

CLINIC

DELUXE EDITION

6TH EXTENSION

Introduction

After the final expansion announcement, I decided to release a new expansion called the addict expansion because we can never really stop playing as we are all geeks, particularly you, my fans! You will find in this addict expansion a randomizer set of cards, more medical capsules to treat our addiction, the Physiotherapist if you need some massages after work, a funny expansion for our New Lively Elders, a set of real medical (but empty sorry...) capsules to replace the capsule tokens in Clinic: The Extension, Assistant Nurses to help your overwhelmed Nurses and a few more stuffs to complete my ultimate Clinic!

But the funniest bit of irony is that you will find YOU in the box in the form of a Clinic Addict meeple!

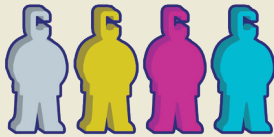
Components

The Physiotherapist

4 Physiotherapists



Clinic Addict



4 Clinic Geek Addicts
4 pink medical capsules
8 white cubes
8 yellow cubes
4 orange cubes
4 red cubes



Little Blue Pills

4 blue medical capsules
8 Lively Elders



Extra Components

a random set of extra components
(at least 50 pieces among all expansions).

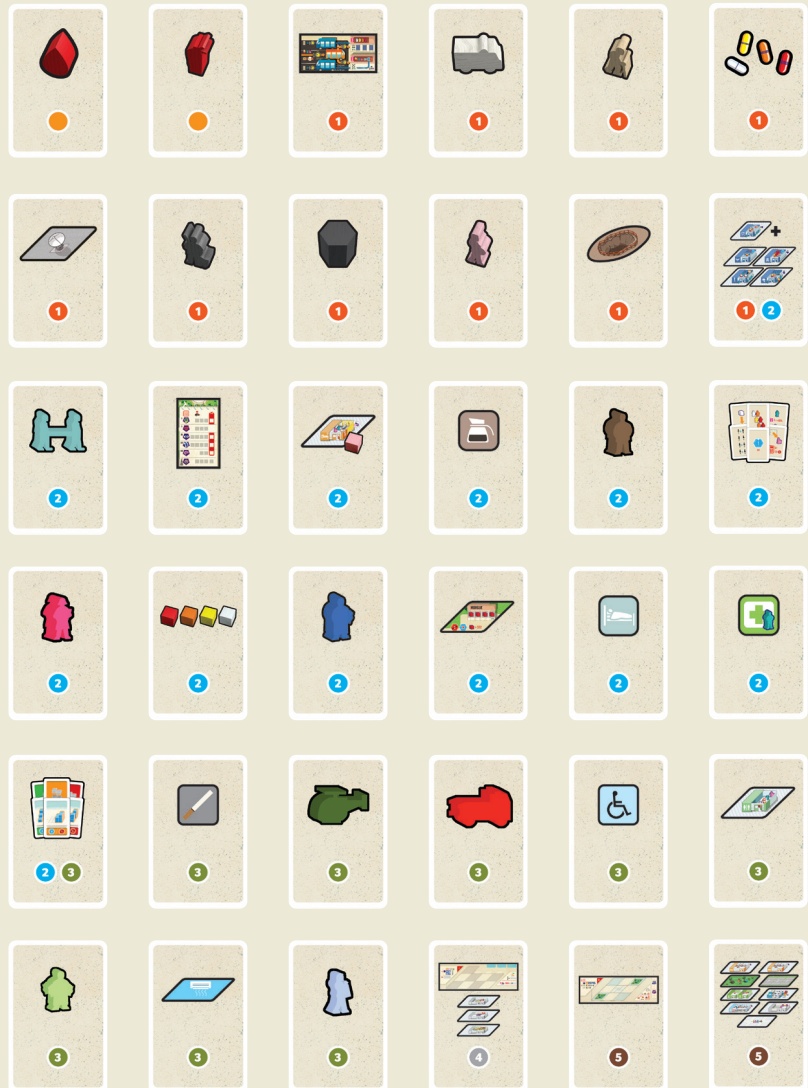
Medical Capsules

12 white medical capsules
6 yellow medical capsules
4 orange medical capsules
3 red medical capsules



Clinic Randomizer

36 Module cards



Nursing Assistant

4 Nursing Assistants



Disgruntled Patients

16 Disgruntled Patients

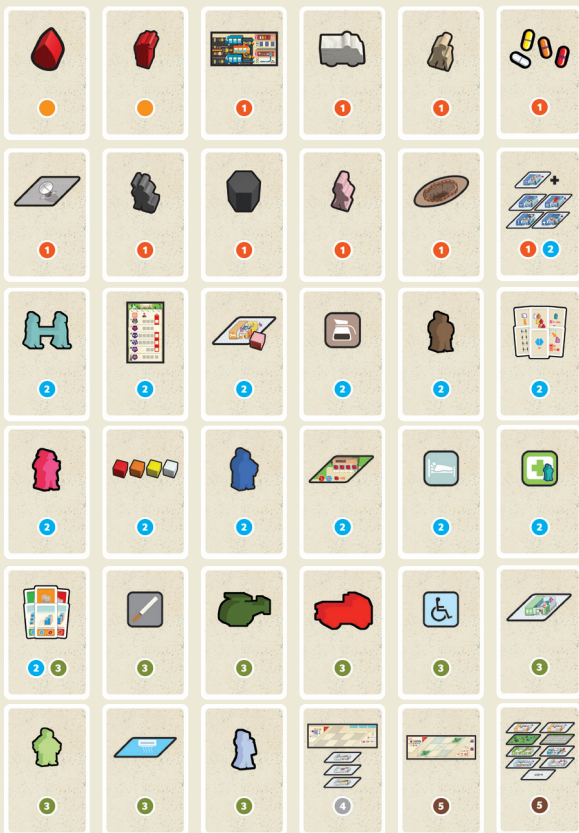


Clinic Randomizer

With more than 45 expansion modules (if you have the base game, *The Extension*, *2nd Extension*, *3rd Extension*, *4th Extension*, *5th Extension*, and now the *6th Extension*), it might be difficult to choose among all of them. This deck of cards will fix everything and will save you a lot of time.

Components

- 36 Module cards



Setup

Anatomy of a card

Each card depicts:

- the components required
- a colored disc that identifies which box it comes from (orange for the base game, red for *The Extension*, blue for *2nd Extension*, green for *3rd Extension*, and so on...). If there are two discs, you will use both!

Before setup, agree on the number of cards you will include, and draw that many random Module cards. We recommend not using more than 5 cards, to reduce the interaction between the extensions, and 4 is a good number. If you are not happy with one card, just discard it and draw another one. Variety and fun are the purpose of this “expansion”, after all.

Simply take the required components from the indicated boxes, and read the corresponding rules from its rulebook. Play, and that’s it!

Extra Components

I have included a grab bag of spare components from all expansions as a bonus. Be creative, and share your design ideas with the community, or at contact@avstudiogames.com.

Little Blue Pills

With increasing age, more “special health” issues arise in daily life (or more to the point, they don’t rise, ahem)....

Our clinic is now able to treat our Lively Elders (or others) to recover perfect sexual health! But don’t forget to take your little blue pills...

Components

- 4 blue medical capsules
- 8 Lively Elders



Setup

Place one Lively Elder on the second multicolored patient cube.



Place one Lively Elder on **10** on the Popularity track of the Main board, and place one Lively Elder on **20**.



Put one blue capsule per player on the 10th space of the Time track (see example for a 3-player game).



Playing the Game

Phase 1: Actions

New Patients Schedule Appointments

After everyone has performed their action, new patients will schedule appointments.



Before drawing cubes, when the Action marker moves from space **2** to space **3**, add one Lively Elder to the first (rightmost) space of the Psychiatric queue (if there was already a patient there, move them left one space to make room. If the queue was already full, return the patient that gets pushed out to the bag). A Lively Elder is in a hurry to receive his treatment: Some things can’t wait!

Action 3: Admit Patients Admitting a Lively Elder



Place your Lively Elderly Patient as if it were a normal patient, in an empty space of the psychiatric pre-admissions on your player board. He comes with a car, of course, to speed things up :=) but cannot use helpads.

Move

The Lively Elders move as normal patients (not as normal Elders).

Note: You cannot leave a Lively Elder in pre-admissions. He must be treated for his “illness” this round. Needs must be satisfied!

When you reach a space of the Time track where there is a blue capsule, you can take it from the main board and put it in front of you. You can only have one blue capsule “in stock” at a time.

Phase 2: Business

Lively Elders count as normal patients for all module capacity concerns; however, they will refuse treatment until they are the only patient in the room.

A doctor cannot treat a Lively Elder. Only one nurse **and** one orderly must be in the treatment room.

You also must give him one blue capsule.

Each successfully treated lively elder generates \$18 income for you +1 Popularity, plus the usual additional \$2 for each garden adjacent to the room, and \$3 for each extinguisher adjacent to the room (as well as the satellite TV bonus; see **Satellite TV**).

But the Lively Elder does not immediately leave the game like other patients: He must walk out of the Clinic via any Entrance of your choice, spending the time to get there. Only then do you remove his car.

Place the spent blue capsule on the first empty space of the Time track among the following: **15, 20, 25**, and so on.... beyond your colored disc.

Expenses

As usual, you can use money earned from this special treatment to buy popularity. The orderly in the treatment room does **not** reduce the Upkeep of your clinic (they would need to be in a supply room). :=(

NEW! Blue Pill Upkeep

If you still have a blue capsule in front of you, you must pay \$1 to keep it “working” for the next round.

Gain Popularity

The **last** player that reaches the 10th and 20th Popularity on the main board automatically admits the Lively Elder via an Entrance.

Phase 3: Admin

Each untreated Lively Elder in your Clinic earns you **-3** Popularity, and you must spend time to move him to any Entrance, where he drives away. Place this Lively Elder next to the Main board, ready to enter your Clinic for urgent matters....

The Lively Elders on the Notepad of the Main board are **NEVER** removed. They really want to be treated, you know....

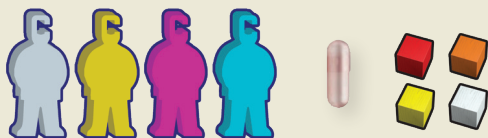
Clinic Addict

We're all a bit of a geek in one way or another, but here we're dealing with an addiction to the Clinic game, and that's the problem. In this expansion I suggest you try to treat yourself, yes YOU the player reading this and AGAIN playing Clinic, so you can play another game someday, once you're cured! Small City Deluxe Edition, for example!

In this expansion, you will discover a new type of patient, who is a bit weird: the Clinic Addict (YOU)! It's almost a shame that you have to play an extra game of Clinic to receive the treatment you need. Aren't we going around in circles a bit?

Components

- 4 Clinic Addict meeples, representing YOU
- 8 white cubes
- 8 yellow cubes
- 4 orange cubes
- 4 red cubes
- 4 pink capsules



Setup

Each player takes a set of 2 white cubes, 2 yellow cubes, 1 orange cube, 1 red cube, and 1 pink capsule, and places the new components next to their board.

Also take the Clinic Addict of your color! This is YOU! You are now a patient in the game you are playing!

Place YOUR meeple on the first Entrance with a white cube next to your meeple, to indicate the degree of your addiction to Clinic. And park your car.

Will you manage to treat your Clinic Addiction before the end of the game? That's the question!

Playing the Game

To be able to treat your addiction, you need to purchase the pink capsule you have in front of you.

The longer you wait to purchase it, the more expensive it will be. But don't worry, your own clinic pays for your treatment....

Phase 1: Actions

Execute Actions

Action 3: Admit Patients Admit You Have a Problem



As a bonus action, you are allowed to purchase your pink capsule. It costs \$5 × the round number (e.g. it costs \$15 in Round 3). Place it in any Service Hub of your choice.

Move

YOU and your condition cubes (see Phase 3: Admin) move as a unit, always together, but otherwise just like normal patients: 1 Time per space, YOU can use conveyors, etc. The big difference is that YOU do not count toward any module's capacity.

The most useful destinations for YOU are as follows:

- A module where you plan to treat a patient (such as a treatment room).
- The service hub with the pink capsule that could cure your addiction, where you pick it up. Picking up the pink capsule takes 0 Time ; when you do this, the pink capsule stays with YOU along the way.
- A treatment room with no other patients, along with the pink capsule, so doctors can treat your addiction.

Phase 2: Business Patient Care and Income

If YOU are in a module with a patient when they are treated (even funny treatments that don't completely cure the patient, and even treating **Disgruntled Patients**), you earn an additional bonus of \$5.

If YOU are in a treatment room with no other patients, with 1 matching doctor for each condition cube YOU have (as usual, nurses bridge the gap between colors) AND the pink capsule picked up earlier, YOU are cured: Discard all condition cubes, and remove YOURSELF from the clinic (without forgetting your car!). You earn no money for being cured... but YOU also didn't have to pay, so it all works out.

Example: This purple Clinic Addict needs a white doctor and a red doctor. As usual, Purple can employ nurses to compensate for the color differences. So, 2 yellow doctors and 3 nurses would also be able to administer the pink capsule to this obsessive gamer....



Phase 3: Admin


If YOU are still in your clinic, your addiction increases in severity by one color: Replace the cube next to YOU with the next one, per the normal severity schema in Clinic: white→yellow→orange→red; however, if your addiction was already red, leave the red cube there and stack a white cube on it, which will increment in future rounds if your addiction remains untreated.

End of the Game

If you have **not** cured YOUR addiction by buying, transporting, and using a pink capsule, you are **ineligible** to win the game; only players who have had their Clinic addiction treated are considered in the final scoring. There is no other award for being cured, except that you are no longer a Clinic addict! Use the usual rules to determine which of the players, who were cured of Clinic Mania, wins.

Disgruntled Patients

Components

- 16 Disgruntled Patients 

Setup

Put 2 Disgruntled Patients per player **in** the Patient bag.

Place 2 Disgruntled Patients per player **beside** the Patient bag.

Example: In a 4-player game, 2×4 disgruntled patients go into the bag, and the same number (8) go beside it.

Playing the Game

Disgruntled Patients may appear during the game when you draw them from the bag during New Patients Schedule Appointments, or if you decide to “quickly” treat a normal patient during Phase 2: Business, Patient Care and Income!

Phase 1: Actions

Execute Actions

Action 3: Admit Patients

Admit the Patient



Disgruntled Patients work exactly like normal patients on the Notepad, and when you admit them, and they come with a car.

Move

A Disgruntled Patient at one of your Entrances must move to the nearest Service Hub.

A Disgruntled Patient in your pre-admissions moves to a treatment room or operating room of the appropriate service type, just like a normal patient.

Disgruntled Patients are very impatient, so they move twice as quickly through your clinic. Count how much time the disgruntled patient would need to reach their destination (if they were a normal patient) and divide the total by 2 (rounded down, which could be as low as 0 Time); that’s how much time they take.

For each person (patient or staff!) a disgruntled patient encounters along the way, -1 popularity immediately (except for the medical staff in the destination room who will treat them)! So try to find a clear path for them!

Tip: I recommend that you start moving the other people and THEN the Disgruntled Patients. You can minimize your popularity loss... but you will spend more time.

Phase 2: Business

Patient Care and Income

If you wish, you **may** hastily treat any or all patients in Treatment Rooms (not in Operating Rooms, etc.) as if they were one color less severe. You will gain the same money, but these hastily treated patients will be back as Disgruntled Patients next round. If there are not enough Disgruntled Patients beside the bag, you cannot use this [mis]treatment option; resolve it in turn order.

Hasty Treatment: For hasty treatment...

- a white patient needs to be treated by 0 doctors and 1 nurse.
- a yellow patient needs to be treated by a white doctor.
- an orange patient needs to be treated by a yellow doctor (or a white doctor with 1 nurse).
- a red patient needs to be treated by an orange doctor (or a yellow doctor with 1 nurse, or a white doctor with 2 nurses).

For each patient you give Hasty Treatment, take a Disgruntled Patient from beside the bag, and place it on one of your Entrances... along with parking a car for them, of course. This Disgruntled Patient **will** (must) enter your clinic next round.

For proper treatment, a Disgruntled Patient requires **any** medical staff (Doctors, Nurses, Nursing Assistants) anywhere to hear their complaint; however, that staff member cannot do anything else this phase (so a Nursing Assistant can **only** deal with the complaint — see **Nursing Assistant**). Each Disgruntled Patient that you properly treat by hearing them out earns you \$5.

Note from the Designer

I wanted to stay positive in the game, so Disgruntled Patients only represent less than 10% of the total Patients!

Nursing Assistant

Components

- 4 Nursing Assistants



Setup

As soon as the opening of the new Deluxe Clinic in Small City you welcome one Nursing Assistant who is very motivated to help you! Give each player one Nursing Assistant and park their car. Place your NA on your first Entrance, optimistic and eager to help.

Playing the Game

The Nursing Assistant is supposed to help your Nurses. Your NA is useless until you hire at least one Nurse.

Phase 1: Actions

Move

The Nursing Assistant moves just like most other meeples: 1 Time per space, can use conveyors, etc. But if they move **with** a Nurse, this works differently: the Nurse + NA move as a unit, so the duo takes 1 Time per space, rather than 2.

If you don't have any Nurses in your Clinic, just move the Nursing Assistant off the Entrance to wherever you want; the NA is not authorized to work without a Nurse, and will wait respectfully, without touching anything!

Phase 2: Business

Patient Care and Income

The Nursing Assistant counts as 0 toward the module capacity. They only assist Nurses and they count as one

Nurse toward treating a patient, as long as they are part of a nurse's team. However, the NA is eager and full of energy: As you treat your Patients one by one, you are allowed to move your NA to help the next Nurse, and the next Nurse. That's right: The Nursing Assistant is the **ONLY** person in the Clinic who is able to move while patients are treated, to help any and all Nurses of the Clinic. It's like having a high-speed extra nurse... who can't work without a proper nurse. The NA does, however, spend time as usual while moving during this phase.

Example: You have a treatment room with 2 patients and an operating room with 1 patient. Each patient has a seriously mismatched doctor, and each doctor is 1 nurse short of treating their patient. Not to worry! Nursing Assistant to the rescue! Your NA provides 1 "extra nurse" in each of these 3 rooms, spending time moving between them. You also have another treatment room with a white patient and a yellow doctor, but no nurses there. The NA cannot help the doctor there, because there is no qualified nurse.

Expenses

The salary of the Nursing Assistant is equal to the number of Nurses you have in your Clinic.

Example: If you have 3 Nurses, you must pay the NA \$3; so your total salaries for nursing staff would be \$6.

Phase 3: Admin

The Nursing Assistant teleports to one of your Entrances (not a Helipad) for 0 Time. The NA's car never leaves (they're still at your clinic the whole time).

End of the Game

Your Nursing Assistant earns you Popularity equal to the number of Nurses you have in your Clinic.

Medical Capsules

Components

- 12 white medical capsules
- 6 yellow medical capsules
- 4 orange medical capsules
- 3 red medical capsules




Setup

Remove the Capsule tiles from their bag, and fill the bag with these actual capsules according to the player count.

The Physiotherapist

Components

- 4 Physiotherapists 

Setup

You only use 1 Physiotherapist per player in the game.

Place 1 Physiotherapist per player near the Main board.

Whatever the player count, you always use the Orthopedics Service on the Notepad, even if these service hubs are not in the game.



Example: In a 2-player game, some patients will arrive in the Orthopedics queue during each New Patients Schedule Appointments, but not during Setup... and there will be no Orthopedics service hubs available.

Playing the Game

Phase 1: Actions

Execute Actions

Action 3: Admit Patients Admit the Patient



You cannot move patients from other service queues to the Orthopedics queue, and you cannot move patients from the Orthopedics queue to any other service queue. Patients from the Orthopedics queue go to your Orthopedics pre-admissions, as they usually would (4 spaces).

New Patients Schedule Appointments

Each time you draw a white patient from the cloth bag, place this patient in the Orthopedics queue, unless there is no room left (so, max 4). If the queue is full, queue the white patient per the usual rules.

Note: This means that in a 1- or 2-player game, the Orthopedics queue will only have white patients.

Move

The Physiotherapist moves the same way as most other meeples in the Clinic: 1 time per space, can use conveyors, etc. The Physiotherapist is not a doctor, and also does not count toward module capacity. *E.g., you can have 2 Doctors and 1 Physiotherapist in a Treatment Room.* In a **1- or 2-player game**, you can move the white patient from your Orthopedics pre-admissions to **any** treatment room or operating room (because you have no Orthopedics service hubs). At other player counts, you must move this patient to receive Orthopedic treatment, as usual.

Phase 2: Business Patient Care and Income

Massage





Before the usual Patient Care step, see if you have a Physiotherapist in a **Treatment Room** with a white patient. The Physiotherapist can treat 1 white patient in a Treatment Room using massage therapy (**Remember:** 1–2p: **any** service; otherwise, in an Orthopedic treatment room). This is an extra treatment to ease your patient, that does not cure them. That means you do not remove the patient (and their car); the patient still stays for the normal Patient Care step to be treated (or not) by a doctor. If your Physiotherapist massages a white patient, you earn \$5, but no bonuses are applicable to this. Normal bonuses will still apply to normal treatment (if it occurs).

Pay Your Employees

The Physiotherapist has a salary of \$1.

Phase 3: Admin Miscellaneous

11. After the Reset Turn Order step, ONE player can hire ONE Physiotherapist. To know which player is allowed to hire the Physiotherapist, total the severity of patient **cubes** you have on your player board (including pre-admissions):

- + white  counts as 1
- + yellow  counts as 2
- + orange  counts as 3
- + red  counts as 4

And from the various expansions:

- + pink (baby)  counts as 5
(2E: Pediatrics)
- + brown (burn victim)  counts as 5
(3E: Fire Trucks / Helicopter)
- + gray (unclassified)  counts as 5
(3E: Triage)
- + brick red (critical)  counts as 5
(3E: Triage)
- + purple (disgruntled)  counts as 0
(6E: Disgruntled Patients)
- + green (zombie)  counts as 0
(CD: Zombies in a Clinic)

The player who has the lowest total gets to hire the Physiotherapist. In case of a tie, the tied player with the least Popularity gets to hire the Physiotherapist. In case of second tie, in reverse player order, the tied player gets to hire the Physiotherapist.

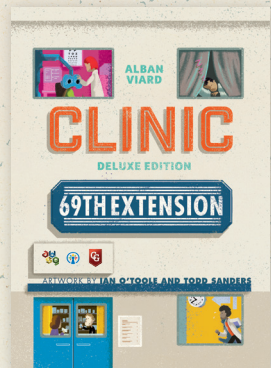
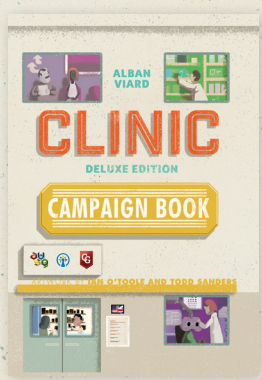
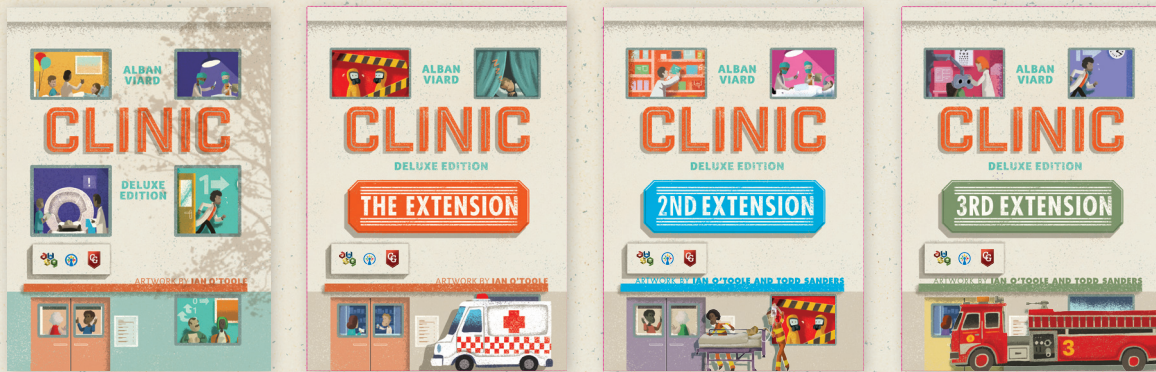
However, you cannot have more than 1 Physiotherapist in your clinic. If the player who is allowed to hire the Physiotherapist already has one, no Physiotherapist is hired this round.

Hiring a Physiotherapist costs \$4.

Of course, the Physiotherapist comes with a car that you must immediately park.

End of the Game

You gain 5 Popularity if you have a Physiotherapist!



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