

Štěpán Peterka

# DOKTOR HRUBEĆ

Mad  
hospital  
final  
surgery



Y  
E  
R  
A  
B  
O  
R  
D  
G  
A  
M  
E



Game  
rules

CBG  
CZECH BOARD GAMES

f efko®



Hello boss, welcome to this five star hospital, I'll show you around. Here's your office, it's a bit messy after the last occupant. First thing you should do, is to hire new doctors, old ones are either fired or in jail. Don't forget to feed the rats in the corner, since they are aggressive when they are hungry, there are some spare pills in the cabinet, they love those. Overall, we got a fine hospital here, some people say it's going to close soon but should not trust them.

# I. Game round-up

In game Dr. Hrubec, you take on the role of a chief of medicine in a crazy hospital full of loonies – both doctors and patients. The game is for 2-5 players and takes 30-60 minutes.

The aim of the game is to cure the patients that come into your hospital. You achieve that by hiring the right combination of up to four doctors. Patients have problems in one of four different specializations: surgery, psychiatry, stomatology and dermatology. Each of your doctors has skills in these specializations which add to your team's ability to cure patients. You can also affect what happens in the hospital through action cards. Ultimately, your hospital will close due to doctor incompetence, at which time there will be a final reckoning and scoring.

# II. Game setup

## 1 OPERATING ROOM

Each player takes an **operating room** of a chosen color.

**Operating table**, on which players place patient cards. That is where their fate will be decided.



## 2 TEAM ABILITY SHEET

Each player takes one **team ability sheet** and four **team counters**, which he places on value **0** of all specializations (surgery, psychiatry, stomatology and dermatology).

**Team ability sheet** shows the combined skill of your doctors – it is the main measure of how successful your team is likely to be.



### 3 HOSPITAL

Place **hospital board** in the middle between all players.

**Waiting room** – four places where you place patients from the patient queue. In two-player game, hide one space with an unused patient card.

Place for **ongoing action cards**. These cards  affect the game until another ongoing action card is played, at which point the old one is discarded.



**Discard pile** for action and doctor cards. If the draw deck runs empty, just shuffle the discard pile and place all cards into the draw deck space.

**Draw deck** containing action and doctor cards.

**Patient queue** from which patients are placed into the waiting room.

### 4 CARDS

**Action cards** which you can play anytime during your turn.

**Doctor cards** make up your medical team. Each doctor has skills, which add to your team's ability to cure patients.



**Patient cards**, which you cure and get money (victory points) from their insurance.

- Randomly select one **doctor** for each player. You will start the game with him in your hand.
- Shuffle together the rest of the **doctor cards** and **patient cards** and use them to create the **draw deck**, which you place on the hospital board. Each player draws additional 3 cards before the game starts.
- Now create the patient queue: Shuffle **patient cards** with numbers 1 and 2 on the back separately and randomly choose a number of them according to the number of players (as indicated in the table below).

Place the **hospital closing** on the hospital board on the queue space. On top of that, shuffle and place the number **3** patients face down. On top of those cards, place the chosen number **2** patients face down, followed by the chosen number **1** patients, also face down.

Number of cards	2 players	3 players	4 players	5 players
1	4	6	8	10
2	6	9	10	12
3	3	3	3	3
4	1	1	1	1

# III. Game rules

Players take turns in clockwise order until the game ends.

When it's your turn:

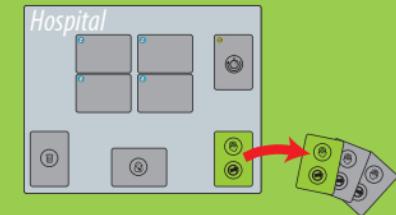
If you don't have a patient

If you have a patient

## 1. Morning administration

You can either

draw a card from the draw deck (Only if you have less than 5 cards in your hand)



or

play a doctor into one of your four offices next to the operation table. If you already have 4 doctors you must fire one (discard onto discard pile).



You can do only one of these options.

## 2. Patient admittance

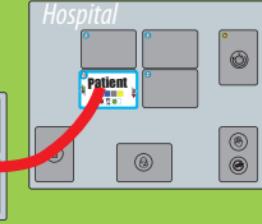
You have to either

place another patient from queue into the waiting room (if there is space available)



or

admit a patient from the waiting room onto your operating table (you will operate on him during your next turn)



You can play action cards anytime during your turn!

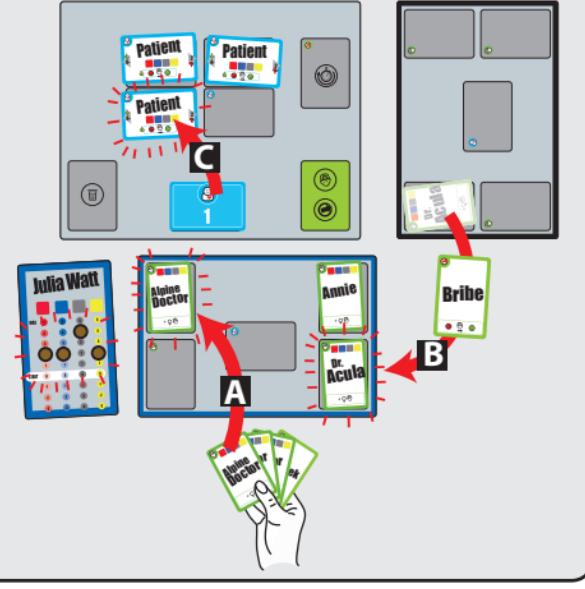
Played cards are put into the discard pile.

If the waiting room is full, patients jump onto your operation table even if you don't want them.



Cvach

**Example:** Dr. Watt is not satisfied with her team, so instead of drawing a card she plays Alpine Doctor **A** and then plays the action card Bribe which steals Dr. Acula from Yrfing **B**. She updates the counters on her team ability sheet. Still feeling she needs time to prepare she admits another patient from queue into the waiting room and ends her turn **C**.



**Example:** Ester wants to draw a card during her turn, but has already 5 in her hand. So she first plays the ongoing action card **Alternative treatment**, which she places on the hospital board. She now has only 4 cards so she is able to draw one during Morning administration. The waiting room is already full, so during Patient admittance she has to admit one patient to her operating table. She chooses the patient with Blisters, and her turn ends.

# Operation

If you have a patient on your operating table at the start of your turn, you must operate, you don't do morning administration nor patient admittance. Success of the operation depends on your team's skills and a little luck.

You will find specialization and difficulty of the operation on the patient card, if there are more values in different specializations, choose one of them. Roll a die and add your team's combined skill in that specialization. If the sum is less than the difficulty, then the patient has died. Otherwise, congratulations, the patient is cured!

Dead patients are stored in the **morgue** - under the right side of your operating room. Cured patients are placed under the left side.

## Example of a successful operation

Sum of your doctor abilities in dermatology.

$$0 + 2 + -1 = 1$$

Successfully cured patients stack under the left side of you operating room.

Dice roll

Difficulty of patient's dermatology problem = 6

$$1 + \bullet\bullet = 7 > 6$$



During the operation, ALL your doctors' skills add to your team ability, both positive and negative. Also check if any ongoing action cards have some relevant effects.

## Example of an unsuccessful operation

Sum of your doctor abilities in stomatology.

$$0 + -1 = -1$$

Dice roll

Difficulty of patient's stomatology problem = 3

$$-1 + \bullet = 1 < 3$$



Unsuccessfully cured (ie. dead) patients are stacked in the morgue - under the right side of your operating room.

**Ester**  
Before every operation, I measure the aura of my team. You should at least check if you have correctly summed up the skills of your team of doctors!

An operation is a question of life and death. Before operating, try to call a Nurse or play some other action card that will help you. But beware, any cards played after the dice roll will not effect the operation.



## N. Game end

Game ends when the **hospital closing** card moves from the patient queue to the waiting room. Players with a patient on the operating table finish their operations (clockwise order), but cannot play any other cards. The last ongoing action card remains in effect.

Now add up the victory points for the cured patients (on the left). Subtract 2 points for every dead patient (on the right). Player with the most points wins the game.

**Mondolyev**  
Don't get confused. The last few patients are a little bit weirder than the others, but the same rules apply for them as for any other patient. Anyway, by now you are a skilled doctor who can even handle a police raid.

# Cards and icons

Effects of the cards in the game are symbolized with icons.

Here are the explanations of most of them:

## Icons overview



patient



doctor



man



woman



morgue



waiting room



me



other player



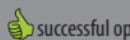
all players



player to your right



ongoing effect



draw a card



successful operation



unsuccessful operation



*Some cards are little bit different. You can find them in the card overview, but right now you know enough to start playing!*

## 1. Move cards

from what where

This card moves from another player doctor to me.



## 2. Cards affecting abilities

These cards affect your teams abilities.

This card adds 1 to all your team specializations.



## 3. Other types of cards



This icon marks ongoing action cards. Play it at the marked place on the hospital board, if there was one already, discard it. Last played ongoing card affects all players until someone plays another one.



Discard a doctor to the discard pile. If it's not specified, then choose either your doctor or a doctor from another player.



Discard a card from your hand onto the discard pile.



Discard a patient from the game. If it's not specified, choose either your patient, or another player's patient, or a patient from the waiting room.



Special effects of some cards depend on the result of the operation, either success or fail.



## Card overview



**Alternative treatment** – Ongoing action card that affects values on dice: roll 1,2 and 3 counts as 0, roll 4,5 and 6 counts as 6.



**Euthanasia** – Discards a patient from the game. You can't play it on operated patient after the dice roll.



**Dr. Hrubec on duty** – All patient on player operating tables dies, they are just moved to morgue no special effects applies.



**Tools delivery** – Ongoing action card affecting all teams abilities: surgery +1 and psychiatry -1.



**Castling** – All players pass on doctor from their team to the left. First everyone chooses one and then are all passed.



**Holiday** – Moves patient from your operating table to another player.



**Heroic act** – Discard a doctor from your team, he doesn't count in next operation. You have +2 to all abilities during next operation.



**Heart attack** – Discard a patient from the waiting room from the game.



**Infectious eczema** – Ongoing action card affecting all teams abilities: dermatology -1.



**Clown show** – Ongoing action card affecting all teams abilities: surgery -1, psychiatry +1, stomatology -1 and dermatology -1.



**Lunch break** – Moves patient from your operating table to the waiting room.



**Recycling** – Ongoing action card affecting all teams abilities: stomatology +1 and dermatology -1.



**Retraining** – Discards your doctor, then draw a card.



**Model** – Steals male doctor from other player. If you have already 4, you have to discard one.



**Mrs. Janitor** – Ongoing action card affecting all teams abilities: surgery -1, psychiatry -1, stomatology -1 and dermatology -1.



**Doctors on strike** – Ongoing action card affecting all doctors, their abilities are 0.



**Lucky day** – Ongoing action card that affects values on dice: roll 1 counts as 8.



**Kidnapper** – Steals patient from other player to your operating table, only if you have available space there.



**Bribe** – Steals a doctor from another player. If you already have 4 doctors, you need to discard one.



**Romantic dinner** – Steals a female doctor from other player. If you have already 4 doctors, you need to discard one.



**VIP** – Exchange the patient on your operating table with one in the waiting room.



**Blackout** – Every player who has a patient on his operating table passes him to the right.



**Fired** – Discard any doctor.



**Resurrection** – Move one patient from your morgue to your operating table, only if you have available space there.



**Nurse** – Add +1 to your team abilities to your next operation.



**Lawyer** – After a failed operation, move Lawyer and dead patient to other player. Patient goes directly in his morgue. If he has already 4 doctors, he either discards Lawyer or one of his former doctors.



**Alpine Doctor** – After a successful operation, move Alpine Doctor to other player. If he already has 4 doctors, he discards either Alpine Doctor or one of his former doctors.



**Dr. Acula** – If you have Dr. Acula in your team action cards have no effect on your patient (doctor), except: Blackout and Dr. Hrubec on duty.



**Dr. Incognito** – You or other players can't manipulate with him through special effects, except Castling.



**M.D. Brutal** – After a failed operation, draw a card.



**Dr. Zero** – When you play him draw a card.



**M.D. Silicon** – If you have woman in team, M. D. Silicon abilities are: -2,2,0,3.



**Young Intern** – After a failed operation, move her to another player. If he has already 4 doctors, he has to discard either Young Intern or one of his former doctors.



**Butcher** – If you rolled 1 on failed operation, discard the patient from the game, instead of moving him to your morgue. If there is Alternative treatment or Lucky day in play, butcher has no effect.



**Alien** – After playing Alien discard a doctor.



**Gate keeper** – After a successful operation, draw a card.



**Alcoholic** – After a failed operation, move him to operating table of player to the right. If there is already a patient, discard Alcoholic from the game.



**Exhibitionist** – After a successful operation, steal woman doctor from other player. Only if you have less than 4 doctors.



**Leper** – After a successful operation, draw a card.



**Infected prostitute** – After a failed operation, discard your doctor.



**Geek** – After a failed operation, draw a card.



**Blisters** – After a failed operation, discard a card, if you have any.



**Schizoid** – After a successful operation, steal a doctor from other player. Only if you have less than 4 doctors.



**Siamese twins** – After successful operation, you can move one patient from waiting room on your operating table.



**Appendix** – After a successful operation, draw a card.



**One body, no head** – After a successful operation, move One body, no head in the morgue of other player.



**Constipation** – After a failed operation, discard a card, if you have any.



**Fracture** – After a successful operation, discard a card from your hand, if you have any.



**Dental bridge** – After a successful operation, exchange one doctor with other player. Both of you has to have at least one.

# Game components

## Cards



25 pcs  
DOCTOR CARDS



25 pcs  
PATIENT CARDS



34 pcs  
ACTION CARDS



6 pcs  
ICON OVERVIEW  
CARDS

## Boards



5 pcs OPERATING ROOMS



5 pcs TEAM ABILITY SHEETS



1 pcs OPERATING ROOMS

## Dice

1 pcs



## Counters

20 pcs



© 2013 Czech Board Games

**Author:** Štěpán Peterka • **Development:** Czech Board Games • **Lead tester:** Jakub Těšínský

Czech Board Games helps starting Czech authors through meeting and competition of authors. More on our website [www.czechboardgames.com](http://www.czechboardgames.com).

**Illustrations:** Karel N Moravec, Martin Hron • **Graphics:** Karel N Moravec • **Photo:** Miroslav Maty Matoušek

**Production:** Efko, Czech Board Games team, Jakub Těšínský, Jan Vanček

**Special thanks to (alphabetical order):** Douglas Kaufman, Eduard Füzeséry, Jana Isabella Růžičková, Josef Koštíř, Kristian, Malčus, Ladislav Lamanai Sedláč, Radka Těšínská Lomičková, Zdeněk Lomička, Zdeňka Gašparíková and others who helped help test and develop this game.