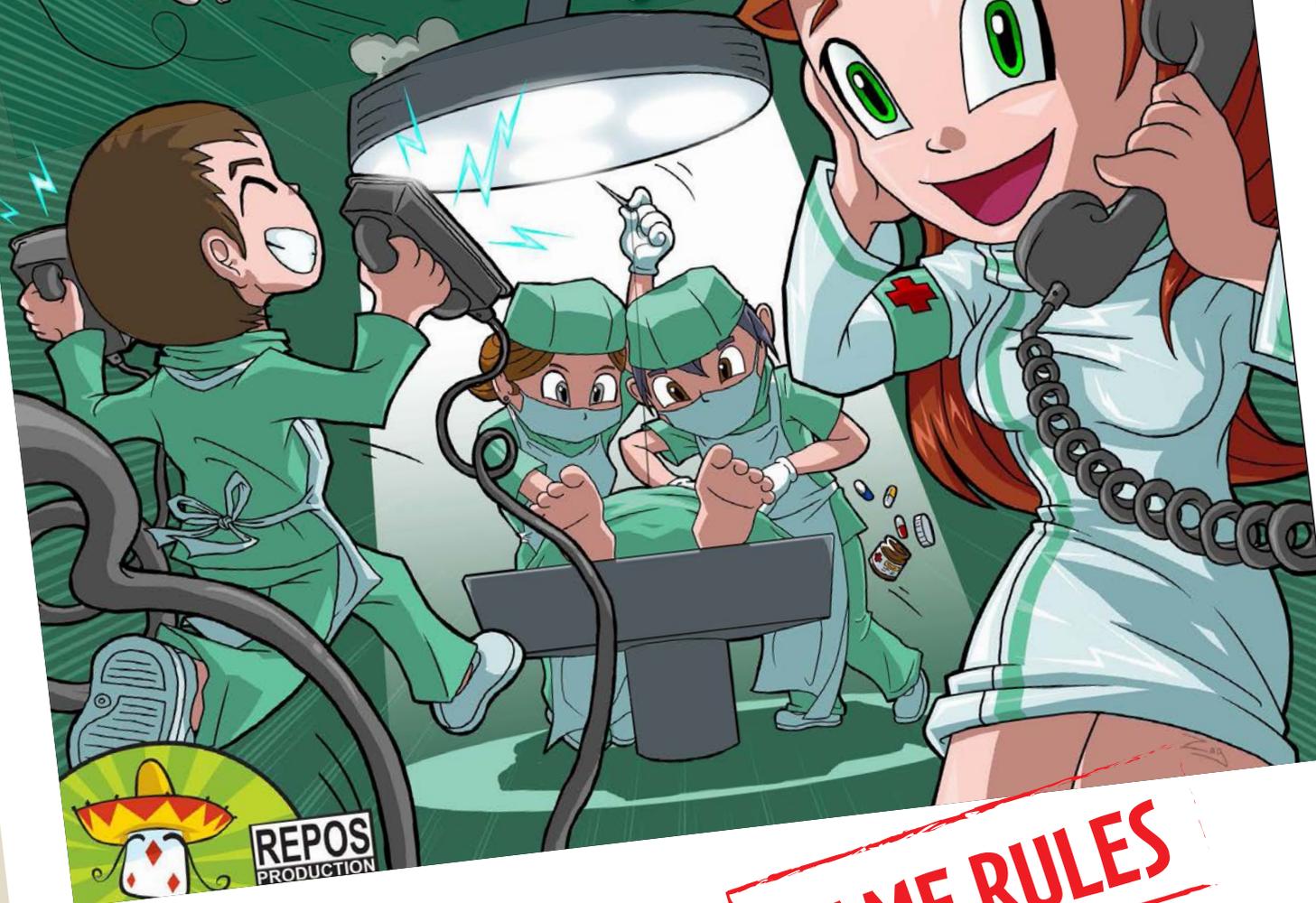


# DOCTOR + PANIC™



REPOS  
PRODUCTION

**GAME RULES**



## OVERVIEW

You're part of a medical team from the most reputable hospital of the area.

Your goal is to save the patient who has just been brought to the emergency room before their time is up!

To do this, you'll need to perform a series of medical tests. If all of the tests are successful before time runs out, it's a victory, the patient is saved and everyone wins! Otherwise, let's put this delicately, you'll need 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

Hook the cardboard needle to the cord, and the cord to the cardboard spool.

To play Doctor Panic, it's necessary to play with a soundtrack.

We suggest you immediately download the Doctor Panic app (recommended) or one of the following "audio" files. (page 4)

To open these files, any mp3 player (smartphone, tablet, mp3 player, computer, etc.) will suffice.

## CONTENTS

- A. 1 pill organizer board
- B. 1 patient's body board
- C. 1 suture board (with a thread, a needle and a spool)
- D. 1 double-sided pharma board
- E. 1 patient's heart (whoopee cushion)
- F. 1 magnifying glass
- G. 4 pairs of tweezers
- H. 2 scanner tiles
- I. 2 syringe tiles (plunger and needle)
- J. 9 double-sided pills
- K. 8 patient cards
- L. 10 defibrillator charge cards
- M. 18 electrode cards
- N. 15 product cards (5 Clafoutilol, 5 Penistrit, and 5 Maxoltoz)
- O. 24 instrument cards
- P. 25 telephone / defibrillator Charge cards
- Q. 1 blank telephone / defibrillator Charge card
- R. 9 hair nets
- S. 1 rulebook
- T. 1 quick reference sheet

### THE MEDICAL TEST CARDS

- Q. 18 instrument test cards
- R. 8 injection test cards
- S. 10 X-ray test cards
- T. 10 check-up test cards
- U. 10 prescription test cards
- V. 10 suture cards
- W. 10 electrode test cards
- X. 8 scanner test cards

## SETUP

### Setting up the games contents

In an organized manner, place the following elements on the table:

- + The pill organizer board and the 9 pills;
- + The 2 syringe tiles, the pharma board, and the 15 product cards (5 of Clafoutilol, 5 of Penistrit, and 5 of Maxoltoz);
- + The patient's heart, the 25 telephone cards, and the 10 defibrillator charge cards (previously shuffled);
- + The body board and the 18 electrode cards;
- + The suture board, the thread, the needle and the spool;
- + The magnifying glass and the 4 tweezers;
- + The 2 scanner tiles;
- + The 24 instrument cards, spread out;
- + The game box;

*To finish, randomly draw one of the 8 Patient cards: this will be the person to be saved during this game! Return the others to the box.*

### Creation of the Teams

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

Place yourselves around the table so that the teammates are facing each other.

Everyone should put on a hair net.

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

### Creation of the draw pile for the Medical Tests

Shuffle the 8 sets of Medical Test cards **separately**.

Each Department Head takes a **card from each set**, shuffles them and places these **8 cards face-down** in a pile in front of themselves.

Return all remaining Medical Test cards to the box. These will not be used for the rest of the game.





## LINKS TO THE SOUNDTRACKS

To access the desired files, you can either scan the QR code or type the link into your web browser.

Doctor Panic App

QR CODE

Online streaming or file download.

<http://rprod.com/doctorpanic/tracks> + QR CODE

<http://rprod.com/doctorpanic/tracks/easy1.mp3> + QR CODE

<http://rprod.com/doctorpanic/tracks/easy2.mp3>

<http://rprod.com/doctorpanic/tracks/easy3.mp3>

<http://rprod.com/doctorpanic/tracks/challenge1.mp3> + QR CODE

<http://rprod.com/doctorpanic/tracks/extreme1.mp3> + QR CODE

## Set up the soundtrack

No matter which audio system you use, make sure you set the volume loud enough for everyone to hear the soundtrack properly!

With a smartphone, launch the Doctor Panic app, choose "New Game", and select a soundtrack.

For your first game, use the "Discovery" track.

Publisher's note:

We haven't included a cd-rom in the game, as we feel the experience is more interesting and simpler via the app or directly with a smartphone placed on the table.



## GAME OVERVIEW

Doctor Panic is a game which is **played in real time**: there are **no turns** like in a classic boardgame. All of the teams and all of the players **play at the same time**. Warn your neighbors, this might cause a bit of noise!

The main player activity is completing the medical tests but, depending on the soundtrack, 2 events may change the course of the game: cardiac arrests, and phone calls from the Director.

As a reminder, to **win the game**, each team must have **completed all of the Medical Test cards** of their card pile **before the end of the soundtrack!**

### The cardiac arrests

When the patient has a cardiac arrest (one continuous “Beep” sound in the soundtrack), you need to react very quickly! ALL players must shout “Cardiac Arrest!” and **immediately interrupt** the tests in progress to save the patient.

- + **One player makes a cardiac massage** to the patient’s heart. To do this, he place both of their hands, joined, on the heart and press once per second.
- + Meanwhile, **another player** takes the first Telephone card from the pile and **calls out the charge value** written on it. 

All of the **other players align the charge cards** from the defibrillator in order to make them match the required charge.

As soon as the right value is reached, all players move away from the table while raising their hands and shouting “CLEAR”.

Then, all together, they hit the table with their hands, while shouting “1, 2, 3, SHOCK!”

If the heart starts again (regular “Beep” in the soundtrack), the teams may resume the normal course of the game.

If the heart hasn’t started again (the “Beep” is still continuous), discard the Telephone card into the game box and start the whole procedure from scratch with a new charge value.

#### Notes:

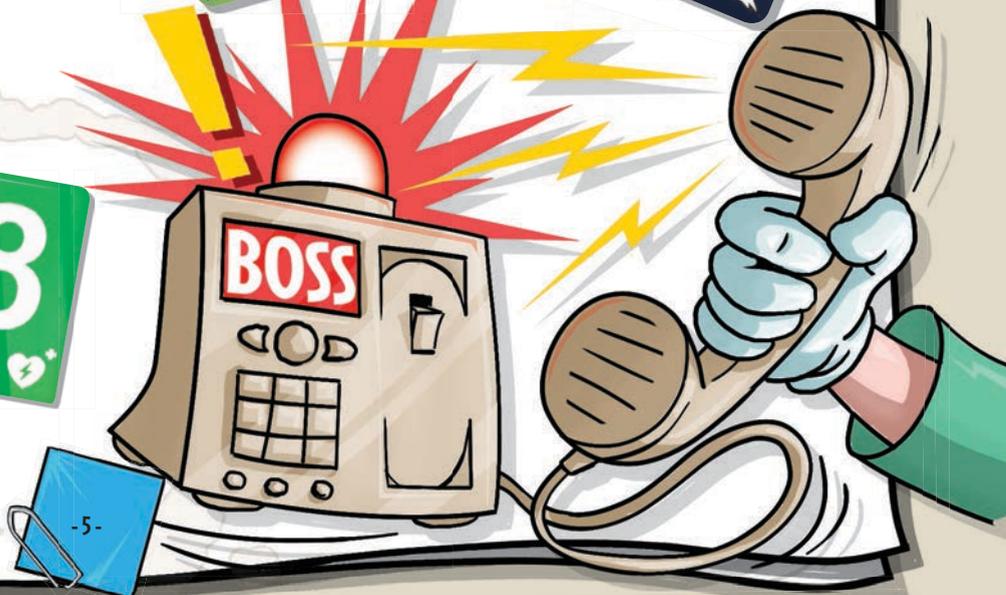
- *If you are playing using the app, the shock and the sounds made influence the duration of the cardiac arrest.*
- *Check the sturdiness of the table beforehand!*

### The Director’s calls

When a phone ring is heard in the soundtrack, **ALL players** must immediately shout “Phone!” and **immediately interrupt** the tests in progress.

One player takes and reads out loud the top card in the Telephone pile. All players must then perform the requested action before resuming the normal course of the game.

*Note: We suggest that you have the Telephone cards read by an adult.*



## The medical tests

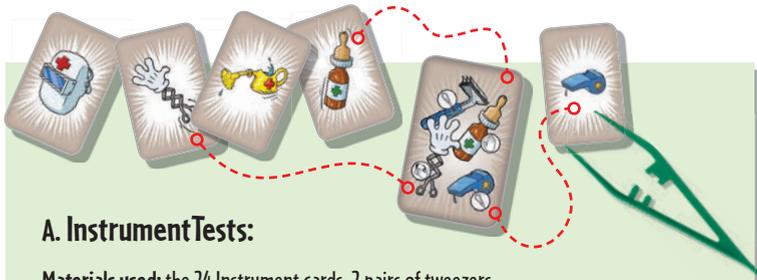
There are a total of 8 different tests.  
The basic procedure is always the same.

The Department Head draws the first card from the Medical Test pile and, without showing it to anyone, gives directions to their teammates. As soon as the test is successful, the Department Head checks to see if it was correctly completed, then puts the card in the game box.

Then another player from the team becomes the Department Head, and they continue with the next test.

### General Note:

- If another team is doing the same test as you, place your Medical Test card on the bottom of your pile and move on to the next card. You'll come back to it later!
- If you are playing with young children, we suggest that you do not change the Department Head during the game.
- If your team is done with their tests, you can help the other teams.
- Don't forget that this is a cooperative game! Try to be organized while putting the game elements back on the table.



### A. Instrument Tests:

**Materials used:** the 24 Instrument cards, 2 pairs of tweezers

The teammates must give 4 instruments to their Department Head. The Department Head can only describe them. As soon as the Department Head receives one, He place it in front of them. As soon as the 4 correct instruments are in front of the Head, the instrument test is successful.

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

- **BY HAND:** you need to give the instrument from hand to hand.
- **CLAMPED:** players (including teammates and the Head) cannot touch the instrument and must pass it by using the tweezers.
- **STERILIZED:** the teammate must first sterilize the instrument by rubbing it between their hands before giving it to the Head.



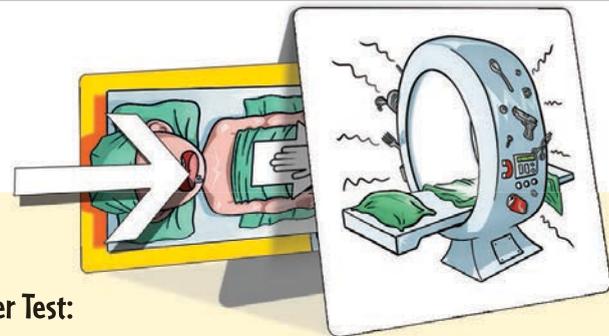
### B. Check-up Test:

**Material used:** the magnifying glass

The Department Head dictates to one of their teammates what to do with the magnifying glass. At the same time, the teammate takes the magnifying glass and slides it along their own body according to the Department Head's indications.

### Notes:

- The magnifying glass must not move away from the player's body until the end of the check-up.
- Players are allowed to change hands.
- For teams of three players, one teammate takes the magnifying glass and examines the other player.



### C. Scanner Test:

**Materials used:** the 2 scanner tiles and the patient card

The team must build the scanner, and then scan the patient card.

To build the scanner, the teammate must make the two scanner tiles lean against each other like a house of cards.

Then, they must pass the patient card under the scanner, and the Department Head must pick it up on the other side.

If the scanner collapses, the test must be restarted from scratch.

### Notes:

- Depending on the icon shown on the scanner test card, you must either pass the patient card with your hand or with tweezers.
- For teams of 3 players, the two teammates pass the patient card to one another.



### D. Suture Test:

**Materials used:** the suture board, the thread and 2 tweezers;

The Department Head must guide the teammate so that they make the right suture pattern. Be careful, the suture must be made using two pairs of tweezers: the needle may never be touched directly!

**Example:** you go in via the red and then go out by the blue...

**Notes:**

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

- For teams of 3 players, the Department Head holds the board and each teammate takes a pair of tweezers.



### E. X-RAY Test:

**Material used:** none

The Department Head must verbally guide their teammate so that he is in the same position as that shown on the card. When the first position is taken, the Department Head calls "1, 2, 3... X-RAY!", then moves on to the second. Both positions must be taken for the X-Ray card to be successful.

**Notes:**

- The Department Head can only talk, he can't move or mime the positions.

- For teams of 3 players, BOTH teammates must take the positions..



### F. Prescription Test:

**Materials used:** the pill organizer board and the 9 pills;

The teammates must correctly fill the pill organizer by placing each pill in the right space.

**Example:** you need to put one pink and white pill at 5:00, one green and blue at 7:30, etc.

**Note:**

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



### G. Electrode Test:

**Materials used:** the body board and the 18 electrode cards

The teammates must place the right electrodes at the right parts on the patient's body.

**Example:** you must put the "heart" electrode on part 1, the "square" electrode on part 2, etc.



### H. Injection Test:

**Materials used:** the 2 syringe tiles, the pharma board, the patient card, and the 15 product cards (Clafoutilol, Penistrit, and Maxoltoz);

Players must inject a product dosage into the patient, but make sure to follow the dosage and the procedure properly!

**Note:** 1 dose is equal to one card.

1. The Department Head takes the pharma board and tells their team which injection to make. Depending on the icon shown on the card, the injection changes based on the weight, size, or blood type of the patient.
2. The teammate looks at the Patient card and gives the weight, the size, or the blood type to the Department Head.
3. With the help of the Pharma board, the Head gives the correct dose of Maxoltoz, Penistrit, and Clafoutilol to be prepared.
4. The teammate aligns the Product cards between the two parts of the syringe and once it's ready, they gather the cards in their two hands and shout "INJECTION!"

**Example:** you must make a weight injection. The patient, Thomas Dupont, weighs 170 lbs. Take the Pharma board and prepare the product quantities you'll need: 3 dose of Maxoltoz and 2 dose of Penistrit. Place the product cards between the two syringe tiles and pick them up while shouting "INJECTION!"

**Note:**

- The pharma board is double-sided. Choose the right side depending on the patient.

## START AND END OF GAME

Start the soundtrack.

As soon as you hear the first cardiac **"Beep"**, the oldest player takes the patient card and reads out loud the information: last name, first name, blood type, size, weight and gender.

Then the game can begin and each Department Head draws a Test card.



If all of the Test cards have been successfully completed before the end of the soundtrack, the game is won! All that's left is for you to call out the time of your success.



If a gong sounds after a long cardiac arrest, the game ends. The time of death must be called out.

**For more challenge:**

Once you become familiar with the game and win on a more consistent basis, you can play in Advanced or Expert mode. To do this, use the following setups:

**Advanced :** take one card from each test and add to it 4 more tests of your choice, and play with the soundtrack: QR CODE advanced.

**Expert :** take 2 cards from each test, and play with this soundtrack: QR CODE expert.



## SCENARIOS:

**Marathon:**

String together the most Test cards possible before the end of the soundtrack and publish your time!

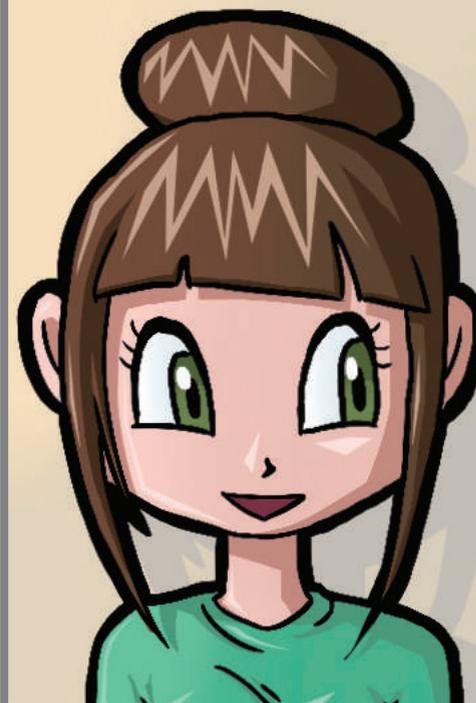
**Duel of the Champions:**

The first team to finish all of their Test cards before the end of the soundtrack wins the game.

## THANKS

**Roberto Fraga** strongly thanks Florence his wife, a nurse, and his father-in-law, Doctor Jean Naudin, for the many bits of "technical" advice given, as well as the surgeon who operated me in December of 2007 in Cherbourg and thanks to whom he had the idea for the game while on the operating table, without forgetting the incredible team from the Repos Prod Hospital, without whom you wouldn't be reading these game rules today!

**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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