

Trauma Center

Required materials

Patient Cards
Condition Cards
Writing utensils
3 six-sided dice

About the Game

Trauma Center is a cooperative roll and write game for up to 4 players.

Players are doctors responding to a mass casualty crisis, tasked with stabilizing and healing a number of patients. The game is played across 4 phases of 2 rounds each. During each phase, the crisis will evolve as will your available actions to treat your charges. At the end of 8 rounds, each patient is scored on their overall health. .

Setup

Each player draws 2 Minor Conditions cards, 1 Serious Condition card, and 1 Critical Condition card. Each condition card has a number of wounds, represented by X's, arranged in a pattern. Copy each condition pattern to a different quadrant of your choice in the Body box.

Pass the Patient card and Condition cards to the player to the right.

The Game Round

At the beginning of each round, one player will roll 3 dice.

Of the three dice rolled, each player will pick the value of 2 of the dice. These numbers will determine the outcome of your actions.

For instance, in the first phase (EMT), players can bandage and stabilize. The value of one of the die will be the size of the bandage. The value of the other will be the number of wounds temporarily stabilized.

Each player can pick the same number as other players, and each player does not have to choose the same number as other players.

After the 2 actions of each player are resolved, players add a tetragon (think Tetris) to the Diagnoses box based on the second number used in the round. Completing columns in the Diagnoses box allows you to heal a wound in the corresponding column, or, if unused at the end of the game, give the patient another point. This action can be taken at any time.

EMT phase (2 turns)

Each EMT round proceeds as follows:

Roll 3 dice - pick 2 and use as:

- Bandage - cover (draw a box) around an area of 3 x die value in size. Cannot overlap an existing bandage.

And either:

- Stabilize Wounds - reduce the amount of wounds applied by the selected die value. Add a tetromino based on the die value to the Diagnosis box. If the tetromino completes a column in the Diagnosis box, you may add a checkmark above that column and heal (fill in the square) any one wound in the equivalent column in the Body box.
- Stabilize Strain - reduce the amount of strain applied by the selected die value. Add a tetromino based on the die value to the Diagnoses box. If the tetromino completes a column in the Diagnosis box, you may add a checkmark above that column and heal (fill in the square) any one wound in the equivalent column in the Body box.

Add up the wounds remaining uncovered by bandages, reducing by the Stabilize Wounds die, if applicable, and apply this amount (minimum 0) to the Health box.

Add up the empty squares covered by the most recent Bandage action, reducing by the Stabilize Strain die, if applicable, and apply this amount (minimum 0) to the Strain box.

After two turns of the EMT phase, pass the Patient card and Condition cards to the player to the right.

Minor and Serious Complications

Flip over all Minor and Serious Condition cards. If there are any bold wounds, add them to the Patient card in the appropriate quadrant.

ER Phase (2 turns)

Each ER round proceeds as follows

Roll 3 dice - pick 2 and use as:

- Bandage - cover an area (draw a box) around an area of 2 x die value in size. Can overlap existing bandages (including bandages placed in a previous ER turn)

And either:

- Stabilize Wounds - reduce the amount of wounds applied by the die value. Add a tetromino based on the die value to the Diagnosis box. If the tetromino completes a column in the Diagnosis box, you may add a checkmark above that column and heal (fill in the square) any one wound in the equivalent column in the Body box.
- Stabilize Strain - reduce the amount of strain applied by the die value. Add a tetromino based on the die value to the Diagnoses box. If the tetromino completes a column in the Diagnosis box, you may add a checkmark above that column and heal (fill in the square) any one wound in the equivalent column in the Body box.

Add up the wounds remaining uncovered by bandages, reducing by the Stabilize Wounds die, if applicable, and apply this amount (minimum 0) to the Health box.

Add up the empty squares covered by the most recent Bandage action, reducing by the Stabilize Strain die, if applicable, and apply this amount (minimum 0) to the Strain box.

If there are any wounds covered by more than one bandage, that wound is healed (fill in square with the wound)

After two turns of the ER phase, pass the Patient card and Condition cards to the player to the right.

Critical Complication

Flip over all Critical Condition cards. The revealed rule will apply to all future turns and phases for that Patient card.

Prep Phase (2 turns)

Each Prep round proceeds as follows

Roll 3 dice - pick 2* and use as:

- Bandage - cover an area (draw a box) around an area of 1 x die value in size. Can overlap existing bandages (including bandages placed in a previous Prep turn).

And:

- Heal Wounds - Heal (fill in the square) a number of bandaged (boxed in) wounds equal to the die value. Add a tetromino based on the die value to the Diagnosis box. If the tetromino completes a column in the Diagnosis box, you may add a checkmark above that column and heal (fill in the square) any one wound in the equivalent column in the Body box.

Add up the wounds remaining uncovered by bandages, and apply this amount to the Health box.

Add up the empty squares covered by the most recent Bandage action and apply this amount to the Strain box.

If there are any wounds covered by more than one bandage, that wound is healed (fill in square with the wound)

*If you are unable to use a die due to a complication rule, treat the die value as 1 (even if 1s cannot be used), and do not apply a tetromino if used for the Heal Wounds action.

After two turns of the Prep phase, pass the Patient card and Condition cards to the player to the right.

Surgeon Phase (2 turns)

Each Surgeon round proceeds as follows

Roll 3 dice* - pick 2** and use as:

- Heal Wounds - Heal (fill in the square) a number of bandaged (boxed in) wounds equal to the die value. Add a tetromino based on the die value to the Diagnosis box***. If the tetromino completes a column in the Diagnosis box, you may add a checkmark above that column and heal (fill in the square) any one wound in the equivalent column in the Body box.

And:

- Heal Wounds - Heal (fill in the square) a number of bandaged (boxed in) wounds equal to the die value. Add a tetromino based on the die value to the Diagnosis box***. If the tetromino completes a column in the Diagnosis box, you may add a checkmark above that column and heal (fill in the square) any one wound in the equivalent column in the Body box.

Add up the wounds remaining uncovered by bandages, and apply this amount to the Health box.

*If blank rows remain in either the Strain or Health boxes, you may cross out a row to modify a die value by +/- 1 per row.

**If you are unable to use a die due to a complication rule, treat the die value as 1 (even if 1s cannot be used) and do not apply a tetromino if used for the Heal Wounds action.

***If you are unable to fit a tetromino in the Diagnosis box, you may not complete a Heal Wounds action, and the turn is ended.

Discharge

After 8 rounds, players score points for each patient. Points are totalled across all patients and shared as a group.

Each patient gains:

- + 1 point for all completed, unchecked columns in the Diagnoses box
- + 1 point for each remaining blank row (10 points) in each of the Health and Strain boxes.

The patient loses:

- 1 point for each remaining wound
- 5 points if either of the Strain or Health boxes were filled completely (not counting any crossing out done in the Surgeon phase)