



MIMAVERSE Studios  
2024

MIMAVERSE Studios  
presents

# MEDICAL MAYHEM



#### Product Owner

- *Mark Laurenz Advincula*

#### SCRUM Master

- *Mecha Ellah Joy Curiba*

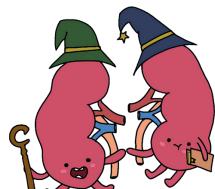
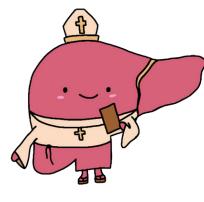
#### Development Team

- *Alliana Kate Sandoval*
- *Clark Jake Demetion*
- *Mike Rapiza*
- *Nicole Jhasmine Cagindagan*
- *Cendrei Cales*
- *Sofia Anne Garay*



## TABLE OF CONTENTS

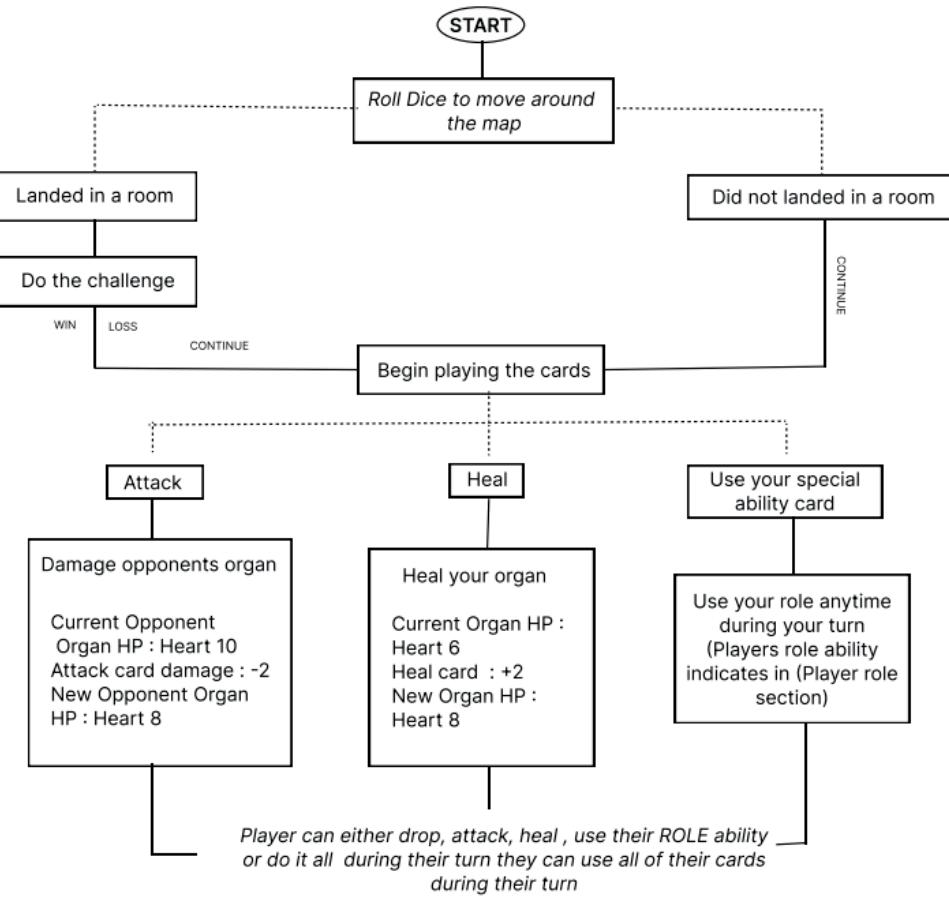
|                 |    |
|-----------------|----|
| GAME COMPONENTS | 01 |
| OBJECTIVES      | 02 |
| MECHANICS       | 03 |
| SETUP           | 05 |
| RULES           | 06 |
| MAP             | 08 |
| ROLES           | 09 |
| CARDS           | 10 |
| CARD ANATOMY    | 11 |
| EXAMPLE TURN    | 13 |



00

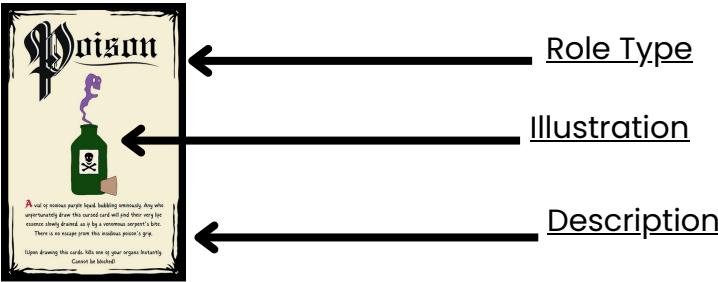
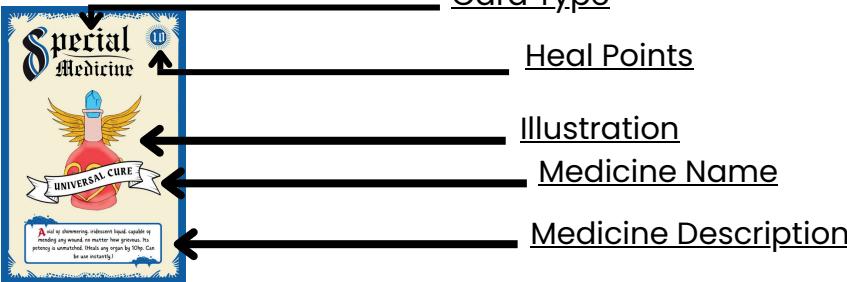
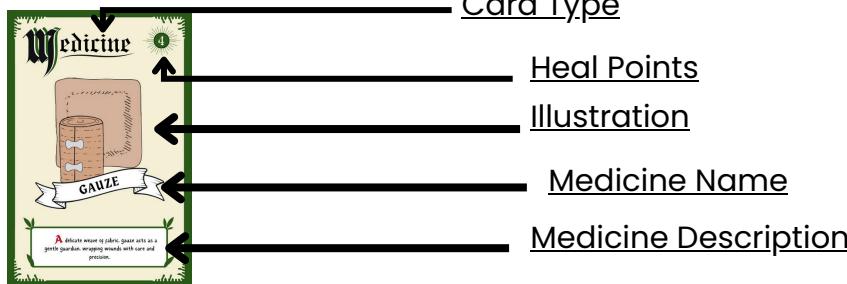
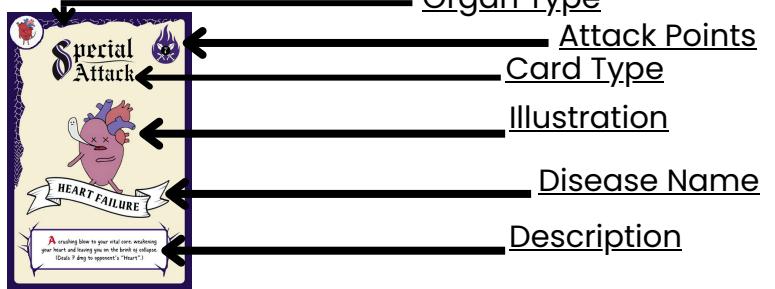


## EXAMPLE TURN





## CARD ANATOMY



## GAME COMPONENTS



- 3 dices (6D, 12D, 20D)
- 1 Map
- 1 Map Description Banner
- 25 Organ Cards
- 40 Regular Disease Cards
- 23 Special Disease Cards
- 10 Trap Cards
- 10 Regular Medicine Cards
- 10 Special Medicine Cards
- 5 Role Cards
- 250 Health Beads
- 5 Health Containers
- 5 Game Tokens/Bits
- Banner Holder



## OBJECTIVES



In the gripping medical thriller **Medical Mayhem**, players take on the roles of **doctors, nurses, surgeons, pharmacists, and paramedics** who are imprisoned in a hospital due to a terrible outbreak.

The objective of the game is to **keep your own person healthy** while fighting a range of ailments, with their **organs** serving as their **lifeline**.

Players have to skillfully use their limited resources to **cure their ailments** and **outwit their opponents** at every turn. But take note: the other players' **sly strategies** can pose a greater hazard than the **diseases** themselves.

Will your **organs** give way to the unrelenting **assault**, or will you be the **last person** standing?

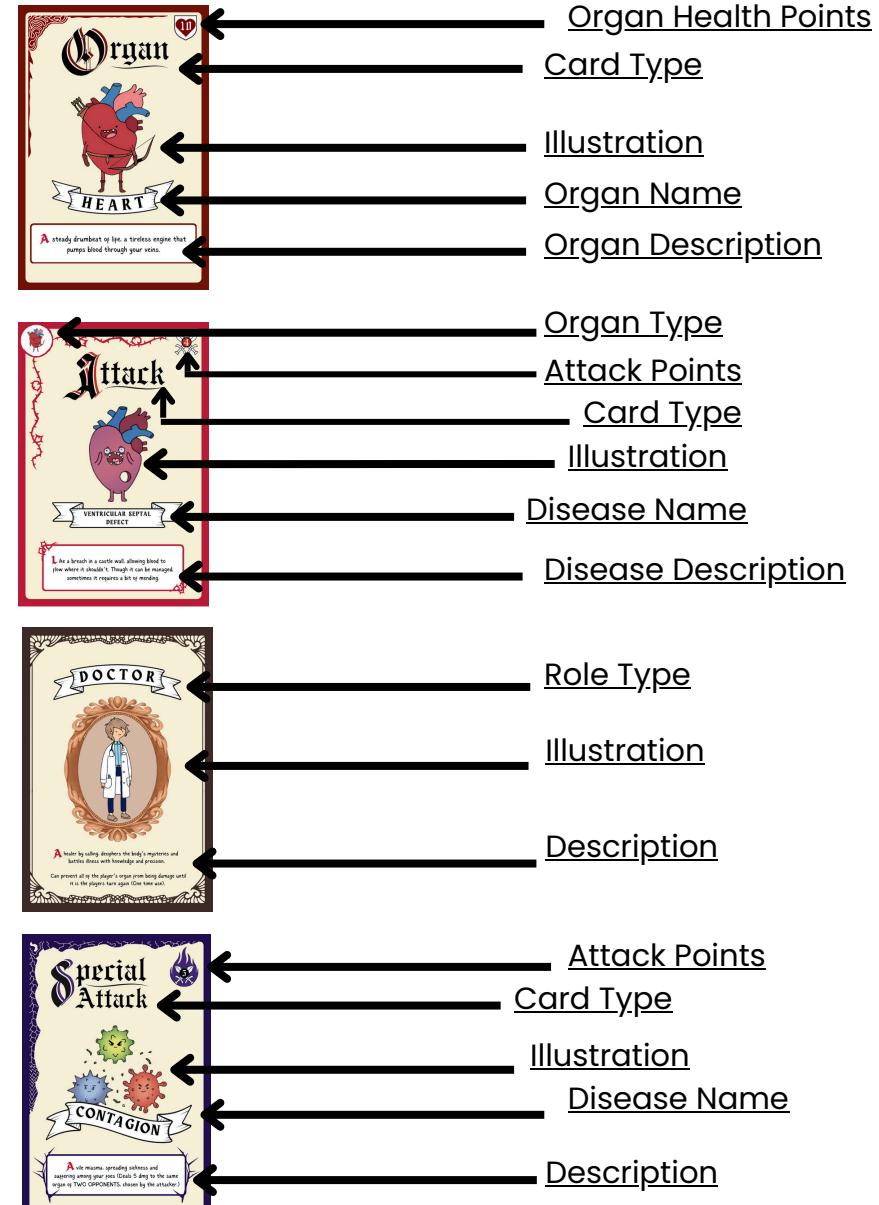
## GAME PLAY

The **Medical Mayhem Game Play** lasts up to **40-60 minutes!**

The Medical Mayhem are **playable** by up to **5 persons!**



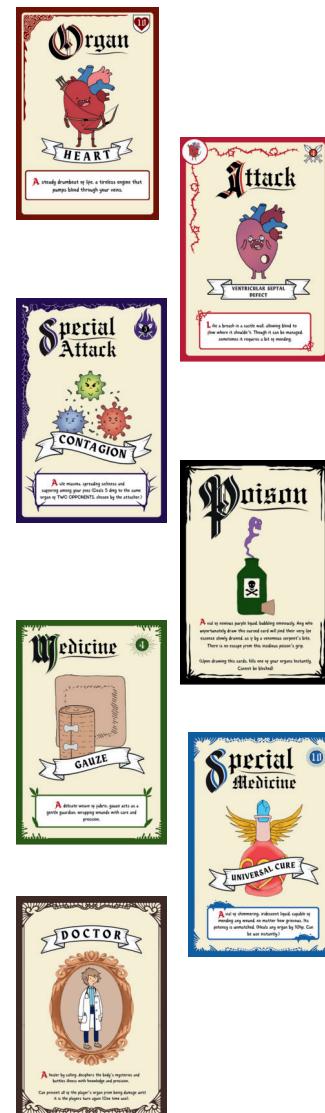
## CARD ANATOMY



# MEDICAL MAYHEM

## CARDS

- Organ Cards:** Organ Cards are composed of five major organs, the brain, the heart, the lungs, the liver, and the kidney. Each Organ has 10 health points.
- Regular Disease(Attack) Cards:** Each organ has Four (4) different diseases cards made especially for them; each card has an attack point of four(4).
- Special Disease Cards:** These cards are special attack cards that have a unique damage effect that can turn the table for a player, these cards are divided into two categories, For all Organ and For Specific Organ. For all organs are cards that can be used to all types of organs, while for specific organ are cards that are uniquely designed for a specific type of organ.
- Trap Cards:** When drawn from the deck this card causes heavy damage to a player, the player who draws these must discard one of their organs immediately.
- Regular Medicine Cards:** Each regular medicine card can be used to heal the players damaged organ by 4 health points.
- Special Medicine Cards:** These special medicine cards are designed by scientists to effectively heal a person's organ significantly; each special medicine has a unique effect that can greatly affect a players survival.
- Role Cards:** Each player assumes the role of a different group of hospital employees, each with an own skill set, who are imprisoned inside the hospital map.



## MECHANICS



Each player will have a set of organ cards (**1 Heart**, **1 Lungs**, **1 Brain**, **1 Kidney**, **1 Liver**) that will be placed Infront of their table facing the player, each Organ has 10 health points. Health Points are Represented by Health Cubes.



Each player will roll the provided dice (**12 D dice**) to determine which role will be assigned to them. After each player obtained their role, the role card will be place one the left most side of their organ cards facing the player.



A deck of card will be placed in the middle of the table consisting of **60 Disease Cards** (Attack Cards) and **20 Medicine Cards** (Defense Cards).



At the start of the round each player will receive **5 cards** to start the game.



The Order of the Attack will **always** be Doctor, Pharmacist, Nurse, Paramedic, Surgeon.



Player will roll using 12d dice to move around the map, the map has different events that player's can trigger.

# MECHANICS



Depending on the kind of card, players can use the cards they currently have either to **attack** the organs of other players or to **protect/heal** their own organ.

After all players are done on their turn, each player will **draw (2)** from the **deck of cards** in the middle of the table in order.



**Used card** will be placed **front-facing** on the **right side** of the shuffled deck of cards, this will be called the **discarded pile**.



**Organ Failure:** If a player's organs are **all dead**, they are eliminated from the game.



At the end, only **one player** will be crowned as the **victor**.

# MEDICAL MAYHEM

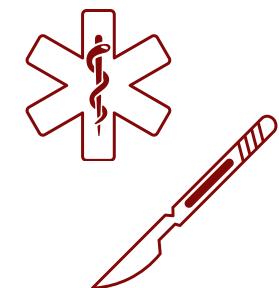
## ROLES



**1. DOCTOR:** STOP ALL TYPES OF ATTACK TO THE PLAYER UNTIL THE PLAYER'S TURN AGAIN (ONE TIME USE).



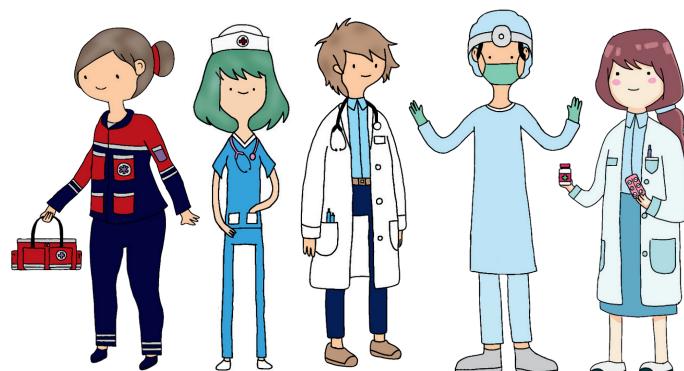
**2. PHARMACIST:** RANDOMLY DRAW A CARD FROM EVERY PLAYER'S HAND. (ONE TIME USE)



**3. NURSE:** A NURSE IS ABLE TO RESTORE FULL HEALTH TO TWO OF THE PLAYER'S DAMAGED ORGANS (ONE TIME USE).

**4. PARAMEDIC:** TWO DEAD ORGAN/S MAY BE REVIVED BY A PARAMEDIC INTO FULL HEALTH (ONE TIME USE).

**5. SURGEON:** REGARDLESS OF THE NUMBER OF REMAINING HEALTH POINTS, THEY CAN SWITCH TWO OF THEIR ORGANS TO ANOTHER PLAYER (ONE TIME USE).





## MAP



### 1. Starting Point: Hospital Entrance

- This serves as the starting location for all players.
  - When a player passes the Hospital Entrance again, they draw 2 extra cards from the deck.
- 2. Emergency Room (ER): Battle with yourself!**
- Dice Roll: The player rolls a die for the first time, then the player will roll again for the second time, but he must beat his die score from the first roll in order to win, if the player didn't then they lost.
  - Win: If the player wins, they gain +4 health points.
  - Lose: If the player loses, they lose -5 health points.

### 3. Operating Room (OR): Restore Health

- Organ Restoration: The player restores +4 health points to one of their chosen organs. If all player's organs are full health revive 1 dead organ with 2 health points. If all of Player's Organ has no damage draw 1 card from the deck.

### 4. Pharmacy: Obtain Medicine

- Medicine Card: The Player draws the top medicine card from the deck.

### 5. Ward: Duel with Another Player

- Organ Bet: Both players choose one of their organs with 50% or more health points to bet. The Players will then roll the 20D dice to determine the winner and the loser.
- Losing Player: The losing player loses the bet organ.
- Winning Player: The winning player will come out unscathed.
- Tie: Roll again.

### 6. Patient Room: Claim and Steal

- Claiming: A player can claim a patient room by being the first to step into it.
- Stealing: If any other player steps into any patient room, and the rooms already has an owner, the player must give the owner a card from their hand.

### 7. Morgue: Necrosis

- Lowest Health: The player who steps into the Morgue loses the organ that has the lowest health points.

### 8. Intensive Care Unit (ICU): Protection

- Invulnerability: The player cannot be attacked or attack while in the ICU. The player who stepped on this will still be affected by the Ability Card (Role Cards.)

### 9. Magnetic Resonance Imaging (MRI): Brain Damage

- Brain Damage: The player loses -4 health points from their brain.
- the player has no brain, they instead lose -4 health points from their heart. If both brain and heart are gone, they lose -8 health points from any other organ.

### 10. X-Ray: Reveal Deck

- Deck Revelation: The player who steps on the X-Ray must reveal their cards.

### 11. Laboratory: Discard Card

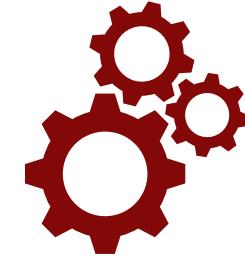
- Card Discard: The player must discard one medicine card or, if they have none, an attack card.

### 12. Psychiatric Ward: Emotional Damage

- Heart and Brain Damage: The player loses -4 health points from both their heart and brain. If they only have one of these organs, they lose -8 health points. If they don't have a heart or a brain -8 to other alive organs.



## SET UP



1. The map of the hospital will be placed on the middle of the table to establish the scene or location of the game.

2. Each Player will get Five (5) Organ Cards consisting of A heart, A brain, A Lung, A Kidney, and a Liver. Each **Organ** will have **10 health points (maximum of 10 hp)** that will be represented by a **health cube**. It will be placed in the **Game Tray**; the organ cards will be facing the enemies.

3. The **Medicine and Disease cards** will be **shuffled together** to ensure fairness and equality among all players. Which will then be placed in the **middle of the map**.

4. Each player will roll the dice to determine which role will be assigned to them.

To know what role each player will get they will use 1 6D dice to determine it according to this standing.

**Doctor** = lowest point

**Pharmacist** = second lowest point

**Nurse** = third highest/ third lowest point

**Paramedic** = second highest point

**Surgeon** = highest point

5. After each player gets their **assigned role**. The **role card** will be place one the **left most side** of their organ cards.

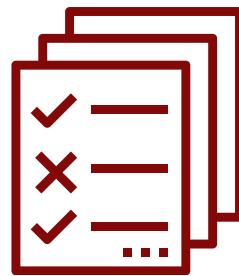
6. The **Trap Cards (Poison)** will be first **separated** from the shuffled **deck** for the **first five (5)** card distribution. The Deck of Cards will be then distributed to each player with a maximum of five (5) cards per player.

7. **Map Description Banner** will then be set up using the **banner stand** facing all the other players.

8.. After all necessary Prepararions are complete you may now enjoy the GAME!.



## RULES



### 1. Card Movement

- Touch Move: Once a Card has been used it cannot be taken back into the hand.

### 2. End of Turn

- Card Dropping: Dropping any card ends the player's turn, except for cards representing dead organs.

### 3. Starting Hand

- Five Cards: Each player starts with five cards.
- Card Refills: If a player doesn't use any cards, they must discard two cards to refill their hand.

### 4. Extra Card Handling

- Discarding: If a player has more than five cards after refilling, they must discard the excess cards.
- Random Placement: Discarded cards are randomly placed back into the deck.

### 5. Card Usage

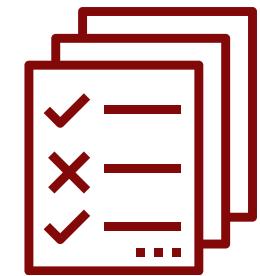
- Multiple Cards: Players can use as many cards as they want during their turn.
- Card Refill: Normally, players receive a two-card refill at the end of their turn, regardless of how many cards they used.
  - If there are only 3 players remaining, each player receives a three-card refill.
  - If there are only 2 players remaining, each player receives a four-card refill.

### 6. Medicine Card Usage

- Self or Others: Players can use medicine cards on themselves or other players.



## RULES



### 7. Special Medicine Cards

- Immediate Use: Special medicine cards cannot be played immediately unless specified.

### 8. Trading Cards

- Prohibited: Trading cards with other players is not allowed.

### 9. Tie Breaking

- Dice Roll: If two players are tied for a role, they roll a die. The highest roll determines the higher role, and the lowest roll determines the lower role.

### 10. Excess Card Discarding

- End of Turn: Players must discard extra cards at the start of the next round if they have more than five cards in their hand, for them to be able to receive the refill cards (2). Players can also discard regular attack cards if the specified organ of that card no longer exists on players hand, in turn they will draw 1 card from the deck.

### 11. Card Drawing

- Top of Deck: Players can only draw cards from the top of the deck unless specified by a special zone or player ability.

