

DICE HOSPITAL

ER Emergency Roll

1-6 PLAYERS
20-30 MINUTES
10+ AGE

COMPONENTS



27 ambulance cards



16 specialists
(6 Cardiologists, 5 Radiologists,
5 Epidemiologists)



6 pencils



3 dice



50 game sheets



1 Chief Physician card

GETTING READY

- 1 Give each player a **game sheet** and a **pencil**.
- 2 Shuffle the 27 ambulance cards. **Return 3 cards** to the box unseen and place the remaining **24 cards** face down between the players to form the ambulance deck. (5 players: Remove only 2 cards to make a deck of 25 cards.)
- 3 Place the **3 dice** beside the deck.
- 4 Randomly choose **2 Cardiologists**, **1 Radiologist** and **1 Epidemiologist**. Place the Cardiologists with the '8/5' side face up. (2 players: Place them with the '5' side face up instead.) Put the other specialists back in the box.
- 5 Give one player the **Chief Physician** card.

AIM OF THE GAME

In *Dice Hospital: ER - Emergency Roll* everyone tries to treat as many patients in their hospital as possible. The game ends when the ambulance deck is used up. The player with the most points wins.

YOUR HOSPITAL

Your hospital is made up of 7 wards, each connected to the central lobby, and each containing 3–6 bed spaces. At the end of each ward is a clipboard and a nurse. Between the wards are 2 separate X-ray labs.



Below your hospital is a ledger where you keep track of your stethoscopes, blood bags, nurses, and any patients you put in the morgue.

Along the bottom of your sheet is a row of scoring boxes.



HOW TO PLAY

The game is played over 24 turns (5 players: 25 turns). All players play every turn, but the player with the Chief Physician card is the lead player.

FLIP & ROLL

The Chief Physician reveals the top card of the ambulance deck and rolls all three dice. Place each die below the matching ambulance bay, according to their colour.

The dice are patients waiting to be admitted. Each patient is linked to one ambulance and its bonus.



CHOOSE PATIENT

The Chief Physician chooses one of the patient dice to admit to their hospital. They slide the die away from the card to indicate their choice.

All other players must now each choose one of the **other two** patient dice to admit to their own hospital. Players choose simultaneously, and more than one player can choose the same dice.

If any player wants to know which die other players are choosing, players must announce their choices going clockwise from the Chief Physician.



AMBULANCE BONUS

Each patient is linked to one ambulance and its bonus. You gain the bonus when you choose to admit the patient. If you put the patient in the morgue you still gain the bonus, except for the critical patient and nurse bonuses which cannot be used in this case.



STETHOSCOPE

When you choose a die with a **stethoscope** bonus, draw a circle around 2 stethoscopes in your ledger. You can use the circled stethoscopes immediately (to change the patient value you write this turn), or keep them to use in a later turn.



BLOOD BAG

When you choose a die with a **blood bag** bonus, draw a circle around a blood bag in your ledger. You can use the blood bag immediately (to treat the patient die as if it had a colour of your choice) or in a later turn (to either choose the same die as the Chief Physician or treat a die as if it had the colour of your choice).



The stethoscope and blood bag spaces on your sheet are not intended to be limited. If you gain more stethoscopes or blood bags than are shown in your ledger, mark your sheet in any way you wish to record the excess.



SCREEN

When you choose a die with a **screen** bonus, draw a circle around the last patient value in **any** ward. This patient is now 'isolated' and the **next** patient to be admitted to this ward can have any value. You may draw the screen before or after you write the value of the patient you chose this turn.





CRITICAL PATIENT

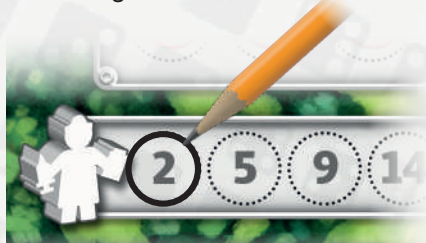
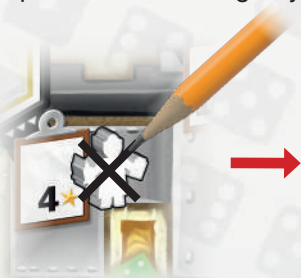
When you choose a patient with a **critical patient** bonus, write an exclamation point beside this patient's value. At the end of the game, you will score points equal to the total value of all your critical patients. **Remember:** If you put your patient in the morgue you cannot gain this bonus.



NURSE

When you choose a patient with a **nurse** bonus, cross out the nurse icon attached to the ward in which you write the patient's value, and then draw a circle around the lowest, left-most uncircled space on the nurses track in your ledger. At the end of the game, you will score points equal to the highest value that you have circled.

You can only take the nurse bonus **once in each ward**. If you admit another patient with the nurse bonus to a ward which has already had its nurse crossed out, nothing happens and the bonus is lost (you cannot cross out a nurse in a different ward). **Remember:** If you put your patient in the morgue you cannot gain this bonus.



EXTRA PATIENT

When you choose a patient with an **extra patient** bonus, you must also admit an additional patient matching the colour and one of the two values shown.

You may admit the patient you initially chose and the extra patient in either order, into the same or different wards. You may use stethoscopes and a blood bag as normal when admitting the extra patient.



ADMIT PATIENT

When you admit a patient, write its value in an empty bed space in a ward of your choice, following all these rules:

- **Colour:** The colour of the patient die must match the colour of the bed space. Grey bed spaces are 'wild' and match any die.
- **Bed space:** The first patient admitted to any ward must be written in the bed space adjacent to the lobby. Each subsequent patient admitted to the same ward must be written in the next adjacent bed space, filling the bed spaces in order. You do not have to fill one ward before admitting patients to other wards.
- **Value:** The first patient admitted to a ward can have any value. Each subsequent patient admitted to a ward must have a higher value than the patient adjacent to it.



You admit a green patient die of value 3. You can write the value in any one of the bed spaces marked ✓. Each of these beds is green or wild, and is either adjacent to the lobby or to a patient in its own ward with a value lower than 3.

You cannot write the value in any other space ✗. Each of these beds is either the wrong colour, or is adjacent to a patient in its own ward with a value equal to or greater than 3.



USING STETHOSCOPES

You may use one or more stethoscopes to change the value of a patient before you write it in a bed space. Each stethoscope used **adds or subtracts 1** from the value (don't change the value on the dice itself, just write a different value).

You cannot reduce a patient value below 1 or increase it above 6, and you cannot change a 6 into a 1, or change a 1 into a 6

You start the game with 1 circled stethoscope in your ledger. Each time you gain a stethoscope, draw a circle around one in your ledger.

When you use a stethoscope, cross out a circled stethoscope.



USING BLOOD BAGS

You may use a blood bag to do one of the following:

- Choose the same patient die as the Chief Physician.
- or —
- Ignore the colour of a patient die and write the value in a bed space of a different colour.

You start the game with no blood bags. Each time you gain a blood bag, draw a circle around one in your ledger.

When you use a blood bag, cross out a circled blood bag. You may use more than one blood bag each turn



MORGUE

If you cannot (or choose not to) write the value of a patient you have admitted into a bed space, you must instead circle a space in your morgue. At the end of the game, you will lose 1 point for each patient you put in your morgue. If your morgue is full, there is no additional penalty and you do not need to circle a space in your morgue.





CARDIOLOGISTS

At the end of each turn, check whether anyone has matched the goal of either of the Cardiologists. The first time the goal is achieved, that player earns 8 points and **flips** the card over. The second time it is achieved, the player earns 5 points and then **discards** the card.

If two more players achieve the goal in the same turn, all these players receive the full points currently available. If you score points from a Cardiologist, write the points in the appropriate box along the bottom of your sheet.

In a 2-player game, the first time a goal is achieved the player earns 5 points and then **discards** the card. Players can still achieve the goal in the same turn as described above

END OF TURN

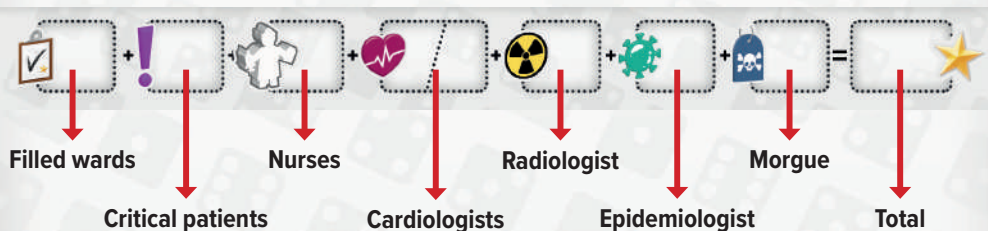
Finally, pass the Chief Physician card clockwise. The new Chief Physician flips the next ambulance card and rolls the dice to start the next turn. If there are no more ambulance cards to flip, the game ends immediately.



END OF THE GAME

The game ends after 24 turns when the ambulance deck has been used up (5 players: 25 turns).

Everyone calculates their scores and writes the individual values in the boxes along the bottom of their sheet. Add up these values to find your final score. Unused stethoscopes and blood bags are not worth any points.



Filled wards: Score points equal to the total clipboard values of every ward that you completely filled with patients.



Critical patients: Score points equal to the total patient values of every critical patient anywhere in your hospital.



Nurses: Score points equal to the highest, right-most value that you circled on the nurses track.



Cardiologists: Any points scored for achieving the goals of the Cardiologists that were recorded during the game.



Radiologist & Epidemiologist: Score points for each specialist, based on the final arrangement of patient values in your hospital (see page 10).



Morgue: Lose 1 point for each patient in your morgue.

The player with the most points wins.

SPECIALIST CARDS

CARDIOLOGIST



Gain 8 stethoscopes.



Surround an X-ray lab with patients.



Gain 3 nurses.



Gain 4 blood bags.



Admit at least one patient to all 7 wards.



Fill 2 wards.

RADIOLOGIST



Score points equal to half the total value (rounded up) of all critical patients adjacent to an X-ray lab.



≤ 12
 ≥ 30

Score 10 points for each X-ray lab surrounded by six patients that have a total of either 12 or less, or 30 or more.



Score 5/10/15/20 points for each X-ray lab if it has 3/4/5/6 matching adjacent patient values.



Score 4 points for each pair of matching patient values on opposite sides of an X-ray lab.



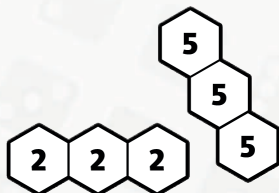
Score 2 points for each patient valued 4, 5 or 6 adjacent to an X-ray lab.



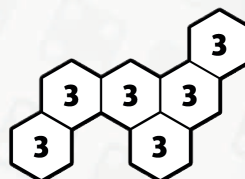
EPIDEMIOLOGIST



Score 10 points for each continuous sequence of patients valued 1–6 (ignoring walls). Each patient can only count in one sequence.



Score 5 points for each straight line of 3 connected patients with matching values (ignoring walls). Each patient can only count in one line.



Score 3 points for each patient in your largest single connected group of patients with matching values (ignoring walls).



Score 3 points for each patient of your most common value, minus 3 points for each patient of your least common value. (If at least one value is missing from your hospital, you score no minus points.)



Score 4 points for each triangular triple of all odd or all even patient values (ignoring walls). Each patient can only count in one triple.



SOLO MODE

You can play *Dice Hospital: ER – Emergency Roll* on your own against an automatic medical assistant: the Artificial Logic Integrated Care And Treatment bot, or ALICAT for short. If you score more points than ALICAT, you win!

GETTING READY

- 1 Set up a 2-player game as normal.
- 2 Give ALICAT a game sheet and place it beside your own.
- 3 Circle the first two nurses in ALICAT's ledger. These nurses are not associated with individual wards.
- 4 You are always the lead player in the first round, so place the Chief Physician's card above your game sheet. You and ALICAT alternate being the lead player in each round. Use the Chief Physician's card to keep track.

ALICAT scores points as normal, except for the Radiologist and Epidemiologist. For each of these cards, ALICAT scores a fixed number of points, as shown on the card. ALICAT never scores any other points for these cards, regardless of the arrangement of patient values in ALICAT's hospital.



HOW TO PLAY

Play each turn as normal, with the following changes. Complete the actions of the player with the Chief Physician's card first, whether this is you or ALICAT, so you don't lose track. When you take ALICAT's actions, do as follows:

ALICAT: CHOOSE PATIENT

ALICAT chooses the lowest-valued available patient die (or, if tied, the left-most die among the tied dice). If ALICAT is the Chief Physician, you must choose from the other two dice as normal. If you are the Chief Physician, ALICAT must choose from the two remaining dice.



Final turn: On the final turn of the game only, if ALICAT could choose a die and legally place it to fill the last empty space in a ward (using any combination of stethoscopes and blood bags to do so), it will always choose that die and ignore all of its usual protocols for choosing and admitting dice. If ALICAT has a choice of wards it could fill, it chooses the ward worth most points. If ALICAT has a choice of dice that it could admit to fill this ward, it chooses the lowest-valued available patient die (or, if tied, the left-most tied die).

ALICAT: ADMIT PATIENT

ALICAT uses the following protocol to find the first legal bed space in which to admit the patient die it chose. ALICAT must follow all the normal rules when admitting patients, but has the following important advantage:

ALICAT can write a value that is higher than or equal to the patient value in the previous bed space.

ALICAT will admit the patient into the first legal bed space it can find (without using stethoscopes or a blood bag), checking the wards clockwise from the left-most ward entrance.

- If this is not possible, can ALICAT use stethoscopes to increase the patient value and allow the patient to be admitted in a legal bed space?
- If not, can ALICAT use a blood bag to ignore the colour of the patient die and allow the patient to be admitted in a legal bed space?
- If not, can ALICAT use a combination of stethoscopes **and** a blood bag to admit the patient?

In all cases, ALICAT will always use the first legal bed space it finds by checking the wards clockwise from the left-most ward entrance.

If ALICAT cannot admit the patient into a legal bed space using one of the steps listed above, ALICAT will instead choose the next lowest-valued available patient die (or, if tied, the left-most tied die), and look for a legal bed space for that patient following the same steps.

If ALICAT cannot admit this second patient, ALICAT will instead choose the final patient die and once again looks for a legal bed space for that patient following the same steps. Note that if you are the Chief Physician, ALICAT must in this case use a blood bag to choose the same patient die as you.

Finally, if ALICAT cannot legally admit any of the patient dice using any of the steps above, ALICAT simply chooses the lowest-valued available patient die (or, if tied, the left-most tied die) and circles a space in the morgue!



ALICAT: AMBULANCE BONUS

ALICAT gains the ambulance bonus of the patient they choose to admit, if possible.

- **Stethoscope:** Circle 2 stethoscopes in ALICAT's ledger. As normal, stethoscopes can be used by ALICAT on the same turn that they are gained.
- **Blood bag:** Circle 1 blood bag in ALICAT's ledger. As normal, a blood bag can be used by ALICAT on the same turn that it is gained.
- **Screen:** ALICAT always admits a new patient before drawing the screen. Circle the highest final patient value without a screen in an incomplete ward. If two or more incomplete wards are tied, choose the left-most ward.
- **Critical patient:** Write an exclamation point beside the patient ALICAT admitted this turn.
- **Nurse:** Cross out the nurse icon attached to the ward in which ALICAT admitted a patient and circle the left-most uncircled space in ALICAT's ledger. ALICAT starts the game with 2 circled nurses. In the unlikely event that ALICAT gains more than 5 additional nurses, the bonus is lost.
- **Extra patient:** ALICAT always admits the extra patient after admitting the regular patient. ALICAT chooses the lower-valued extra patient, admitting it following the same steps as normal. If that patient cannot be admitted, ALICAT instead tries admitting the higher-valued extra patient instead. ALICAT only circles a space in the morgue if neither value of extra patient can be admitted.

CARDIOLOGISTS

ALICAT ignores the goals on the Cardiologist cards, and can instead score one or both of the Cardiologists by completely filling wards. If ALICAT fills a ward and at least one Cardiologist remains, ALICAT scores 5 points. You choose which Cardiologist to discard.

While both Cardiologists remain available, you must treat them as a single combined goal and can only score them if you achieve **both goals**. If you achieve both goals before ALICAT fills a ward, score 10 points and discard both goals. If you score both on the same turn that ALICAT fills a ward, you score 10 points and ALICAT scores 5 points.

If only one Cardiologist remains, you may score it individually by achieving the goal, and ALICAT may score it by filling a second ward. In either case, discard the card. If you achieve the goal on the same turn ALICAT fills a second ward, you both score 5 points.



END OF THE GAME

Calculate your own score as normal. ALICAT scores points as normal, except for the Radiologist and Epidemiologist. For each of these cards ALICAT scores a fixed number of points, as shown on the card. ALICAT never scores any other points for these cards, regardless of the arrangement of patient values in ALICAT's hospital.

If you score more points than ALICAT, you win. If there is a tie, ALICAT wins.

ADJUSTING THE DIFFICULTY

If you want to make ALICAT harder to beat, pick 1 or 2 of the following modifiers:

- **Preparation:** At the start of the game, circle 2 extra stethoscopes and 2 blood bags in ALICAT's ledger.
- **Equipment:** ALICAT will score 1 point for each circled stethoscope and blood bag in ALICAT's ledger, including the starting stethoscope, whether or not ALICAT used them.
- **Isolation:** ALICAT will score 1 point for each patient with a screen.
- **Capacity:** ALICAT will score 1 point for each patient in an incomplete ward (that is, in every ward which ALICAT did not fill with patients).

CREDITS

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QUICK REFERENCE

TURN SUMMARY

- 1 Flip & roll:** Flip an ambulance card and roll the dice.
- 2 Choose patient:** The Chief Physician chooses a patient die. All other players choose a patient die from the remaining two dice.
- 3 Admit patient / Ambulance bonus:** Write the patient die value in an empty bed space and gain the ambulance bonus linked to the patient die. Stethoscopes, blood bags, and screens may be used before the patient is admitted.
Colour: Match bed space colour. Wild spaces match any die.
Bed Space: First adjacent to the lobby, then fill bed spaces in sequence.
Value: First any value, then a higher value than the previous patient.
- 4 Cardiologists:** Check if anyone has achieved either goal.
- 5 End of turn:** Pass the Chief Physician card clockwise.

The game ends after 24 turns when the ambulance deck has been used up (5 players: 25 turns)."

AMBULANCE BONUSES



Stethoscopes

Circle 2 stethoscopes in your ledger. Use stethoscopes to change patient values.



Blood bag

Circle 1 blood bag in your ledger. Use blood bags to choose the same die as the Chief Physician or ignore die colour.



Screen

Circle the last patient in any ward. The next patient in that ward can have any value.



Critical Patient

Write an exclamation point next to the patient value.



Nurse

Cross out the nurse icon attached to the ward in which you admit the patient. Circle the next space on the nurses track.



Extra patient

Admit an extra patient matching the colour and one of the two values shown.