

ORC HOSPITAL

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OVERVIEW

Orc Hospital is a fast, silly card game for 3 or more players — 4 or 5 is best. In *Orc Hospital*, the players are writers on a soap opera named *Orc Hospital*, with each of them trying to win the coveted Golden Goblin award.

The person with the most points at the end of the game writes the most memorable episodes and wins.

TERMINOLOGY

Deck. The main deck of cards everyone draws from.

End Credit Card. Cards representing the final episode of a season.

Episode. When you play cards, it is called *writing an episode*.

Hand. The cards you hold form your hand. There is no hand limit.

Plot Cards. Cards played when writing an episode. Plot cards are explained in detail below.

Slab. Place where the opening three cards are placed and refreshed whenever it runs out.

Score. Players score points for connecting icons. Keep track of your score with pennies, stones, or a chisel.

PLOT CARDS

Plot cards are used to write each episode. Each plot card has the following features:

- The name of the card
- Hopefully artistic looking illustration
- Symbols on the left and right side of the cards, which when matched allow the player to score points.
- A funny quote. Yes, they are funny.

SYMBOLS

All plot cards have one of four symbols on them: a blood splatter, a hammer, a saw, and a question mark. The question mark is wild and can connect with any symbol. The other symbols are worth points when they connect to one another. End Credit Cards do not use symbols and cannot to any card.



SETUP

Sit everyone around the table, room, morgue, waiting room area, etc.

Shuffle the deck. Place it within reach of everyone. Flip the top three cards of the Deck over and place them in the Slab, face up for everyone to see. If any of these cards is an End Credits card, shuffle them back into the deck and reveal three new cards. Repeat is necessary.

Deal four cards to every player.

You are ready to start.

PLAY

On your turn, you will do one of two things: Draw or Write. After that your turn ends and the player to your left does the same thing. This goes around and around until there are no more cards left in the Deck or Slab (i.e. a person must draw cards but cannot).

DRAW

Draw one face-up card from the Slab and one face-down card from the Deck. If you draw the last face-up card from the Slab, reveal three new cards from the Deck and place them in the Slab.

Do not write an episode this turn.

WRITE

Lay down as many cards (left to right) as you would like, writing an episode of *Orc Hospital*. Always start your story by saying, “Tonight. On a very special episode of *Orc Hospital*...” followed by a description of your episode based on the cards played.

Points are only scored for stories that match symbols up properly. There are five locations for the symbols in *Orc Hospital*, so some cards do not go together well. If you play two cards next to each other without matching symbols your story won’t be very good and it won’t score you points.

Do not draw any cards this turn.

PASS

You cannot pass cards or your turn. Why are you even reading this?

END CREDITS

Orc Hospital has a special type of card called ‘End Credits.’ These cards represent the season finale. There are very special rules to End Credit cards, so pay attention.

If an End Credit card appears in the Slab during play, discard all of the cards and reveal three new Slab cards. That season ends without a single good episode. It is possible for the game to end quickly because too many End Credits appear on the Slab.

If you have at least one End Credit card in your hand when you Write, you must play one (and only one) of them at the end of your ‘story run.’ This represents the season finale cliffhanger. Be sure to narrate something extra cliffhangery. This card is worth an additional point for your episode.

End Credits left in your hand at the end of the game are worth -1 point each. Use ‘em or lose ‘em. That’s what Doctor Orc says.

EXAMPLE OF PLAY

Abe, Bianca, Carl, and Diana are playing a game of *Orc Hospital*. On their first turn around the table, all four players draw cards instead of writing. Each time they draw, they pull one card from the Slab and one from the deck. At the end of Carl's turn, the Slab is empty and must be refilled.

Once around the table, Abe decides to write an episode of *Orc Hospital*. He lays down the following cards (in this order). Abe must now link the cards together into a coherent story.

"Tonight. On a very special episode of Orc Hospital... A power surge causes Ogre Surgeon to become trapped in the elevator while on his way to the mess hall for the holiday party. Ogre Surgeon tries frantically to get the elevator moving again, pressing every button (including the one that turns on disco lights inside the elevator). He's too big to fit through the duct. And no one knows he's here. He already clocked out! Oh. Wait. It's a season finale. Will Ogre Surgeon get to the holiday party in time? You'll have to wait all summer to find out. Tune in next season!"

Abe has successfully strung together 5 cards, telling the story of the Ogre Surgeon's very special episode. Because he has matched 3 pairs of symbols, he gains 3 points. (Saw to Saw, Saw to Saw, Hammer to Question Mark). And by using the End Credits, he gains an additional point, for a total of 4 points.

Abe discards the cards and takes four teeth from the point pile to indicate his score.



ENDING THE GAME

The game continues in this manner until a player must draw cards but cannot OR the fifth End Credits Card is revealed. The person with the most points wins.

THEME

This is a game about a stupid soap opera, with orcs in it. It is light and funny. The mechanics aren't innovative or even original. But everything comes together into an hilarious mixture of dumb ideas.

Since the game plays so quickly, you should play a game of *Straight Jacket* (also by Post World Games) after.

SPECIAL THANKS

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