cards
T. 10 Examination Test cards
U. 10 Prescription Test cards
V. 10 Suture Test cards
W. 10 Electrodes Test cards
X. 8 Scanner Test cards

+ 1 blank Telephone / Defibrillator Charge card
+ 9 disposable medical hair-nets
+ 1 Rulebook
+ 1 Quickrules leaflet

SETUP

Layout of the game elements

Place the following elements on the table in an ordered manner:

+ The Pill case board and the 9 pills
+ The 2 Syringe tiles, the Pharma board, the 15 Medication cards
+ The patient's heart
+ The Body board and the 18 Electrode cards
+ The Suture board, the twine, the needle, and the bobbin
+ The magnifying glass
+ The 4 tweezers
+ The 2 Scanner tiles
+ The 24 Instrument cards, spread out
+ The game box

• If you are playing with a soundtrack, also place on the table the 25 Telephone cards, which have been previously shuffled, and the 10 Defibrillator Charge cards.

• Randomly take one of the 8 Patient cards: this will be the person to save during the game! Return the other Patient cards to the box.

Creating Teams

Form balanced teams (children and adults) containing a **maximum of 3 players**.

Place yourselves around the table so that all teammates are facing each other.
All players put on a medical hair-net.

The oldest player of each team is called the **Head**.

Creating the deck of Test cards

Shuffle all 8 decks of Test cards **separately**.

Each Head takes **one** card from **each pack**, shuffles them, and places these **8 cards face down** in a deck in front of themselves.

Return all remaining Test cards to the box. They will not be used for this game.

App setup

After having previously downloaded the Doctor Panic app, open it and choose your difficulty level. For your first few games, we suggest you play on "easy" mode. Take the patient designated by the app and place it in the middle of the table, next to your Smartphone.
As soon as you're ready, tap on "GO".

Soundtrack setup

Web: Go to the www.rprod.com/doctorpanic website, and choose your difficulty level. As soon as you are ready, press "GO".

MP3: Go to the www.rprod.com/doctorpanic website and download the soundtrack which matches the difficulty chosen for the game. As soon as you're ready, press "play".

GAME OVERVIEW

Doctor Panic is a **real-time** game, there are **no rounds** like in classic boardgames.
All teams and **all players play at the same time**.
Better warn the neighbors – this could get a bit noisy!

The main task of the players is to perform medical tests, but 2 sound events can shake up the proceedings of the game: cardiac arrests, and phone calls from the manager.

As a reminder, **this is a cooperative game. To win the game, all teams must complete all of the Test cards in the deck before the final GONG tolls.**

Cardiac arrests

When the patient is suffering from a cardiac arrest (a continuous "**Beep**" sound), players must react quickly!
ALL players must immediately shout: "**CARDIAC ARREST!**" and **immediately pause ongoing tests** to save the patient.

+ **One player gives the patient a cardiac massage. To do that, they place their joined hands on the heart (whoopee cushion) and presses it every second.**

+ While that is happening, another player must look at the charge given by the app and call out its value.

+ At the same time, **another player** must look at the top Telephone card of the deck and **call out the Charge value** written on its back.

All **other players line up the Charge cards** from the defibrillator in order to make them match the required charge.

As soon as the right value has been reached, all players step away from the table while raising their hands and shouting: "**CLEAR**".

Then, all together, they hit the table with the flat of their hand while shouting: "**JOLT**"!

If the heart starts again (discontinuous "**Beep**"), the teams can resume the normal course of the game.

If the heart hasn't started again (the "**Beep**" remains continuous), start the procedure from the beginning, using the new charge value given by the app.

If the heart hasn't started again (the "**Beep**" remains continuous), discard the Telephone card to the box and start this whole procedure over with a new charge value.

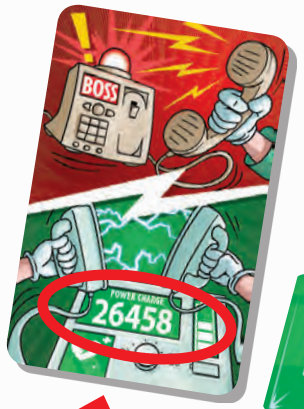
Notes :

- *When you play with the app, the shock and sounds made influence the length of the cardiac arrest.*

- To take care to check the table's sturdiness beforehand!





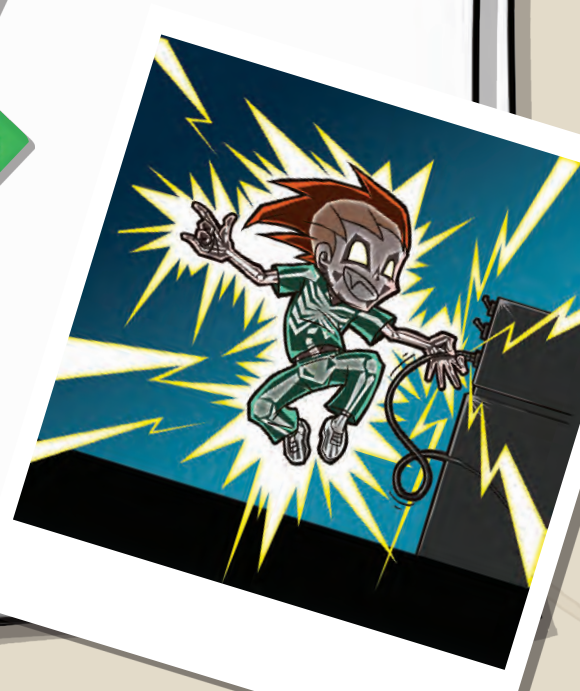














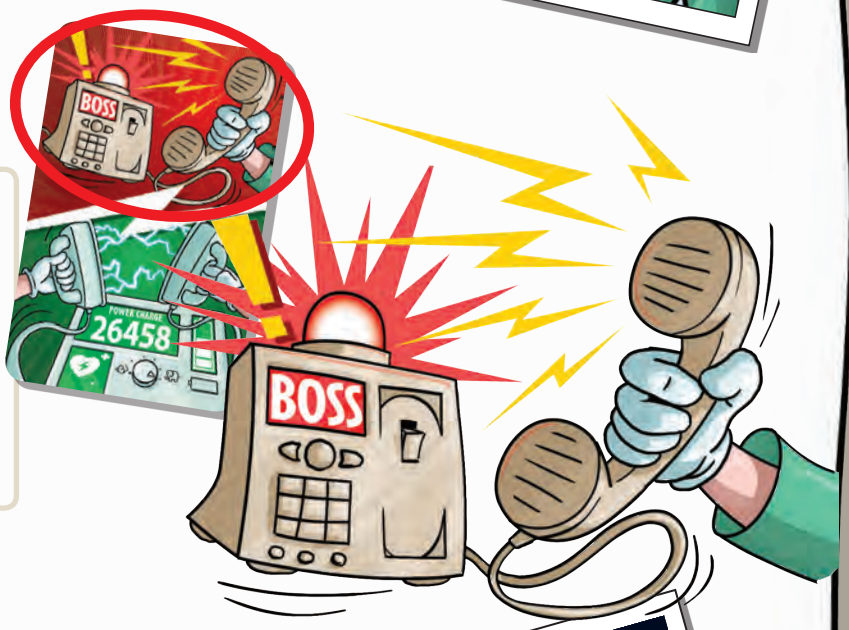
The Manager's Calls

When a phone ring is heard in the soundtrack, ALL players must shout **"PHONE!"** and **immediately pause the test in progress.**

One player picks up the phone by pressing the appropriate button in the app before reading out loud the text which then appears.
All players must then perform the requested action before resuming the normal course of the game.
After having read the text and performed the action, press the proper button in the app.

One player takes and reads out loud the first card from the Telephone deck.
All players must then perform the required action before resuming the normal course of the game. Then that player discards the Telephone card.

Note: For greater ease, we suggest an adult be the one to read the text.







The Medical Tests



There are a total of 8 different tests. The basic procedure always remains the same.

The Head draws the first card of the Test deck and, without showing it to other players, begins to give instructions to their teammates. As soon as the test is completed, the Head checks to see if it was properly performed, then puts the card back in the game box.

Then, another player on the team becomes the Head, and continues on with a new test.

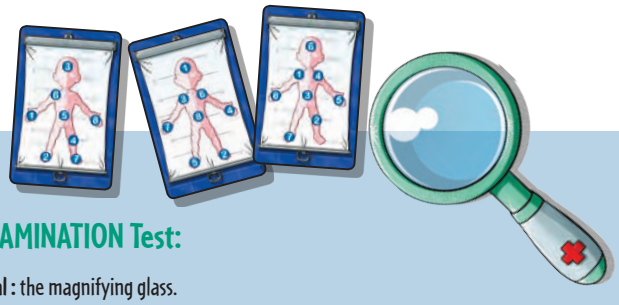
General notes:

- If another team is performing the same test as you, place your Test card at the bottom of your deck and move on to the next card. You'll come back to it later!

- If you're playing with young children, we suggest you do not change Heads during the game.

- If your team has finished their tests, you can help the other teams.

- Don't forget that this is a cooperative game! Try to be organized while returning the elements to their space on the table.



A. EXAMINATION Test:

Matérial : the magnifying glass.

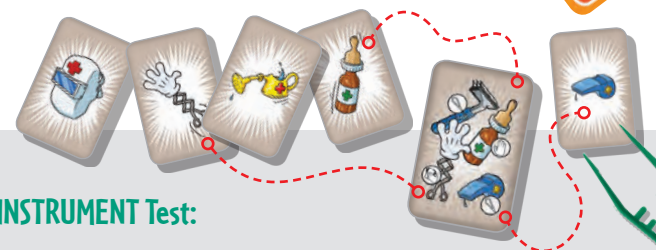
The Head dictates to their teammate the path to follow with the magnifying glass. At the same time, the teammate takes the magnifying glass and moves it over their body, following the instructions from the Head.

Notes:

- The magnifying glass must never move away from the player's body until the end of the examination.

- The player holding the magnifying glass is allowed to change hands.

- For teams of three players, one teammate takes the magnifying glass and examines the other player.



C. INSTRUMENT Test:

Matérial : the 24 Instrument cards, 2 pairs of tweezers.

The teammates must hand 4 instruments to their Head. The Head can only describe them. As soon as they receive one, they place it in front of themselves. As soon as all 4 instruments are there, the test is successful.

Be careful, depending on the icon shown on the Test card, the instruments can be passed in one of 3 different ways:

– **HAND :** the instrument must be passed from hand to hand.

– **CLAMPED :** the players (teammates and Head) cannot touch the instrument, and must pass it by using the tweezers.

– **STERILISED :** the teammate must first sterilize the instrument by rubbing it between their hands before giving it to the Head.



B. PRESCRIPTION Test:

Matérial : the Pill case board and the 9 pills.

The teammates must correctly fill the pill case and place each pill in the proper space.

For example: you must put a pink and white pill at 5:30, and an orange and yellow one at 10:30...

Note: The pills are double-sided with different colors on each side.



D. X-RAY Test:

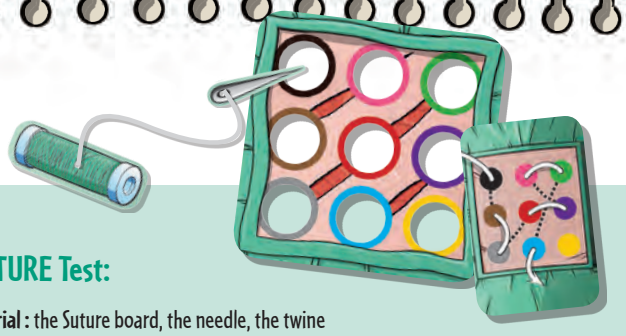
Matérial : none.

The Head must guide their teammate so that they strike the same pose as on the card. When the pose is achieved, the Head says: **"1, 2, 3... X-RAY "**.
Both positions must be performed for the X-ray card to be successful.

Notes:

- The Head can only speak – they can't move or mime a position.

- For teams of 3 players, both teammates must strike the poses.



E. SUTURE Test:

Matérial : the Suture board, the needle, the twine and the 2 pairs of tweezers.s.

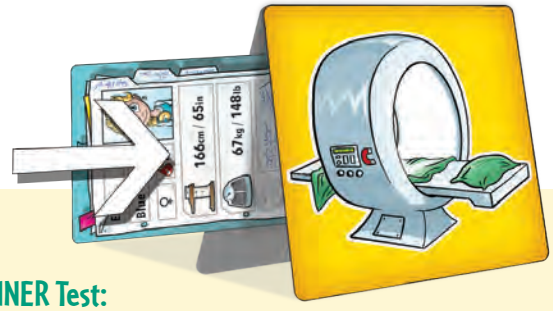
The Head must guide their teammate so that they make the proper suture pattern. Be careful – the suture must be performed with the help of the two pairs tweezers: players may never touch the needle with their fingers!

Example: you go in through the black, and come out through the brown...

Notes:

- For teams of 2 players, the Head holds the board and the teammate sutures using the 2 tweezers.

- For teams of 3 players, the Head holds the board and the teammates each take a pair of tweezers.



F. SCANNER Test:

Matérial : the 2 Scanner tiles, the Patient card, and the 2 pairs of tweezers.

The team must build the scanner, then scan the Patient card.

To build the scanner, the teammate must get the two Scanner tiles to support each other like a house of cards.

Then, they must pass the Patient card under the scanner, and the Head must take it from the other side.

If the scanner collapses, the test must be restarted from the beginning

Notes:

- Depending on the icon on the Test card, the Patient card must be passed either by hand or using the tweezers.

- For teams of 3 players, the two teammates must pass the Patient card to each other.



G. ELECTRODES Test:

Matérial : the Body board and the 18 Electrode cards.

The teammates must place the right electrodes on the right spaces of the patient's body.

For example: you must put the "star" electrode on part 1, the "heart" electrode on part 2...



H. INJECTION Test:

Matérial : the 2 Syringe tiles, the Pharma board, the Patient card, and the 15 Medication cards. (Clafoutilol, Penistrit et Maxoltoz).

You must inject the patient with a dose of medications, but be careful to follow the dosage and procedure properly!

1. The Head takes the Pharma board and tells their team the type of injection to perform: According to the icon on the card, the injection varies according to the weight, size, or blood type of the patient.
2. The teammate looks at the Patient card, and gives the weight, size, or the blood type to the Head.
3. Using the Pharma board, the Head dictates the proportions of Maxoltoz, of Penistrit, and of Clafoutilol to prepare.
4. The teammate lines up the Medication cards between the two parts of the syringe, then, once these are ready, gathers the cards with both of their hands and shouts: « **INJECTION !** »

Example: you must make a weight-based injection. The patient, Elsa Blue, weighs 148 lb. Take the Pharma board and prepare the quantities of medication you need: 5 of Maxoltoz and 1 of Penistrit. Place the medications between the two syringe tiles, and gather them while shouting: **"INJECTION!"**



Note: The Pharma board is double-sided. Choose the right side depending on the patient (man / woman).



START AND END OF GAME

When you are ready, start the app or the soundtrack.
As soon as you hear the **first cardiac "Beep"**, the oldest player takes the **Patient card** and reads the information on it out loud: family name, first name, blood type, gender, and weight.
Then, the game can begin and **each Head draws a Test card**.

Success:

If all of the Test cards have been successfully completed before the final GONG (death of the patient), press on the "Successful Operation" button in the app. The game is won! All you have left to do is call out the time of the successful operation.

If all Test cards have been successfully completed before the final GONG, the game is won! All that's left is for you to call out the time of the successful operation.

Defeat:

If, unfortunately, the "defeat" screen appears on your app, the operation is failed. You'll need more training!

If, unfortunately, a GONG is heard, the operation a failure. You'll need more training!

For increased challenge:
Once you've become more familiar with the game and have started winning more often, you can start playing at Medium or Difficult mode. To do this, use the following setups:

Medium : Take one card from each test plus 4 additional cards of your choice and play with the soundtrack at "Medium" mode.

Difficult : Take 2 cards from each test and play with the soundtrack at "Difficult" mode.



THANKS

Roberto Fraga would like to deeply thank: Florence, my spouse, who is a nurse, and my father-in-law, doctor Jean Naudin, for the many "technical" tips he's given me, as well as the surgeon who operated on me in December 2007 in Cherbourg, and thanks to whom I had the idea for the game right there on the operating table, and let's not forget the amazing team of the Repos Prod Hospital, without whom you wouldn't be reading this rulebook right now!

Repos Production would also like to thank all of the players, those who came to play Doctor Panic, and those who suffered through demos during conventions!

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