

CLINIC

DELUXE EDITION

69TH EXTENSION

Introduction - NC17

This is an adult expansion, and you can only use it with adult players. This expansion is in poor taste and has sexual content, so if you are not comfortable with the theme, please stop, close this box, and play with another expansion.

WARNING

This expansion requires the base game and for some of the new modules, Clinic Deluxe: The Extension, as well.

This 69th blue Extension contains 6 big modules.

Components

The Sperm Bank



- 4 Sperm Bank tiles
- 16 Erlenmeyer flasks
- 1 Big Shelf board



A New Addiction



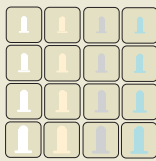
- 16 Sexual Obsession patients
- 16 Bacterium tiles
- 4 Sex Addiction Service hubs
- 1 Laboratory tile
- 1 Petri Dish board

Cryogenics



- 4 Cryogenics service hubs
- 16 Cryotank meeples
- 1 Cryogenics Hospital board

Condom Vending Machine



- 8 Condom Machine tiles
- 16 Condom tiles
- 1 Condom Shop board

Therapeutic Cannabis



- 16 Cannabis Cigarette tiles
- 8 Hospital Cupboard tiles
- 1 Abandoned Building board

Genetic Research

A C G T Σ

- 32 DNA Molecule tiles
- 4 Genetic counselors
- 1 Laboratory tile*



- 16 Green Zombie cubes
(8 from this Extension, and 8 from the
Zombies in a Clinic module of the base game)
- * From the A New Addiction module

The Sperm Bank

It is now possible to use men's special abilities: They can come to/at the clinic to donate sperm — much more exciting than giving and receiving medical treatment. However, this is not without consequences on the evolution of your game... if you have too much fun giving of yourself.

Components

- 4 Sperm Bank Tiles
- 16 Erlenmeyer flasks
- 1 Big Shelf board



Setup

Each player takes 1 sperm bank and places it near their Clinic. You will be able to build it during the game. Place the Big Shelf board near the main board and fill it with 4 Erlenmeyer flasks per player. Return the remaining flasks to the box.

Playing the Game

Phase 1: Actions



Action 1: Build

In addition to the 2 components you are usually allowed to build with this action, you may also build the sperm bank. It costs $\$2 + \f , where f is the floor number.



Example: If you build it on Floor 2, it will cost $\$2 + \$2 = \$4$. It is a double tile. One half is a blue special module; the other half is an orange treatment room. You must respect all building rules for each half. When you build it, you may flip it over if you would prefer the other orientation of the modules.

Note: You do not have the one-time opportunity to build a supply room adjacent to this sperm bank "treatment room"; however, as usual, to be fully functional, the sperm bank treatment room must be adjacent to a pink supply room. So, building the bank is a "bonus build", but you will still need to build a supply room as usual.

Move

NEW! Sperm donation

After everyone has completed Move, a new phase might occur. Only during Rounds 2, 4, and 6, sperm donations can be made in functional sperm banks. As you know, only men are able to make a donation. To simulate that, consider each type of person in your clinic separately. Only half of that type, rounded down, will be able to donate sperm.



Exclude the following types: non-normal patients of all types (besides, the pregnant women already received their donation), secretaries, seductive secretaries, ghosts. On the other hand, each stretcher bearer team only counts as 1, and each lively elder counts as 2.

Each player is limited to 4 donors at a time (there are only so many containers to go around, despite the enthusiasm of potential donors).

Note: Potential donors are listed on the Big Shelf board.

Example: Your clinic has 3 white patients, 2 yellow patients, 1 orange patient, 2 white doctors, 1 yellow Doctor, 1 nurse, 2 pregnant women, 3 stretcher bearer teams, and 1 lively elder. The eligible donors are as follows: 1 white patient, 1 yellow patient, 1 white doctor, 1 stretcher bearer team, 1 lively elder.

You choose which donors go to the sperm bank; it is not mandatory. For each donor (max. 4), do the following:

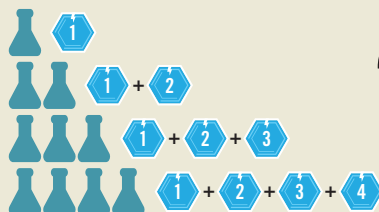
1. Going to the sperm bank takes no time (donors are very eager to take matters into their own hands), so move the donor to the sperm bank's treatment room immediately, for 0 time.
2. Take 1 Erlenmeyer flask from the Big Shelf. Place the flask with its donor.
3. The donor takes his flask to an entrance (not a helipad; emergency transport is not required for this specimen, spending the usual time to do so, and leaves it there.
4. Then the donor must return to where he started (before getting this exciting idea)... but he's feeling a little spent, so the return trip takes twice as much time...

Tip: Move each donor one by one, performing all steps for one donor before going to the next one.

Phase 2: Business

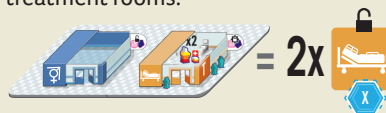
Buy Popularity

After everyone has bought popularity (if they could and wanted to) as usual, word of these upstanding citizens' deeds gets around Small City, and you earn popularity according to the flasks at your entrances for pickup: 1 flask earns you 1 popularity, 2 flasks earn you 3 (1 + 2) popularity, 3 flasks earn you 6 (1 + 2 + 3) popularity, and 4 flasks earn you 10 (1 + 2 + 3 + 4) popularity. All flasks are removed, sterilized (into the autoclave with great prejudice), and placed on the big shelf once again, ready for free refills in future rounds...



End of the Game

A functional sperm bank scores as if it were 2 functional treatment rooms.

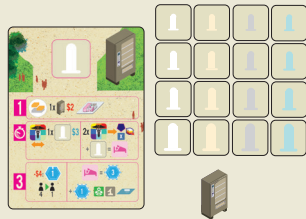


Condom Vending Machine

Protecting yourself during sexual intercourse is the only 100% effective method against communicable diseases. This remains true in the game Clinic and also in real life. It is therefore better to have a condom handy in advance. Even during a game of Clinic, you never know what your neighbor might offer you between two rounds of play....

Components

- 8 Condom Machine tiles
- 16 Condom tiles
- 1 Condom Shop board



Setup

Place 2 Condom Machine tiles per player near the main board. Return the others to the box. Place the Condom Shop board near the main board and put **all** Condom tiles in the Shop.

Note: The number of Condom tiles does not depend on the player count (condom size and color also do not matter; it's all in how you use them)....

Playing the Game

Phase 1: Actions



Action 1: Build

You can build a condom machine. It costs \$2 no matter which floor it is built on. Place the condom machine in any supply room you already have in your clinic.



Move

NEW! How to Have Sex in the Clinic

Medical Staff icon: It means that any (but only) **medical staff** can perform this action (Note: the icon's background depicts the 9 meeple colors: **yellow doctor**, **orange doctor**, **red doctor**, **surgeon**, **white doctor**, **physiotherapist**, **workaholic doctor**, **plastic surgeon**, **temp**). This includes all staff except CEOs, janitors, orderlies, secretaries, seductive secretaries, and stretcher bearer teams; it excludes all patients, ghosts, and visitors.

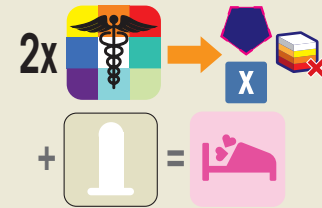
Each condom machine can dispense 1 condom per round. For each, choose one of your Medical Staff who would like to have sex this round, move them to a Condom Machine, earn **\$3** from the purchase, take a Condom tile from the shop, and place it under the meeple (if there are no more condoms, they cannot buy one). Each medical staff is can only "carry" 1 condom at a time. The condom moves with this meeple from now on; they are prepared for sex!



Everyone is very selfish about their sexual goals; no one will relinquish their condom, not even for a friend in need. Once a member of the medical staff buys a condom, it is theirs and moves with them until they use it.



In Clinic Deluxe: 69th Blue Extension, **having sex** means: 2 Medical Staff meeples with at least one condom are together at the end of Move in either a service hub or a special module (blue) with no patients or staff of any sort present.



Phase 2: Business

Expenses

You don't need to pay upkeep on the Condom Machine. *The CEO (the game designer, ahem) restocks the machines every night.*

Buy Popularity

This scandalous behavior stirs up rumors that make [external] popularity harder to come by: When playing with Condom Vending Machine, each popularity costs \$4.



Phase 3: Admin

On the other hand, these acts are quite popular with the staff: Each time they manage to have protected sex, you earn **3** Popularity. Each garden adjacent to the module where they had sex earns you an additional 1 popularity. Satellite TV (we all know which channel) and air conditioning each provide an additional 1 popularity, as well. When the deed is done, of course toss the used Condom tile back into the box!



Genetic Research

Perhaps it is finally time to find a cure to the zombie epidemic, lest you open your game to find only green cubes.... Let's do a little genetic research. There must be a way!

Components

- 32 DNA Molecule tiles
- 4 Genetic counselors
- 1 Laboratory tile*
- 16 Green Zombie cubes
(8 from this Extension, and 8 from the Zombies in a Clinic module of the base game)
* From the A New Addiction module



Note from the designer: This module requires Zombies in a Clinic from the base game.

Setup

Add 2 A, 2 G, 2 C, and 2 T DNA Molecule tiles per player to the Doctor bag.

Each player starts the game with 1 genetic counselor (+1 car, of course). Place the genetic counselor on your entrance, ready to work.

For each doctor you draw from the bag, also draw a DNA Molecule tile and tuck it face up under the doctor in the University, so that each player can see which letter it is.

Include 1 laboratory per player. In case you don't have 3rd Extension, we are providing you with a 4th Laboratory tile (so if you do, it's your 5th, and you won't need it!)

Set aside 4 Zombie cubes per player; return the rest to the box.

Other than the differences listed here, all rules from Zombies in a Clinic (and the base game) apply.

Playing the Game

Phase 1: Actions



Action 2: Hire

If you have your genetic counselor working in a laboratory when you hire a doctor, you also take the DNA Molecule tile that was beneath the doctor; keep the tile face up, near your Clinic board.

If you don't have your genetic counselor working in a laboratory when you hire a Doctor, return the DNA Molecule tile that was beneath the doctor to the Doctor bag, instead.



Note: You never pay for a DNA Molecule tile: It is the result of your genetic counselor's successful research in your laboratory (a new doctor's perspective catalyzes a discovery).

Action 3: Admit Patients Move



The genetic counselor also works as a yellow doctor. So you constantly must choose whether they will perform research in the lab or go treat patients.

Laboratory Capacity: 1 doctor + 1 genetic counselor (the genetic counselor can work at the same time as another doctor).

Phase 2: Business

Patient Care and Income

A doctor in a laboratory with a zombie is **not** able to treat the zombie (unlike in Zombies in a Clinic).

Tips:

- The number of zombies is ever increasing during the game because of this change.
- The only limitation is the number of Zombie cubes set aside for the game (4 × the player count).
- Because each pair of yellow patients becomes a zombie, you may want to prioritize treating yellow patients... or quite the opposite, depending on your strategy!

Pay Your Employees

The genetic counselor gets the same salary as a yellow doctor: \$2. If you don't pay, the genetic counselor angrily drives off to a bunker to avoid the rest of the apocalypse you can't seem to sense (return the genetic counselor to the box, and remove a car).

Phase 3: Admin

The genetic counselor does not worsen.

End of the Game

If you have collected all four letters from the DNA Molecule (ACGT), you have discovered the cause of this zombie disease. You earn 10 popularity for being the clinic that found the cure. Several clinics might discover it in the same game, this is fine; each gets the reward.



Remember to add the bonus for zombies in your clinic!

A New Addiction

In the 6th expansion, you learned to treat yourself from your addiction to the game Clinic. But you are not the only one living with an addiction. A much trickier addiction to treat, one that we also hide from ourselves and others: sexual obsession!

Components


- 16 Sexual Obsession patients
- 16 Bacterium tiles
- 4 Sex Addiction Service hubs
- 1 Laboratory tile
- 1 Petri Dish board



Setup

Stack 4 Bacterium tiles in the Petri Dish board below your player color, so that each player can see how many they have at any time during the game. Add 4 Sexual Obsession patients **per player** to the patient bag.

Make 1 Laboratory tile per player available, so each player can build 1 laboratory during the game.

 Make 1 Sex Addiction Service hub per player available, near the other service hubs.

Playing the Game

Phase 1: Actions

When you draw a Sexual Obsession patient, instead of putting them on the uppermost rightmost empty space of the notepad, this patient is attracted to the uppermost rightmost eligible patient* that does not already have a Sexual Obsession patient climbing all over them. Stack this new Sexual Obsession patient atop the other patient (rightmost of first service, then rightmost of second service... second-rightmost of first service, etc.). If somehow there are no patients at all on the notepad, the Sexual Obsession patient returns to the bag in prurient disappointment; draw a patient to replace them.



- Eligible patients include normal white, yellow, orange, and red patients, disgruntled patients, morbidly obese patients, and unclassified patients.

Action 1: Build

You can build a Sex Addiction service hub in your clinic at the usual service hub cost, and with the usual rules.



Action 3: Admit Patients

You cannot admit a patient with a Sexual Obsession patient crawling all over them if you haven't built the Sex Addiction service hub. When you admit a patient with a Sexual Obsession patient on them, you must admit both, and thus you must park 2 cars. If you cannot park both, you cannot admit either of these patients. Stack the patient duo in the appropriate



Pre-admissions area on your player board (keep them stacked), and tuck a Bacterium tile from your player-color area of the Petri Dish board beneath them.

Move

The Sexual Obsession patient brings bacterial "benefits" to your Clinic....

The Sexual Obsession patient moves **first** together with their new obsession and the Bacterium tile, to the same room, spending every moment possible together. Although they move together, they spend time moving as 2 separate patients (*they're a bit distracted*). Drop the Bacterium tile off in the destination room; then, move the Sexual Obsession patient to a treatment room for the Sex Addiction service to be treated, spending time along the rest of the way as usual. Now remove the Sexual Obsession patient from the game, replacing it with a patient cube from the supply that is identical to the patient on which it had been stacked. You will treat this patient as usual.



Phase 2: Business

Patient Care and Income

Each room (Treatment Room, Operating Room) with any Bacterium tiles requires precisely 1 more Nurse than usual for each patient there.



Example: 1 white patient with a Bacterium tile can be treated by a white doctor + 1 nurse, or by a yellow doctor.

Buy Popularity

A clinic with bacterial outbreaks... not good for popularity.

If (and only if) **you buy popularity**, afterward, lose 1 popularity for **each room** that is infected with Bacteria.



Phase 3: Admin

When patients shift rightward, each Sexual Obsession patient stays atop their obsession. This also means that if they are on the rightmost space and due to return to the bag, they go together, and the obsessor will likely return later in the game....

When one of your doctors levels up in a laboratory, you can remove 1 Bacterium tile from your Clinic; return the Bacterium tile to the box.

End of the Game

-3 popularity for each Bacterium tile you still have in your clinic.

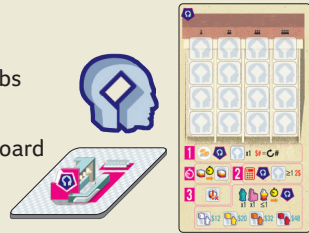


Cryogenics

You are now building the clinic of the future, also called Clinic 2.0 (between the ghosts and the zombies, not much surprises you, now) You now offer your patients the option to be frozen inside the latest generation of cryotanks. But be sure you plan well so you are able to treat all of them when you wake them at the end of the game; this way you can gain maximum popularity. Moreover, if you can't care for the thawed human-cicles, their families will file complaints against your clinic. That wouldn't be good for your popularity....

Components

- 4 Cryogenics service hubs
- 16 Cryotank meeples
- 1 Cryogenics Hospital board



Setup

Place 4 Cryotank meeples per player on the Cryogenics Hospital board.

Place 1 Cryogenics service hub per player near the main board; return the rest to the box.

Playing the Game

Phase 1: Actions

Action 1: Build

You can build **only one** Cryogenics service hub in your clinic, at the usual service hub cost, and with the usual rules.



To build a Cryotank (each player can only build 1 per round), take it from the Cryogenics Hospital board and place it in your Cryogenics service hub. If you decide to build a cryotank during your Build action, it does not count as one of your component builds (it's a "bonus build"). It costs $\$0 + \R , where R is the current Round played.



Example: If you are playing Round III, the Cryotank costs \$3.

Your Cryogenics service hub can host up to 4 Cryotank meeples (you can stack them if you like). You are not allowed to buy a 5th Cryotank.



Move

A normal patient (white, yellow, orange, red) can move to an empty cryotank that is built in your Cryogenics service hub: just spend the usual time to reach this service hub, then place the patient cube inside the tank. This patient can no longer be moved, and their car stays on your player board.

New Cryogenics Service Hub capacity:

- 4 cryotanks
- 4 normal patients (each in its own cryotank)

Phase 2: Business

Patient Care and Income

Patients in cryotanks cannot be treated (see **End of the Game**).

Expenses

A Cryogenics service hub with at least one cryotank costs \$2 in upkeep. If it has no cryotanks yet, there is no upkeep for it.



Phase 3: Admin

Patients in cryotanks do not worsen — that's the whole point!



End of the Game

After the usual final scoring, there's another act to this performance! Move 1 nurse and 1 orderly to your Cryogenics service hub. For each frozen patient (i.e. in a cryotank), move 1 doctor; you want the doctor to be exactly the same color as the patient — too much precision is required in patient revival for nurses to be able to bridge the difference. Count the total amount of time spent moving the nurse, orderly, and doctors. Divide by 3, rounding down, and subtract this from your popularity in reverse turn order.

Endgame Cryogenics service hub capacity:

- 4 cryotanks
- 4 normal patients (each in its own cryotank)
- 1 nurse
- 1 orderly
- 4 doctors (1 per frozen patient)

Endgame Cryogenics Patient Care and Income

Each patient who has their own doctor of exactly the same color wakes and is treated. Again, the colors must match exactly; the nurse there does not bridge color differences.

For each patient you successfully thaw and treat, you earn:

- \$12 for a white patient
- \$20 for a yellow patient
- \$32 for an orange patient
- \$48 for a red patient



No bonuses (such as gardens and satellite TV) apply — the patients are far too out of it to appreciate (and thus pay for) any amenities.

Buy Endgame Popularities

Use the money earned from patient thawing, along with your remaining money, to buy popularity in reverse turn order. For each patient still frozen in a cryotank, you get -5 popularity.



Therapeutic Cannabis

Smoking tobacco is clinically proven to be bad... But is smoking weed better? Some clinics legally prescribe the use of cannabis. Be careful with approved therapeutic use of cannabis, though: Perhaps a little gets smoked in secret. If the staff smokes it, that probably won't help the patients...

Components

- 16 Cannabis Cigarette tiles
- 8 Hospital Cupboard tiles
- 1 Abandoned Building board



Setup

Place 4 Cannabis Cigarette tiles per player on the Abandoned Building board (e.g. 8 Cannabis Cigarette tiles for a 2-player game).

Place 2 Hospital Cupboard tiles per player near the Building tiles. You can build them during the Build phase.

Playing the Game

Phase 1: Actions

Action 1: Build

You can build a hospital cupboard as one of the components. It costs \$1. It must go in a supply room. You can only have 1 hospital cupboard in each supply room, and no more than 2 total in your Clinic.



Move

A doctor can now move to the supply room:

- If the doctor ends their move in the supply room, they will steal a cannabis cigarette from the hospital cupboard for personal use.
- If the doctor passes through a supply room that has a cannabis cigarette in it, they will take one along for the rest of the move to help treat a patient; tuck the tile under the doctor.



Supply Room Capacity: 1 orderly + 1 doctor (+1 hospital cupboard and 2 cannabis cigarettes).

Treatment Room Capacity: 2 patients + 2 doctors + ∞ nurses + 1 cannabis cigarette per doctor.

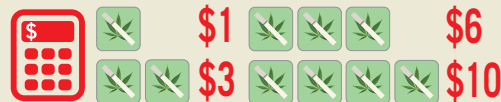
Phase 2: Business Patient Care and Income

If a doctor has a cannabis cigarette with him in a treatment room (only), they can use the cannabis cigarette to treat a patient, earning you \$5 more. Return the cannabis cigarette to the supply.



Expenses

You can buy cannabis cigarettes in reverse turn order. The first costs \$1; the second \$3 (\$1 + \$2); the third, \$6 (\$1 + \$2 + \$3); the 4th, \$10 (\$1 + \$2 + \$3 + \$4).



Example: You already have 2 cannabis cigarettes stocked in hospital cupboards. You could fully restock for \$3, but you decide to buy just 1, instead, for \$1.

You can only stock 2 per hospital cupboard, and you can only buy what's in the supply. Place the newly purchased cannabis cigarettes on hospital cupboards as you wish, respecting the limit of 2 per cupboard.

Phase 3: Admin

Smoking stolen cannabis is only possible in the supply room (behind the hospital cupboard): Remove the cannabis cigarette, your doctor levels up (but red stays red), and you earn 2 Popularity (in reverse turn order)! This doctor will not worsen this round, being high as a kite, and feeling fine.



ICON LEGEND

WOODEN PIECES



Flask



Genetic Counselor



Zombie



Sexual Obsession Patient



Cryotank

TILES



Condom Machine



Condom



DNA



DNA Letters



Bacterium



Cupboard



Cannabis

OTHER ICONS



Medical Staff



Make Love



Sperm Bank Donation



Sex Addiction Hub



Cryogenics Service Hub



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