

Endowed CHAIRS

Neurology



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Girls Just Wanna Have (Academic) Funding

Congratulations! You are the newly-appointed chair of an academic neurology department.

It's time to recruit faculty to fulfill your tripartite mission of excellence in clinical medicine, education, and research. Luckily, using strategies learned at a recent contract negotiation workshop, you've secured a time machine as part of your startup package. Your master plan: recruit some of the greatest neurologists of all time to propel your department to greatness!

But hurry, your opponent is the new chair at a competing department across town, and will be vying for the same luminaries with the help of her own department-funded time machine.

(She must have attended the same workshop.)

In this hilarious two-player game, you will navigate the vagaries of academic medicine, facing scandals, staff shortages, and lazy emeritus professors. But master the right tools, and your department will triumph!



Overview

In Endowed Chairs, players try to earn points in each of their three missions, Clinical, Research, and Education.

Players use Action Cards in their hands to help them earn points or weaken their opponent's position. The most common way to earn points for one of the three missions is to recruit a great neurologist or neuroscientist (a luminary) from the Job Pool and assign her to that mission. Each of the 12 luminaries has a unique set of strengths and weaknesses, so she may be worth more points in some missions than others.

Each turn consists of playing an Action Card or discarding unwanted Action Cards, and then drawing back up to five cards from the draw pile. The game ends when there are no more Action Cards to be drawn from the draw pile. The player who has the most points in at least two of the three missions wins.



20^m



2



12+

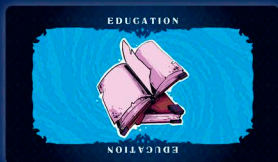
Learn better from a video?

Want to read about the amazing luminaries
featured in this game?

www.neurdgames.com

Game Components

3 Mission Cards:



12 Luminary Cards:



72 Action Cards:

Point Modifiers



Name of Card

Action of Card

Tools:

Reflex Hammers



Safety Pins

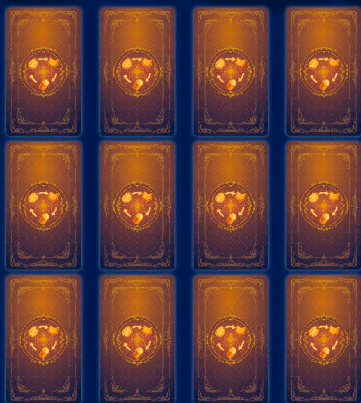


Tuning Forks



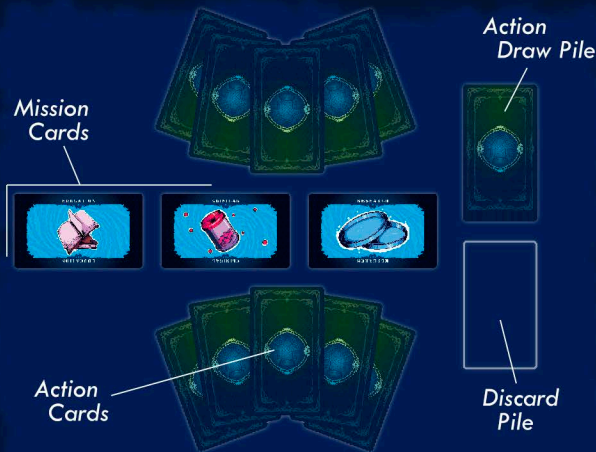
Setup

Luminary
Cards



- Sort the cards into Mission Cards, Luminary Cards, and Action Cards.
- Off to the side, shuffle and place the Luminary Cards face down in a 3 x 4 grid to form the Job Pool.
- Shuffle and place the 3 Mission Cards (Education, Research, Clinical) horizontally in random order on the center of the table.
- Shuffle the Action Cards and deal 5 face down to each player.
- Set the rest of the Action Cards face down on the other side of the Mission cards as a draw pile. Leave space next to it for a discard pile.

The player who lost this game (or any other game) most recently goes first. Players alternate turns.



Take turns doing the following:

First, take one of two actions:

- 1• Play one Action Card from your hand, following the instructions on the bottom of that card. Place that card into the discard pile (unless it specifically tells you otherwise).*

OR

- 2• Discard any number of cards that have at least one tool in common (reflex hammers, safety pins, or turning forks.)*

Next, draw from the draw pile until you have five total cards in your hand.

Definition of terms on Action Cards

Take a luminary

Choose one of the face down Luminary Cards from the Job Pool.

Assign to a Mission

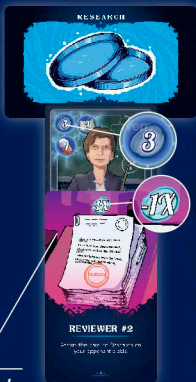
Place the assigned card face up on the table on your side of a Mission Card.

Depending on the instructions on the Action Card, you may or may not have a choice of the mission to which the card is assigned.

If you already have one or more luminaries or other cards assigned to that Mission, stack the newest luminary on top of the prior card(s) so that any point values or point modifiers are still visible.

There is no limit to the number of luminaries you can assign to each mission.

Your opponent plays this card.
Your total points for research is now 2



Protected and unprotected luminaries

A luminary whose picture is fully showing is unprotected. Once another luminary (or other card) is assigned to the same mission, the covered luminary has tenure, and is considered to be protected. Scandal, Poach, Funding Dries Up, and Burnout cards can only be played on an unprotected luminary.



These luminaries are both protected

End of Game

The game ends immediately when a player needs to draw cards from the draw pile, and there are no more cards to be drawn.

The player with the higher total points in at least two of the three missions wins. If there is a tie in one mission, the player with the most luminaries and grad students in that mission wins that mission. If there is still a tie, the player who did not go first wins that mission.

FAQ

What does the X mean in a point modifier?

X is the total number of luminaries assigned to a player's side of that mission at the end of the game. For instance, if a player has three luminaries assigned to the same mission as an Emeritus card, 3 total points will be deducted from that player's total points for that mission.

Does Mentor protect cards that are above AND below it in a stack?

Yes, the Mentor card protects all other cards in their assigned mission, including those that are above and below her in the stack.

Can Poach, Funding Dries Up, Burnout and Scandal be played on unprotected Grad Students, Mentors and other non-Luminary Cards?

Yes. Poach, Funding Dries Up, Burnout, and Scandal can be played on any unprotected card that has been assigned to a mission, whether it is a luminary or not. If a Scandal card is played on a Grad Student or Mentor, the latter is discarded, rather than returned to the Job Pool.

Does Staff Shortage affect protected cards?

When the staff shortage card is played, both players discard all non-luminary cards from the chosen mission, regardless of whether or not they are protected. Remaining luminaries maintain their order in the stack.

CREDITS

Game Design

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