

Organ Match – a game for 3 to 8 players

Objective: Obtain organs for your patients by matching for organ type (liver, heart, lungs) and compatibility category (lavender, mauve, green, blue) while competing with other players for transplant priority.

Contents: 96 Patient cards • 24 Organ cards • 40 Influence cards

Setup: Place the decks of Organ and Influence cards face down in the center of the table. Deal seven Patient cards to each player; place the remaining cards face down in the center.

See **Game layout** below.

Play

Play passes to the left. Player to the left of the dealer begins by turning over the top Organ card and trying to match the organ displayed. (Note: Patients needing two organs can be matched with either.) If during your turn you have a Patient card that matches the organ displayed, you must play it, by laying it face up in front of you. If you have more than one matching card, choose which one to play. After playing a Patient card, replace it by drawing a new one from the deck. If you have no match, choose a Patient card to discard; place it face down on the discard pile next to the Patient deck and draw a replacement.

Each Patient card has a priority rating of 1 to 4 stars. The card with the highest rating usually wins the round, but **Influence cards** (see below) can change a patient's priority.

In the event of a tie, the patient with the lowest waitlist number (lower right corner) wins.

The winner keeps the winning Patient card; losing Patient cards are placed on the discard pile.

Each player of a losing Patient card draws an Influence card at the end of the round. Influence cards that have been played during that round are placed in a discard pile next to the Influence deck.

The winner turns over the next Organ card to begin a new round.

If no match has occurred by the end of a round, the winner of the previous round turns over a new organ card and play proceeds as above.

The game ends when a player has successfully matched six patients or when the supply of Organ cards is depleted, whichever occurs first.

If the deck of Patient or Influence cards becomes depleted before the game ends, the discard pile becomes the new deck.

Influence cards

Influence cards will increase or decrease a patient's priority rating by the number shown on the card, up to a maximum of 4 stars or down to a minimum of 1 star. There are four types of influence:

- Patient's health has deteriorated, making transplant more urgent (+2)
- Patient is a child (+1)
- Patient has used a prohibited substance (-1)
- Patient has offered a bribe to the transplant committee (-2)

Influence cards are played by laying them next to a Patient card at any time during your turn. Normally you would want to increase the priority of your own patient or decrease someone else's, but there may be times when you want to increase one opponent's priority to keep another from winning the round, even if you have no competing patient.

The following limitations apply to Influence cards:

1. You may play at most two during any turn.
2. Each patient can have at most two cards played on it, and the cards cannot have the same value.
3. A patient's priority rating will never be more than 4 stars nor less than 1 star; playing +2 on a 3-star patient will increase the rating to 4, not 5.

Game layout

