

EMERGENCY DISPATCH

A Game by Jon Fromm

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2-6



30-45 min



Emergency Dispatch is a co-operative set collection dice game. Players move colored dice representing various types of emergency equipment around a map of a city. Tiles are placed representing emergencies that need to be resolved. The emergencies are resolved by rolling the dice to get the required combination of symbols.

Emergency Dispatch is easy to learn and produces a tense and exciting gaming experience. The uncertainty of the dice rolling helps to limit the “alpha co-op player” phenomenon by leaving players with multiple “best” action options.



Objective

“Good morning rookies! Welcome to the Emergency Dispatch Center. It’s going to be a busy day saving Metro-City. I hope you’re up for the Challenge!” ~The Boss

In Emergency Dispatch players take on the roll of dispatchers in a 9-1-1 call center. players work cooperatively to resolve emergencies by dispatching **Emergency Calls** and moving **Emergency Equipment** around a map of the city.

Each piece of equipment is represented by a colored die. Players will resolve the Emergency Calls by moving the right combinations of Equipment to each Emergency Call tile and rolling the required set of symbols. Players win the game by getting through their 8 round shift without amassing 8 **Failures** and without letting the **Call Queue** overload.

The Emergency Equipment

“Not every rig is suited for every emergency. Get to know the different vehicles so that you know which ones are best suited for each call.” ~Duty Chief

Each piece of **Emergency Equipment** is represented by a colored die. Equipment dice are rolled during the **Resolution** phase of the turn. The symbol rolled indicates what that Equipment has contributed to the Emergency.

Each face is also numbered. The number indicates the name of that Equipment (i.e. Ambulance 1 or Ladder 6) and which **Company** it belongs to.

Ambulances (red dice) – Are your best equipment for providing first aid. They have no other capability.

Fire Engines (orange dice) – Are you best equipment for fighting fires. They also deliver water and can perform some rescues.

Rescue Squads (black dice) – Are your best equipment for performing rescues. They also provide first aid.

Tanker Trucks (blue dice) – Are your best equipment for delivering water. They also help fight fires.

Ladder Trucks (green dice) – Are your only equipment that carry ladders. They also perform rescues.

Game Components

- 18” x 18” Board
- 15 — Equipment Dice
- 1 — Clock Tracker Token
- 1 — Failure Tracker Token
- 12 — Locked-in/Out-of-Service Tokens
- 30 — Resolution Cards
- 64 — Emergency Call Tiles
- 6 — Emergency Company Player Aids
- First Responder (First Player) Token
- Tile Bag

Emergency Symbols



Aid—This symbol means your paramedics have succeeded in performing first aid



Fire—This symbol means your fire fighters have succeeded in putting out a fire
Fighting fires is really hard so Fire symbols are hard to come by.



Rescue—This symbol means your rescue crews have succeeded in saving a trapped person



Water—This symbol means your Equipment has delivered water to a place without a fire hydrant



Ladder—This symbol means your Ladder Truck has saved someone from a tall structure

Equipment Dice Symbol Distribution

Equipment Name and Dice Color	Aid	Fire	Rescue	Water	Ladder
Ambulance	5				
Fire Engine		3	1	2	
Rescue	2		4		
Tanker Truck		2		4	
Ladder Truck			2		4

Game Setup

1. Place each Emergency Equipment dice onto the spaces with the corresponding number and color. These represent the Fire Stations for these pieces of Equipment.
2. Shuffle the Resolution Cards and place them face down on the space in the upper right portion of the game board.
3. Place the Emergency Call tiles into the tile draw bag and mix them.
4. Place the Clock Tracker counter onto the 9:00 (leftmost) space of the Clock.
5. Each player chooses a Fire Company number and takes the corresponding player aid.
6. Draw 4 Emergency Call Tiles from the tile draw bag and place them in the leftmost 4 spaces of the Emergency Call Queue. Orient these tiles so that the side with the largest number is indicated by the arrow.
7. Choose a player to take the First Player token.

Other Areas of the Board

The 9 boxes across the bottom of the board make up the **Emergency Call Queue**. This is where new **Emergency Call** tiles are added to the game. You will lose the game if at any time you have to add an Emergency Call to the Emergency Call Queue and do not have an open space to do so.

The **Clock** is used to track the current round of your shift. Get through your shift without too many failures and you win the game! The Clock tracker token is moved along from clock face to clock face to indicate the current round.

The **Failure Track** is used to track the number of failures that have occurred on your shift. Get 8 failures and you lose the game! Be careful, as not all Emergencies are equal. Failing a major Emergency can result in two failures.

The **Box Alarm** area holds any **Box Alarm Equipment** available for use. Box Alarm Equipment comes from distant cities and may only assist with one Emergency Call before being discarded. Discarded Box Alarm Equipment returns to the Box Alarm area when it is **Replenished**.

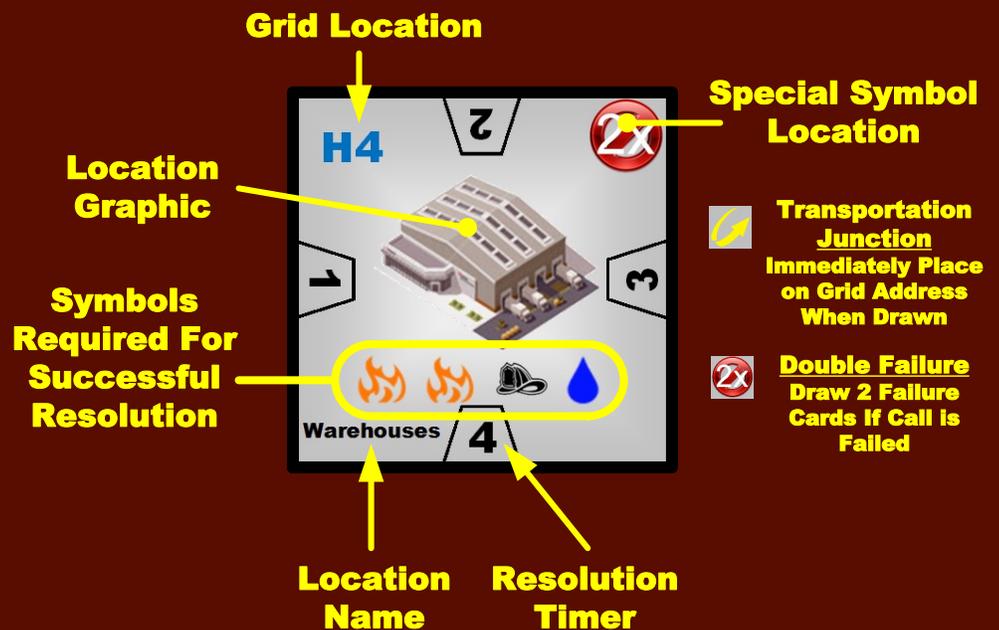
The **Resolution Card** deck is placed in the top right corner of the board. Resolution Cards are drawn after the Resolution of all Emergency Calls. Successfully resolving Calls will give you special skills and abilities to help with future Emergencies. Failing to resolve Calls will earn you Failures and make resolving future Calls more difficult.

Emergency Call Tiles

Emergency Call tiles mark the locations of the Emergencies you will be responding to. New Emergency Call tiles are drawn and added to the **Emergency Call Queue** each round. From there they can be **Dispatched** to their map location.

Emergency Call tiles are rotated to indicate how many rounds remain to resolve them. It is very important to pay attention to the orientation of the tile when you are placing, Dispatching, and rotating them.

Each Tile shows the Emergency's location, name, and the Symbols required to resolve it. Some tiles have special symbols in the top right corner. The tile layout is described below.



Playing the Game

“Metro City is the safest place in the world to live, provided that you do your job well.”
~The Mayor

Emergency Dispatch is played over the course of 8

Rounds. Each round consists of the following phases:

Player Turns: Players take turns performing actions.

Each player performs all of their actions at once. Play then proceeds to the next player.

Resolution: All Emergency Calls are resolved one by one.

Cleanup: All remaining Emergency Calls are rotated and new Calls are added to the Emergency Call queue. The Clock Tracker is advanced and the first player token is passed to the left.

Player Turns

Player turns begin with the player holding the First Player token. On their turn a player may take any combination of 3 Actions (2 Actions in a 5-6 player game). The actions available are as described below. Play passes to the left once the player completes all of their actions.

Actions

Move Equipment Action

Move ANY 1 piece of Equipment up to 3 spaces along connected Roads and/or Highway. Players may NOT use a second action to move the same piece of equipment a second time. If a Locked-In piece of equipment is moved, discard the Locked-In token.

Moving Box Alarm Equipment

Box Alarm Equipment enters the map from either of the Box Alarm symbols on the highway. Box Alarm equipment moves like regular equipment EXCEPT that Box Alarm equipment cannot be moved if it has been Locked In.

Moving Equipment From Your Company

Players may move BOTH of the Equipment from their **Company** as a single action. Normal movement rules apply. Your Company is indicated by the number on your Emergency Company player aid.

Actions—Continued

Dispatch a Call Action

Move an **Emergency Call** tile from the **Call Queue** to its map location. DO NOT change the orientation of the tile! If the location already has an Emergency Call tile, place the second tile underneath the first. Remember to keep enough open spaces in the Call Queue for the new calls coming at the end of the round!

Attempt to Lock-In a Roll Action

Roll all of the dice present at one of the Emergency Call locations. Place a LOCKED-IN token on any symbols you wish to Lock-In. These dice do not have to be rolled during the Resolution phase. Locking-in symbols helps to increase your chances of success during the Resolution phase.

Example 1: Ambulance 1 moves 3 spaces from A5 to D5. It can move freely through the Transpiration Junction at C4 because there is not an Emergency Call tile there.



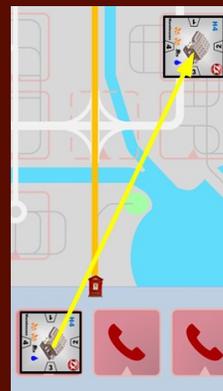
Example 2: Ambulance 1 moves 3 spaces from A5 to D4. It costs 1 move to move through the Transpiration Junction at C4 because there is an Emergency Call tile there.



Example 3: The player with Company Marker 1 moves both Ambulance 1 and Engine 1 as a single Action. They are moved to 2 different Emergency Call Locations.



Example 4: An Emergency Call at the Warehouse is Dispatched from the Call Queue to its location at H4. The orientation of the tile is not changed when dispatching it!



Resolution Phase

“There’s no better feeling than knowing you just helped save a life” ~The Fire Captain

The Resolution Phase starts once each player has taken a player turn. Emergency Calls are Resolved one by one for each map location as follows:

Roll the Equipment dice present at an **Emergency Call** location. Equipment that is **Locked-In** does not have to be rolled. If some combination the symbols rolled match ALL of the symbols indicated on the Emergency Call tile the Emergency is Resolved successfully. You may also play cards from the **Success** card pile to add symbols or reroll dice.

If the Call is resolved successfully, remove the Call tile from the board and set it aside. Draw a Resolution Card and add it to the **Success** card pile. Any Box Alarm Equipment used for this call is removed from the board.

Return all Equipment dice rolled to the map location of the Emergency Call.

If a location has 2 Emergency Call tiles present the resulting die rolls can be used to satisfy either or both tile requirements. However, the dice are only rolled once for that location and each symbol may only be used once.

Clean-Up Phase

“Saving lives can get messy” ~HAZMAT Team Moto

Once the Resolution Phase is complete play proceeds to the Clean-up Phase.

Rotate ALL Emergency Call Tiles

Rotate ALL tiles on the board 90 degrees clockwise. Any Tiles rotated off of the “1” face are removed from the board. You ran out of time and have failed to resolve these Emergencies! Any Box Alarm equipment on these tiles is removed from the board. Draw a **Resolution Card** for each failed call and perform the steps described in the **Failure** Section. **Move the failure tracker 1 space to the right for each failure card drawn.**

You may play cards from your **Success** pile to cancel failure effects and prevent rotating tiles.

If the failure marker lands on the 8th space the game ends immediately.

Add Calls to the Queue

Draw 1 new Emergency Call Tile for each player (up to 4 tiles) from the bag and add them one at a time to the leftmost open space on the Call Queue with the largest number indicated. Emergency Calls with a yellow arrow symbol are immediately moved to their address on the map. The game ends immediately if a drawn tile cannot be added to the Call Queue.

Move the Clock and Pass First Player Token

The possessor of the First Responder token passes it to the player on their left. Move the Clock Token one space to the right. If the Clock Marker moves past the 8th space you have survived your shift and **WON THE GAME!**

Anatomy of A Resolution Card



Resolution Cards

“There’s no substitute for experience.” ~The Old-Timer

The Resolution Cards are two sided. When drawn for successfully resolving an Emergency Call the players gain the benefit of the green **Success** side of the card. Conversely, players must execute the red **Failure** side of the card (and advance the failure tracker) when drawn following a failure to resolve a Call.

Successfully resolving **Emergency Calls** will earn you **Success** cards. These cards can be traded in to help resolve future Emergency Calls. Success cards are considered communal (shared by all players). Any number of cards can be played during the Resolution and Clean-up Phases. Cards cannot be played during the Action phase of the game. Cards are discarded to the discard pile after use. Success cards can be used in 3 ways:

3 cards of a matching symbol can be played to add that symbol to a Resolution roll.

3 reroll cards can be played to re-roll any number of dice in a Resolution roll.

ANY COMBINATION of cards can be played to perform the actions in the table to the right:

Cards Discarded	Benefit Gained
2	Cancel an Out-of-Service card
3	Replenish 1 Box Alarm Equipment
4	Add any symbol to a Resolution roll
5	Prevent Rotating 1 Call
6	Remove 1 blocked out Call Queue Space

For Example, 3 Success cards with a Water symbol may be exchanged to add a Water symbol to any Resolution attempt. However, there must be at least one Equipment dice present at the Emergency Call location to use this ability. The dice present do not have to have Water symbols on them.

Winning and Losing the Game

The game ends IMMEDIATELY when the clock token moves past the 8th clock space. Congratulations, you’ve worked together and saved enough of the city to survive your shift. Go home, get some sleep, you’ll get to do it all over again tomorrow!

The game is lost 2 ways:

1. The players accrue 8 failures as indicated by the FAIL symbol on the Failure Track.
2. The players cannot place a drawn Emergency Call tile onto an open Call Queue space.

“We’ve got 9 phone lines in the Call Center. How hard is it to get off your lazy behinds and answer them?” ~The Old-Timer

Adjusting the Difficulty

For an **Easier** game REMOVE 4 of the double failure calls from the call bag during game Setup.

For a **Harder** game adjust gameplay as follows:

Players attempting a Lock-In action may only Lock-In 1 dice symbol per attempt.

If a location has 2 Emergency Call tiles present the topmost one MUST be resolved before the one underneath can be attempted.



Quick Reference

Playing Resolution Cards

3 cards of a matching symbol can be played to add that symbol to a Resolution roll. There must be 1 die present at that Emergency Call Location.

3 reroll cards can be played to re-roll any number of dice in a Resolution roll.

ANY COMBINATION of cards can be played to perform the following actions:

Cards Discarded	Benefit Gained
2	Cancel an Out-of-Service card
3	Replenish 1 Box Alarm Equipment
4	Add any symbol to a Resolution roll
5	Prevent Rotating 1 Call
6	Remove 1 blocked out Call Queue Space

FAQ

Special Symbols



Depicted after the 8th Clock space. If the Clock token moves beyond the 8th space you have won the game!



Depicted on the 8th failure space and to the right of the 9th Call Queue space. Indicates the loss conditions (see above).



Double Failure: Draw 2 Resolution cards and perform the Failure side of both if this Emergency is failed. Do not draw 2 cards for success.



Transportation Junction: Place this tile on the map immediately when it is drawn. Can no longer move freely through this location.



Reroll: Exchange 3 cards of this symbol to re-roll as many dice as desired in one Resolution attempt.



Depicted at either end of the highway: Box Alarm Equipment entry point where Box Alarm equipment enters the map.

Game Structure

Game plays over 8 rounds

Complete 8 rounds without accruing 8 failures to win
Round Structure

- Action Phase

Start player takes 3 actions (2 actions for 4-6 player game)

- Move 1 Equipment dice up to 3 spaces
- Move BOTH Equipment dice from their company up to 3 spaces each
- Dispatch an Emergency Call
- Attempt to Lock-in a symbol

Play proceeds to the left until every player has had a turn

- Resolution Phase

Resolve each Emergency Call tile one at a time. Roll all Equipment dice present. Add cards if desired.

- Clean-up Phase

- Rotate all Emergency Calls
- Remove Failed calls, advance fail tracker, and draw Failure cards
 - Game is lost if 8th failure is accrued
- Draw 1 new call for each player (up to 4) and add to the Call Queue
 - Game is lost if a tile cannot be placed in the Call Queue
- Pass First Responder (1st Player) Token
- Advance Clock Token

Thank you for your interest in Emergency Dispatch!

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