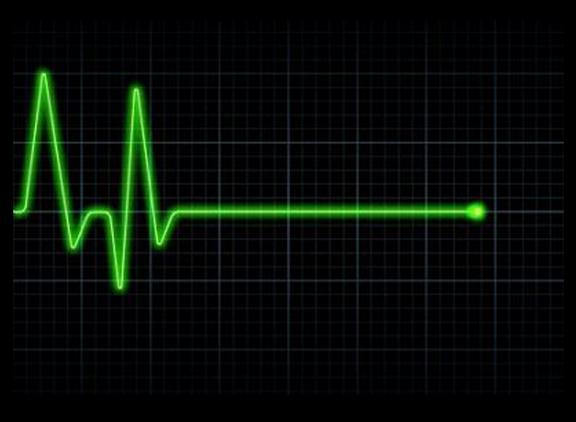
# HOUSE CALLS



A FIASCO PLAYSET BY JIM PINTO

# HOUSE CALLS

#### **CREDITS**

Written by jim pinto

Edited by no one really

#### **BOILERPLATE**

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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"When you play, play hard." - Theodore Roosevelt

## THE SCORE

#### I NEED 20 CCS OF EVERYTHING STAT.

It's not so much the case load, the overdoses, and the severe lack of disrespect that walks into this hospital everyday that makes me want to take a bottle of pills to each and every inbred patient here at Mercy General. And it's not so much that health care is a joke, a whole lot of guess work, and the antibiotics *du jour* that drive most of us to binge drinking, sleeping around, and moonlighting. It's not the free clinic days, the group sessions, and the unending paperwork that convinced me that being a doctor isn't really want I want anymore. It's not even the way this place is organized with the mirco-managed precision of a Chinese-Italian fire brigade.

What it reall comes dow to is this: with 250,000 in student loans, what else am I going to do?

## MOVIE NIGHT

In reality, I could list some hospital films, but frankly the idea for this mediocre playset sprung up from a random thought I had one night between sessions of Fiasco. I've played this twice and I think it can work if people are invested, but it does require a little more buy-in than your typical Fiasco game.

Article 99, Bringing Out the Dead, ER (TV), The Hospital, House (TV), Scrubs (TV)

#### SPECIAL RELATIONSHIP RULES

Since this playset requires that everyone work in a hospital or somehow be involved with the hospital, every relationship is a work relationship. This means that some relationship ties will be incongruous with others (one relationship could imply a character is a nurse, while the other suggest they are a surgeon). It should be evident by the relationships which are from the past and which are in the present. For instance, a player has an intern relationship with one player, but a surgeon relationship with another. Clearly, the surgeon position is *now*. Players should be able to reconcile this inaccuracies without too much contrivance.

# RELATIONSHIPS...

#### 1 DIRECTOR

- Barely passing interns working for a Grief Counselor
- Borderline doctors counting the days under OBGYN head relic
- Forlorn staff who report to a "dietician" Chief Resident
- Skilled surgeon/pediatrics doctors clipped by Head of Accounting
- Tenacious case managers ignored by the Chief of Operations
- **!!!** Underpaid assistants to Chief of Surgery

## 2 EMERGENCY

- Ambitious nurse/Ex-lover helicopter pilot
- Busybody nurse/Know-it-all Ivy-league grad
- : Clockwatching nurse/Bored intern
- :: Hyperactive nurse/Poorly-assigned specialist
- **!!!** Under-trained nurse/Charismatic EMT

#### **3 NON-MEDICAL STAFF**

- Ad hoc co-directors of clinical laboratory technicians
- : Clearly unqualified to work as occupational therapists
- Demoted residents serving under health director
- :: Liasons to the pharma rep
- Licensed practitioners wasting away in records administration
- **EXE** Temporary reassignment to speech therapy department

## 4 RESIDENTS AND INTERNS

- Over-blown egoist/Second-rater
- . Daddy issues/Stoner
- **.** Autodidact/Self-starter over-achiever
- **Smart-ass/Barely passes**
- **₩** Well-connected/Overly-groomed
- **!!** Manic/Phobic

#### 5 THE NICHT SHIFT

- Covering for the last Morgue attendent who never returned to work
- Observing and researching the kind of patients awake at this hour
- Operating the ultrasound equipment without training
- :: Stuck in night shift hell until they hire someone to fix the schedule
- **∷** Supervising the on-call residents and interns
- Volunteering for the night shift to avoid directors and meetings

#### 6 SPECIAL

- Amputee psychiartrist/Permanently on-call internal specialist
- : Coasting fellowship researcher/Overlooked dermatologist
- Colorblind radiologist/Dyslexic optical laboratory technician
- :: Overeducated physical therapist/Morbid pediatrician
- : Overweight osteopath/Recovering pharmacy technician
- Pill-popping physician/Fetishistic podiatrist

## **NEEDS...**

#### 1 TO FIND SOMETHING ELSE

- ...because the glass ceiling is so low, you have to crawl.
- ...because dentists really have it easy.
- ...because no one even knows your name.
- :: ...because the patients don't respect you.
- :..because this shit isn't for me.
- ...because your spouse is leaving for some place else without you.

## 2 TO DO SOMETHING CREAT

- · ... Aw, fuck it... it's back to school for my Juris Doctorate.
- ... Aw, fuck it... I'll just go work for my dad.
- ... Aw, fuck it... Mexico is calling you.
- ... Aw, fuck it... nobody here listens to me.
- ∷ ... Aw, fuck it... the real money is in HMOs.
- ... Aw, fuck it... they're going to remember *my name* when I leave.

#### 3 TO CLIMB OVER MY PEERS

- ...by cosying up to the head of Thoracic Medicine.
- ...by getting duties reassigned.
- ...by keeping tabs on all of them.
- :: ...by pretending to be their friend.
- ...by sticking them with your tasks.
- **!!!** ...by working with coyote traffickers.

#### 4 TO FIND A LIFE OUTSIDE WORK

- ...as soon as I finish these reports.
- ...before we all starting gassing the patients.
- ...but the people running this place don't let up.
- :: ...and get drunk once in a while.
- ...who am I kidding? I don't deserve happiness.
- ...which isn't possible when your boss is this stupid.

#### 5 TO STAY UNDER THE RADAR

- ...and just finish off this project for the board.
- ...because if I don't fill out my paperwork, they can't give me anymore work.
- ...before someone tells you another boring family story.
- ...except the nurses keep giving me work.
- ...until this malpractice case is over.
- ...until this community service thing disappears.

#### 6 TO GET OUT OF DEBT

- ...because you're 30 now and still have roommates.
- ...except I'm very bad with money.
- ...and never expect to own anything ever again.
- :: ...Ramen noodles sound good for another year.
- : ... sadly working the free clinic on my off hours won't help.
- ...there must be a way to steal something from the hospital.

## LOCATIONS...

#### 1 ANNEX

- Administrative cubicles, far-removed from sick people
- Dimly-lit trauma ward manned by two nurses
- Lab that smells like formaldehyde and burnt popcorn
- Dopulent office of Psychiatrist M.K. Polish, PhD
- :: Outdated examination room with renovated two-way mirror
- **!!!** Sound-proofed conference room for hospital board of directors

#### 2 3RD FLOOR

- Children's ward with uneven music volume levels blaring
- Cafeteria with a "C" rating from the health board
- **.** Supply closet the one with the tie on the door
- :: Unlabeled room with six dilapidated wheelchairs and an iron lung
- Unmanned MRI machine that works only half the time
- X-Ray machine room that's always humming

#### **3 INTERNAL MEDICINE**

- Ambulance waiting area just outside the ER wing
- Franchise coffee-shop you have to walk out of the hospital to get to
- The men's room that's equidistant to two different nurse stations
- :: Poorly-insulated waiting room with air conditioner blasting
- Receptionist desk covered in party fliers and half-filled balloons
- Reserved parking space for Chief Resident

#### 4 SURCERY

- Changing room with water-logged ceiling
- : Freshly-painted surgeon-staff lounge with Space Invaders pinball
- The newer of the two surgery rooms
- :: Office of Chief Surgeon
- Poorly supplied scrubbing station
- **!!** Unhygienic amphitheater

#### 5 THE OTHERS

- Always vacant office belonging to Doctor Yusef
- Gift shop on 2nd floor
- Locked and gated area with nothing inside it
- :: Morgue cleaned and organized by anal-retentive technician
- Poorly-lit auxiliary tunnel
- **!!!** Unfinished and unoccupied annex

#### 6 THE WARD

- "The Cage" with chairs, sofas, and two broken TVs
- : Group discussion room filled with toys and games
- High-security cell with rusted locks
- ∴ Nurse's station with reinforced glass
- **!!** Security checkpoint with occasionally-working cameras

# **OBJECTS...**

#### 1 EMERGENCY-1

- Desk-lamp made from an ambulance siren
- Fully-stocked, police-issue forensics kit
- **.** Inoperable ambulance in medical staff parking lot
- :: Outdated defibrillator
- Three-wheeled gurney and mannequin
- **!!** Undelivered transplant organ in ice chest

#### 2 DOCTOR'S KIT

- Case of aspirin
- : Chewable amphetamines
- : Collection of antique scalpels
- Expired antidepressant pills in unopened bottle
- **!!** Large supply of syringes
- **!!** Unlabeled bottles of codene

#### **3 RECORDS ROOM**

- 7 Years of Nurse schedules with interesting patterns
- Donor waiting list with names scratched out
- Dusty box filled with employee personal records from 1990-1991
- :: List of employees and their salaries
- 2 Patient records showing improper medication and/or dosages
- 11 Paperwork swiped from desk of Chief of Medicine

#### 4 HIJINX

- Audio recording of doctor/nurse fun
- : Hospital ID making equipment
- : Keys to the hospital security cart
- **::** Phone call records from every hospital phone
- :: Unwashed bedpans
- **!!!** Week supply of someone else's scrubs

#### 5 DISCRETION, PLEASE

- Barbiturates taken off an O.D. patient
- Damning lab results
- Record of an STD consult
- :: Urine sample from a prominent "someone"
- ∀ideo from a farewell party (the hospital loves those)
- X-Ray of a "light bulb"

#### 6 ILLICIT

- Dead patient's belongings
- : Key to pharmacy
- Ledgers/spreadsheets implicating accounting and HMO rep in unsavory deal
- **::** Prescription pad pre-marked with someone else's signature
- : Unserved subpoena
- Unsigned checks/kickbacks from pharmaceutical rep