

Mad Surgeons is a quick competitive game players take on the role of mad scientists, attaching limbs to a shared body. All players work on the same body, but only one will win by being the first to bring it to life.



3 Players



~10 mins

## Objective

Be the first to place the **Heart** card on a fully completed body to win.

## Components

### Cards:



Torso x1



Heart x1



Body-Parts x16

## Setup

1. Place the Torso card in the center of the play area.
2. Shuffle the remaining deck (Body-Parts cards + 1 Heart Card).
3. Deal two cards to each player. Keep the rest of the deck face down. Do not show each other your cards.

You're now ready to play. Choose a player to go first, then begin!

## Overview

### Body-Parts Cards:

Each Body-Parts card has 4 sections with different Body-Parts:



- Top: **Neck** or **Head**
- Left: **Left Arm** or **Left Hand**
- Right: **Right Arm** or **Right Hand**
- Bottom: **Legs** or **Feet**

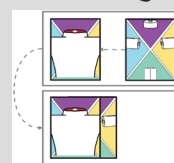
No two Body-Parts cards have the same combination of parts.

## Building the body:

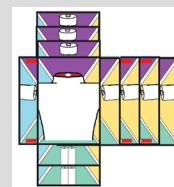
The Torso card is the center of the body. Attach Body-Parts to the corresponding ends.

- **Neck/Head:** Attach to **Top** end.
- **Left Arms/Hands:** Attach to **Left** end.
- **Right Arms/Hands:** Attach to **Right** end.
- **Legs/Feet:** Attach to **Bottom** end.

## Attaching Cards:

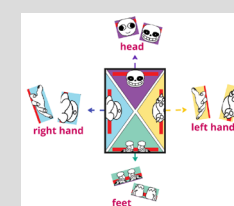


Place a Body-Parts card under the corresponding end of the body with the desired part sticking out.

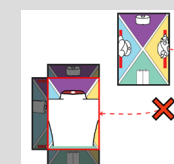


There is no limit to how long the **Neck**, **Arms**, and **Legs** may be. You can extend them by adding to the corresponding end.

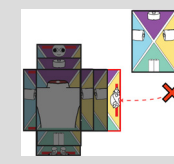
## Terminal-Parts:



**Head, Hands, and Feet** are **Terminal-Parts**.



You cannot attach Terminal-Parts directly to the torso. You can only attach them to the end of the corresponding limb.

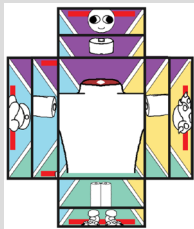


Once a Terminal-Part is attached, no more Parts can be added to that side.

### Completing the Body:

The body is **complete** when it has **all** of the following:

- 1 Head
- 1 Left Hand
- 1 Right Hand
- 1 Pair of Feet
- At least 1 Neck**
- At least 1 Left Arm**
- At least 1 Right Arm**
- At least 1 Pair of Legs**



### Gameplay

#### Player's Turn:

On your turn, pick one of your cards and attach it to the body. Your turn ends after placing a card.

#### Turn Structure:

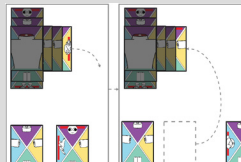
Turns go in a clockwise order. The **last** player to place a card in the round will go **first** in the next round.

#### Round Completion:

After all players have placed a card, the round ends. Take the remaining card from each

player, shuffle them back into the deck, and deal two new cards to each player for the next round.

### Card Swapping:



If you're **unable** to place a Card, remove a part from an end of the body and replace with one of your cards. This concludes your turn.

### Heart Card:

The heart card can only be placed on a **completed** body.



- On your turn, place the heart card to win.
- You may also complete the body and play the heart card on the same turn.

If you have the Heart Card and the body cannot be completed on your turn, play your other card as normal. The Heart Card will be shuffled back into the deck at the end of the round.

**Thanks for playing!**

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