

HE.R.O.

RULEBOOK



**A competitive or cooperative board game
for 2-4 players who compete for most heroic deeds
during a night shift in a chaotic E.R.**





About HE.R.O

In HE.R.O, 2-4 players take the role of young doctors in a hospital and are in for their first night shift. During their night shift they have to save patients, perform surgery and amass as many heroic deeds as possible – all the while still finding enough time to sleep. In this turn based board game, resource management is key to successfully get through the night shift.

COMPONENTS

Cards and miniatures

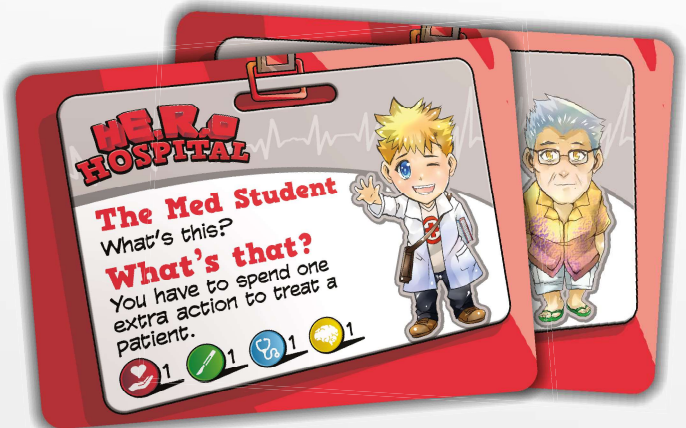
Heroes:

Heroes are your playable characters. There are 8 of them, with their corresponding character cards and miniatures. On the cards you will find your primary resources and special skills. then use arrows to show primary resources (, , , ) and special skills .



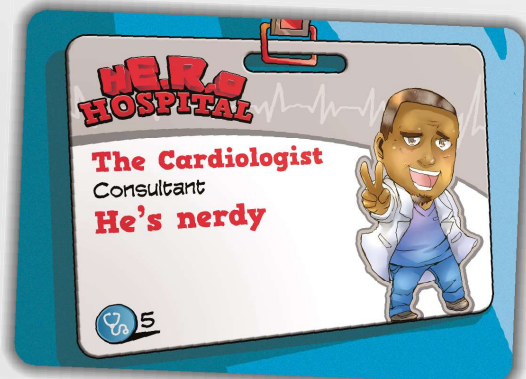
Staff/NPCs:

Staff members are hospital workers who you cannot control directly. You will find 32 cards and corresponding miniatures. All effects on a staff card affect the whole room they are in and you MUST respect their effects (if a card states, you may use an effect, only then it is not a must).



Consultants:

These are special staff members and never show up in the hospital unless you specifically call them. Once they are on the board, they are treated like all other staff members.



Patients:

Treating patients is your primary objective in the game. At the start of every round and of every player turn, new patients will show up (usually). On their cards, you will find several information.

Timer

indicating how many rounds you have left to treat said patient.

Chaos Tokens

that EVERYBODY will receive, if you fail to treat the patient in time.

Skills

needed to treat the patient.

You will need to have all the skills indicated on the card at your disposal to treat the patient successfully. Sometimes, patients offer different ways of treatment. In that case, you have to choose one of the options and present all the required skills.

Journals:

Journals are your primary upgrade cards and immediately increase your skills for the remainder of the game. Keep them at your HERO card, so you can keep track of your skills.

However, even doctors have their limits. If not indicated otherwise, HEROes can only keep 4 journals in their mind. If you ever read a fifth journal, you have to discard another one.

(exception: some journals give you a sleep token instead. Immediately take a sleep token and discard the journal. This does not count against your limit of 4 journals per player).



Reward

Heroic deed tokens you will receive if you were the player treating the patient.

Clinical Notes

special effects that the patients bring into the game and can either be beneficial to you or get you into even more trouble.

Freeloader Reward

Heroic deed tokens you will receive for just being there (in the same room), while treatment takes place.

Tokens:

In HE.R.O you have to keep track of some tokens. These are:

Sleep tokens

indicating how much sleep you got during your night shift



Chaos tokens

indicating how much chaos you caused during your night shift



Timer tokens

indicating how long you have time to treat a patient



Heroic deed tokens

indicating how many patients you treated during your night shift



THE BOARD:

The Game clock:

On the very top of the board you will find the game clock. You can decide at the very start whether you want to play a regular night shift or a short night. Every hour on the clock represents one round in the game. Whenever a card or a rule refers to an "hour", it also refers to a round and vice versa.

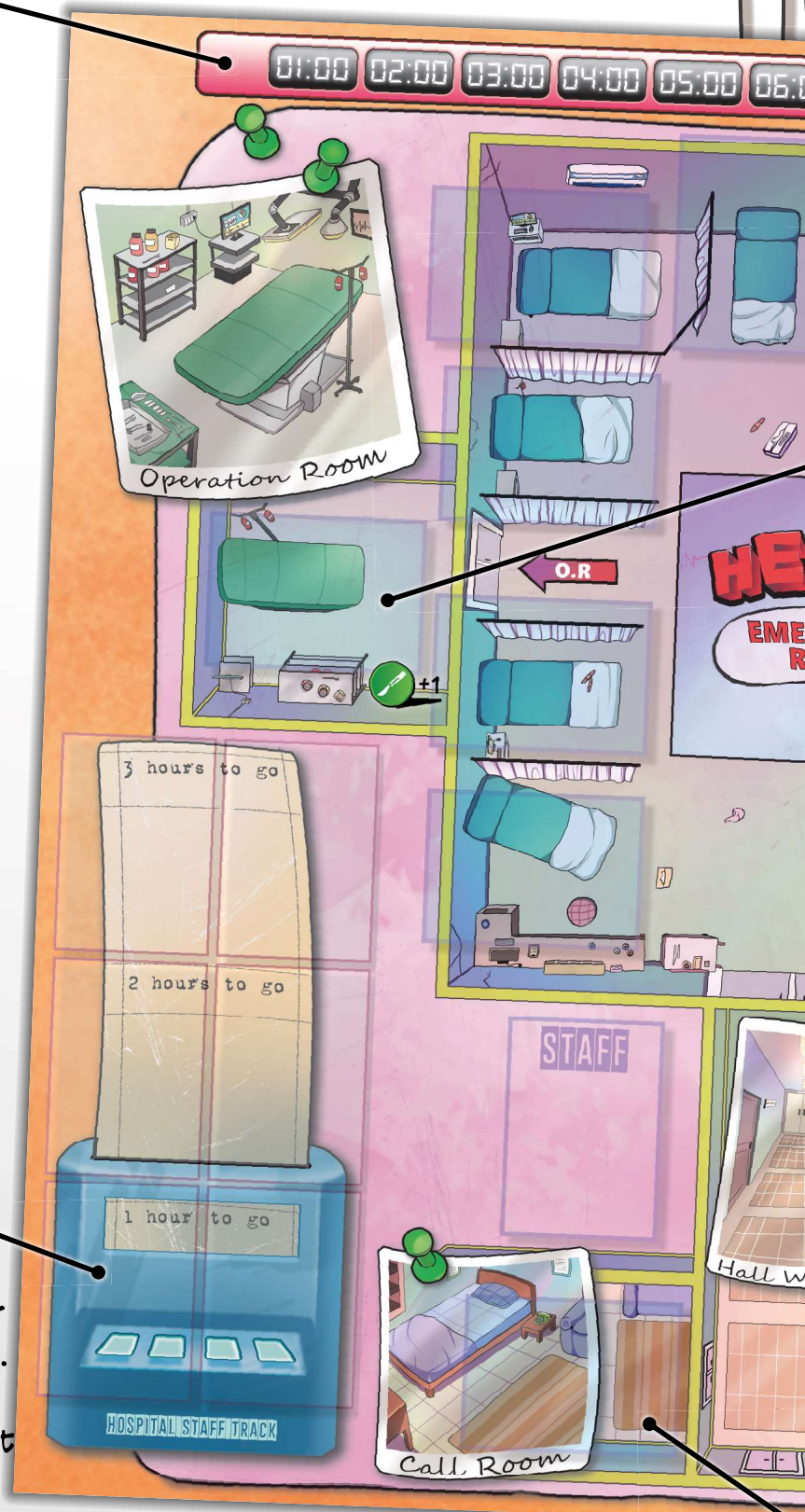
A regular night shift would take 12 rounds while a short night would only take 8 rounds. Don't worry though, a game will not really take you multiple hours to complete.

After you decided on your game length, put one timer token on either the 12 for a regular game or on the 8 for a quick game.



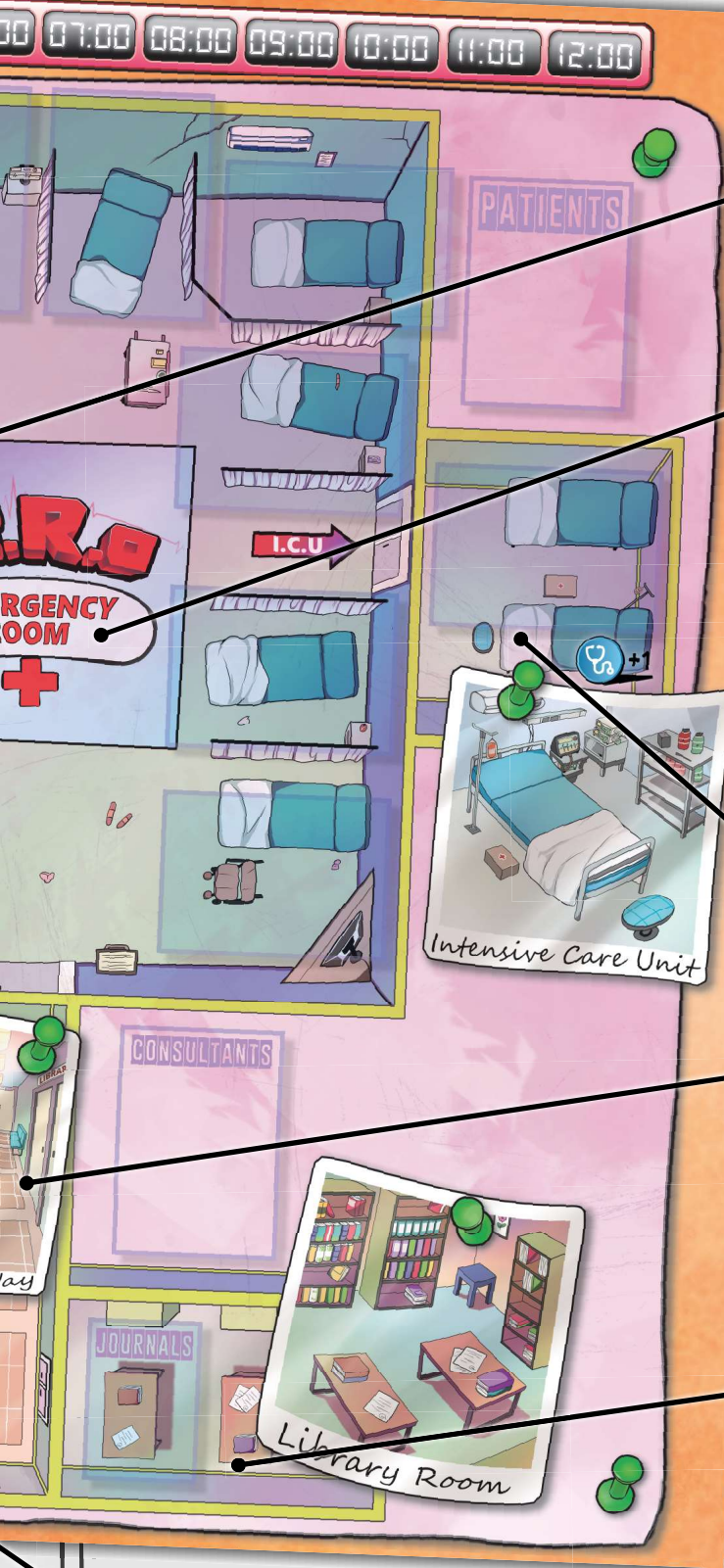
Hospital Staff track:

Located on the left of the board, you will find the hospital staff track as well as a spot for the hospital staff deck of cards. This tracker will show you for how long staff members will be at your aid.



Rooms:

The board represents the hospital, in which you have to work your night shift. It consists of a few separate rooms. You will find the following rooms:



The Operation Room:

The best room to perform surgeries. In here, you get +1 surgical skill.

The E.R.:

This is where new patients show up. You have 10 treatment stations available in the E.R. Note, that the whole E.R. is treated as one single room. Keep an eye on those freeloaders around!

The intensive care unit:

+1 knowledge of internal medicine.

The hallway:

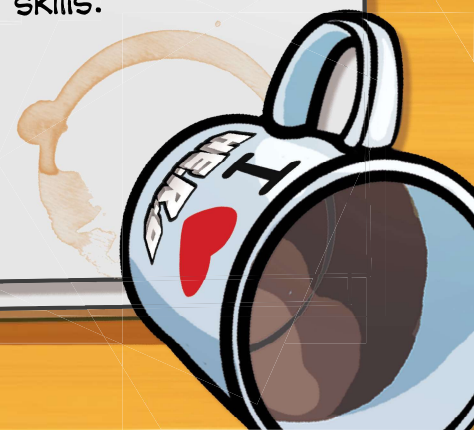
The hallway connects all other rooms. This is where new staff members show up every round (not the consultants though).

The library:

Here you can read journals and upgrade your skills.

The on-call room:

This is where you sleep.



THE RESOURCES:

To perform your heroic deeds and save patients, you'll have to keep track of these resources:



Physical labour force:

Some conditions require many hands to be successfully treated.



Surgical skill:

Some conditions require not only many hands, but skilled hands. As soon as a patient requires surgery, you'll need some surgical skill.



Knowledge of internal medicine:

This is the common base for almost all conditions. You'll need some.



Knowledge of neurology:

As soon as the patient's nervous system is involved, you should have at least some basic knowledge about the nervous system.

Before you start: Before you start your game, please note that there are two ways to play HE.R.O. You can either play fully **cooperative** or you can play a **competitive** game.

SET-UP:

1. Place all HERO figures in the Hallway. Every player also takes his Hero card as well as a bag
2. Shuffle the staff cards. Then place two cards on the "three-hours-to-go"-part of the hospital staff track
3. Place the corresponding staff miniatures in the hallway
4. Place the Consultant cards face up on the "consultants" spot on the game board
5. Shuffle the patient cards and place them on the field marked "patients" next to the E.R.
6. Shuffle the journal cards and place them on the field marked "journals" in the library
7. Put the heroic deed tokens, the chaos tokens and the sleep tokens next to the board
8. Put a timer token on either the 12 hour or 8 hour field on the top of the board, as described before
9. You're all set. Now go save some lives!

THE GAME:

Actions:

Players may perform up to 3 actions during their turn.

1. Move:

Move your HERO to an adjacent room. You may take one (and only one!) staff member with you. You may also take a patient with you and get .

2. Run:

Move your HERO twice for a single action . During the run, you may move one (and only one!) staff member for any part of the way. You may also take a patient with you and get an additional .

3. Study:



In the library, take a journal-card from the deck

4. Sleep:

In the on-call room, receive one . If you sleep three times during a single turn, receive  instead of .

5. Treat a patient:

If in the same room as a patient, check your skills and those of all staff members in your room.

If you fulfil the requirements, discard the patient and get the reward  indicated in the upper right corner. All other HEROes in the same room will get the freeloader reward  indicated in the lower right corner of the patient card. You may only treat one patient per action, regardless of your skills.


6. Look around

If in the E.R., draw another patient card

-Kenta and Janique want to reach the E.R.
Kenta spends 2 actions and moves twice.

Janique decides to run and gets .

Both of them would be able to take the paramedic with them to the E.R. for free.



If they decided to move the Patient to the E.R. as well, they would receive another .

for a total of 1  for Kenta and

2  for Janique.





Rob wants to treat a patient.

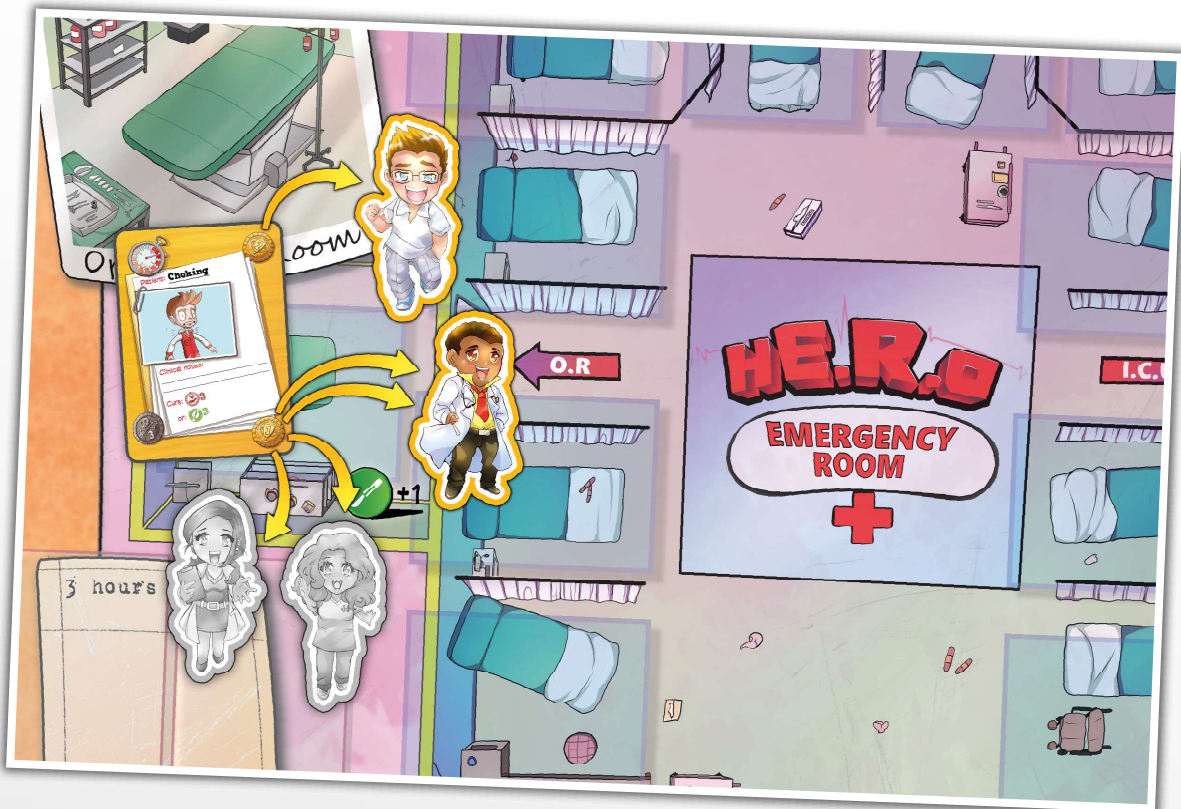
He checks his skills and has enough  to treat the patient. He could also treat the patient with  because he has staff help.






Rob receives  and all other HEROes in the same room would receive .

Getting help:

"Call for Help" : Once per turn, you may call for help. You can either move one staff member from anywhere on the board to your room for  or you may take any of the consultants and put his miniature on the board in your room for . A Consultant will stay for the remainder of the round and will count as a staff member for all purposes.

"Counsel" : Add the skills of one other HERO to yours when treating one patient.





Alex wants to treat this patient. He takes Tyler for a counsel to combine their skills. After Treatment, Alex receives the Reward of  . Tyler receives double the amount for freeloaded, so he too receives  . All other players in the same room receive .

Note that you can either call for help or for a Consultant, but never both in the same turn. There can always only be ONE consultant present at a time!

URNS AND ROUNDS:


In the first round, the player with the biggest collection of medical books will be the starting player and receive the starting player token.

Each round will have the same series of events:

1. New Patients patients arrive at the E.R. Draw the respective number of Patient cards and put them on free spots in the E.R.. Put a number of  on the card as indicated in the upper left corner. If there is no free spot left in the E.R., all HEROes receive  as indicated in the lower left corner of the Patient card discarded. The number of new patients is determined by the position of the timer token on the timeline.

ROUND	1 to 4	5 to 8	9 to 12
PATIENT	One	Two	Three

2. Player turns in clockwise order, starting with the starting player. At the start of each player turn, another patient shows up!

3. Discard one timer token from each patient. If a patient has no timer tokens left, remove his card from the board and **all HEROes** will receive a number of  as indicated in the lower left corner of the patient card.

4. The consultant leaves, remove his figure from the board and put the card back on the consultant stack.

5. Advance the hospital staff track by removing the cards and miniatures of staff from the *one hour to go* part of the hospital staff track and moving all other staff down one hour. Then draw two new staff members and put their respective miniature in the hallway

6. Advance the  on the timeline.

7. The starting player token will be passed to the next player on the left.



CLARIFICATIONS:

Treating a patient: only the active player can treat a patient. Whenever a card refers to treating a patient, only the active player is meant. The player whose turn it is treats this patient with a counsel while another player is in the same room. Only the active player, who performed the action *treating a patient* will receive a journal.

The others will get  as described before, but no journal.



Negative effects:



Some cards have negative effects. While in the same room, these effects do affect you, even if (well... especially if) you don't want to!

Number of actions:

you may only perform 3 actions per turn.

If any card makes you spend an extra

action on anything,

you may never do this as

your last action (as this

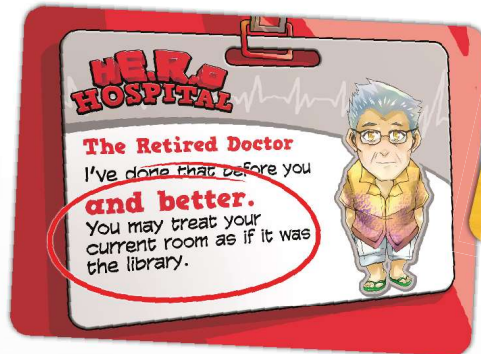
would effectively grant

you 4 actions!)




Optional effects:

some effects are optional. in that case, you may use these effects, but you dont have to. And yes, this means the Retired consultant may trigger the effect of the paramedic :)



Consultant:


Consultants are never in play at the beginning of a round. If they get called in, they will stay for the remainder of the round. As soon as their miniatures are on the board, they count just as all other staff members (and can then be called for help for just one ). Their card goes back to the consultant stack face up after the round so they can get called in again in the next round.



END OF THE GAME (COMPETITIVE GAME):


Once all twelve hours of the night shift have been played, players will open their bags. First, count all the .

After a regular game (a 12 hour shift):

Every player who did not sleep at least 6 times is too tired to report to his superiors and is immediately eliminated. Discard these 6 .



For each  you have left over, you can now discard one  from your bag.



After a short game (an 8 hour shift):



Every player who did not sleep at least 4 times is too tired to report to his superiors and is immediately eliminated. Discard these 4 .

For each  you have left over, you can now discard one  from your bag.

After every game (regardless of the length):

Then, count all your . If a resident caused too much trouble in the hospital, there is some serious punishment looming. Depending on the amount of  a resident collected, he must discard  following the table:

	0	1	2	3	4	5	6	7	8	9
	0	1	3	5	7	10	13	16	20	25

For each additional , a player loses an additional 5 
(example: for 13 , a player would lose a total of 45 )

Winning the game!





Afterwards, count your .


The player with the most tokens will win the game.









SPECIAL RULES (FOR A COOPERATIVE GAME):

During a cooperative game, players will work together to survive a never ending flood of patients. All the rules mentioned before apply, with some minor changes.

1. Players don't use pouches. Every token will be kept open on the table.
2. There are no freeloader tokens in a cooperative game.
3. If patients leave the hospital (in one way or another), the whole party of players will receive the indicated  on the patient card once (not once for each player).
4. As soon as the players reach a certain amount of , they immediately lose the game. The amount of , at which players immediately lose, is 4+ the number of players. (2 players would lose the game as soon as they reach 6 , while a 4 player party will lose at 8)

PLAYERS	2	4
	6	8

5. To negate a , you have to sleep. For each HERO in your team, you will need one  to negate  (Chart with  needed to negate  ;
4-player party = 4 sleeptokens per chaos token,
2-player party = 2 sleeptokens)
6. For a succesful game, you need not only survive the nighshift, but bring in a certain amount of 

Beginner players: 40  per player
Intermiadate players: 50  per player
expert players: 60  per player

ADDITIONAL RULES FOR EXPERTS:

- you may only counsel once per round instead of once per player turn
- you may only call for help once per round instead of once per player turn

TRIVIA

Did you know that a "Man-Flu" is a real threat to all of mankind?
It has a low survival chance, but luckily women are completely immune.

Did you know that there really is a diagnosis called Maple Syrup Syndrome?
It is a metabolic disorder and causes thick, brown urine.

Did you know that there are several ways to treat a nosebleed?
Depending on the cause, you can lower the blood pressure, stop it mechanically or surgically.

Did you know that our pharmacist can give you a red or a blue pill?
Well, he does.

.... to be continued

ABOUT THE GAME

HE.R.O is the first board game developed by Robert Schappacher, MD. Yeah, we're not kidding. He really is an MD. You know, the kind of doctor that has access to a perscription book? Unbelievable, right?!

He works as a surgeon and got the idea when mocking his younger brother, Peter, who is afraid of blood. Like fainting-when-he-sees-blood-afraid. Together, they worked on the idea of a board game with an E.R.-Theme, so that Peter might be able to experience some hospital atmosphere as well.

To make things even crazier, Rob sketched most of the characters, the rules and everything during real nightshifts!

But since Rob is a surgeon (which is not a job that promotes creativity), he had to make the design as easy for his little surgeon-brain as possible. So he took friends and family to the game and made them characters! It's as clever as it is simple?

So...

Kenta and Alex are Rob's best friends from med school. Thanks to these guys for always putting up with him and getting through thick and thin.

Leo is not only the most loveable character in the game, but she is Rob's real life girlfriend. Can you imagine? Thanks to her for always being there for him and being his positive reinforcement.

Lizzy is Kenta's girlfriend. So thanks to her for letting Kenta out to play every now and then.

Sanjay is one of Rob's dearest friends and spends Christmas with Rob's (and Peter's) family, which both of them are most grateful for.

Tyler is a dear friend and colleague of Rob, and one of the best persons on this planet. He also is a track athlete and an nuderwear model. Some guys just have it all, right?

Janique is based on a colleague at Rob's first work and is one of the most fun people to have around.

The paramedic is based on Philipp, the eldest brother of Peter and Rob and both of them thank him for always being around and helping out whenever, wherever.

Our janitor (Harold), our secretary (Jessy), our ICU nurse (Hilde) and all the other characters are in our hearts as well.

Thank you for being in our lives and for making HE.R.O possible.

Peter and Rob

QUICK REFERENCE:



Game Round:

New Patients:
1-3 at the start of the round + 1
at the start of each player turn

- Player Turns:
- up to 3 actions
 - up to 1 call for help **OR** a consultant
 - up to 1 counsel

- After all player turns:
- advance round track
 - remove 1 timer token from each patient
 - advance hospital staff track
 - pass starting player token clockwise



Actions:

- Move (to adjacent room)
- Run (to next but second room) 
- Study (in library only)
- Sleep (in call room only) 
- Treat patient
- Look around (new patient)




Call for help:

Move one staff member from anywhere on the board to your room 

Put any consultant from outside the board to your room  

Counsel:

Add the resources of another player in your room to your own for a treatment. The helping player receives twice the freeloader reward 



End of Game:

- Discard 6  (4 if it was a short night shift)
- Discard 1  for each additional 
- Count 
- Discard  in accordance to your remaining 

	0	1	2	3	4	5	6	7	8	9
	0	1	3	5	7	10	13	16	20	25

each additional  will make you discard another 5 

-Count 

All players who fail to bring in enough  or who have 10 or more  are immediately eliminated!