CLINIC
DELUXE EDITION

3RD EXTENSION

Introduction

After the serious and realistic expansions of **The Extension** and **2nd Extension**, which may have made you question whether **Clinic Deluxe Edition** is a game or a second job, perhaps we should head off to the periphery, and explore those edge cases? That is what you can find in this latest offering.

You will encounter smoking in your clinic, you'll take a helicopter ride, you'll avoid ghosts and dog poop, and shrill fire truck sirens will brutalize your ears. Perhaps you will even comply with the new construction guidelines proposed by the mayor's new team.

Should you grab a last-minute gift from the gift shop to cheer up a psychiatric patient? Above all, you should keep a close eye on the temps, and carefully monitor this new "air conditioning" system. We wouldn't want anyone to have an accident, would we?
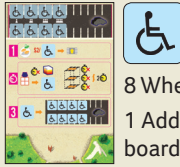
Components

Cigarettes
24 Cigarette tiles
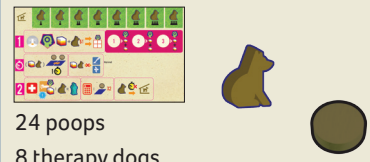4 Cigarette Vending Machine tiles

Helicopters
12 helicopters
12 burn victims
4 Helipad tiles
1 Operating Room Special Module tile
1 double-sided Helicopter Access board

Fire Trucks
12 fire trucks
12 burn victims
1 Additional Parking Lot board

Wheelchairs
8 Wheelchair tiles
1 Additional Parking Lot board
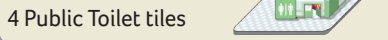
Public Toilets
4 Public Toilet tiles

Temp Agency
12 temps
1 Temp Agency board

Ghosts
24 ghosts
1 Sky board
22 patients
(*6 yellow, 16 white*)

Triage
80 unclassified patients
8 critical patients
4 Triage Special Module tiles
1 Incoming Patient Pool bag

Therapy Dogs
24 poops
8 therapy dogs
1 Kennel board

Gift Shop
12 visitors
4 Gift Shop Module tiles
4 Home boards
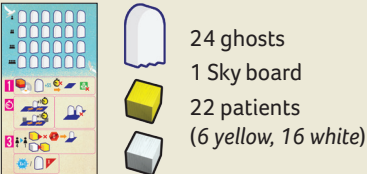
Air Conditioners
8 Air Conditioner tiles
1 Air Conditioner Rules Reminder board

Urban Design 2.0
9 Urban Design 2.0 cards

Cigarettes

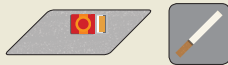*Working in a clinic is a very stressful job. Unfortunately, much of the staff have taken up smoking to cope. Irony can turn up anywhere!*

Components
- 24 Cigarette tiles
- 4 Cigarette Vending Machine tiles

A Few Crucial Gameplay Concepts
Modules
Note that the Cigarette Vending Machine tile does not completely fill a space, does not have a checkered floor, and is not a tile that represents the interior of your clinic, so it is not a module.

Setup
Construct Your Initial Clinic
EXPERTS: Simultaneously build your initial clinic per the **Construction Rules**; however, **your supply room must be on the ground floor**.

Note: For this initial construction, your entrance **MUST** connect to your service hub.

Your initial clinic must also include a cigarette vending machine in an empty space adjacent to the supply room, oriented so the vending machine is touching the supply room (you can flip the Vending Machine tile over). Essentially, you place it like an entrance, but **inside** a ground-floor space, rather than outside your grid of spaces.
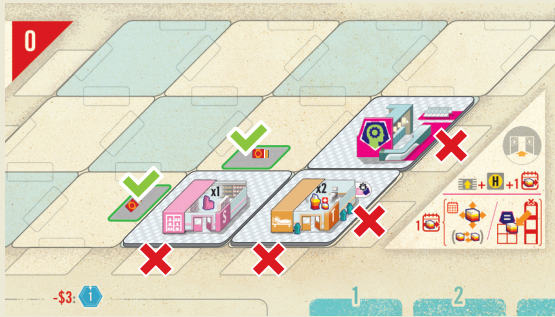
Playing the Game
Phase 1: Actions

Execute Actions
Action 1: Build
Construction Rules for Specific Components

Cigarette Vending Machine
Note: The Cigarette Vending Machine tile blocks you from building a module in its space; however, you can still build a parking lot, garden, pillar, or any outside small component in its space.

Action 3: Admit Patients

Parking a Car
Note: The parking space covered by your Cigarette Vending Machine tile is unavailable.

Move
Before moving anyone, select a doctor, nurse, orderly, or — if you really feel you must — patient in your clinic as a smoker. This smoker must go to the cigarette vending machine and back again to their original location, per the usual movement rules (including spending 🕐). **After** their return, apply the effects of this "smoke break":

1. Tuck a Cigarette tile under the smoker.

2. If you chose a doctor, nurse, or orderly as the smoker, and the smoker now has 2 Cigarette tiles, the smoker dies: Return the smoker and Cigarette tiles to the supply, get a penalty of −5 popularity, and return the late smoker's car to the parking lot on the main board.

3. If you chose a patient as the smoker, the patient dies: Remove the patient from the game, return the Cigarette tile to the supply, get a penalty of −5 popularity, and return the late patient's car to the parking lot on the main board.

Note: Even if you know your choice of smoker is a "death sentence" for them, they must spend the 🕐 to go to the cigarette vending machine and return to their original location before they die.

Employees on Cigarette tiles move as usual; however, their Cigarette tile always moves with them.

Phase 2: Business
Patient Care and Income
Nurses and orderlies atop Cigarette tiles can do their jobs as usual. Doctors atop Cigarette tiles, however, do their job at one level lower than their color.

Example: A white doctor who smokes needs 1 nurse in order to treat a white patient. A yellow doctor who smokes needs no nurses to treat a white patient, but needs 3 nurses to treat a red patient.

Expenses
Pay Your Employees
A doctor who is a smoker still gets paid the salary for their color.

Example: You have 2 red doctors: 1 who smokes and 1 who doesn't. Each of them gets paid $4. No discrimination!
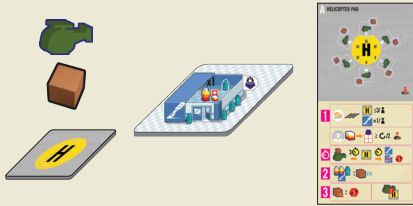
Phase 3: Admin
Your Player Board
Each doctor who smokes does not level down. *They feel immortal... until they need that next cigarette.*

Helicopters

Components

- 12 helicopters
- 12 burn victims
- 4 Helipad tiles
- 1 Operating Room Special Module tile
- 1 double-sided Helicopter Access board

Compatibility

This expansion combines particularly well with **Fire Trucks** from **3rd Extension** and **Ambulance** from **The Extension**.

A Few Crucial Gameplay Concepts

In the Move step of Round IV, burn victims will start arriving at your clinic via helicopter. If you don't have a helipad and an operating room by then, things are going to get messy. Ultimately, you will need three helipads, so plan carefully!

Setup

Place the Helicopter Access board near the main board, flipped to the side appropriate for your player count (actually, you can always use the B side, but for 1- and 2-player games, you can keep things much neater by using the A side).

Fill each space marked for your player count or lower with 1 helicopter. Place 1 burn victim on each helicopter.

Example: For a 3-player game, you must use the B side of the Helicopter Access board, and you fill all of the spaces marked for 1-, 2-, and 3-player games. So you end up with 9 helicopters and 9 burn victims. For a 1-player game, you can use either side, and you only use the 1-player spaces: 3 helicopters and 3 burn victims.

Module and Tile Displays

Include 1 operating room per player, rather than the usual number. All other setup for Special Modules remains the same.

Playing the Game
Phase 1: Actions

Execute Actions
Action 1: Build
Construction Rules for Specific Components

Special Module (module)
You can have only 1 operating room in your clinic.

Helipad
You can have only 3 helipads in your clinic.

Action 3: Admit Patients

By the end of this phase, your player board must have at least half as many patients as the current round number (*e.g. Round IV: 2 patients; Rounds V – VI: 3 patients*), not counting burn victims! If your board has fewer patients than that at the end of this phase, you get −2 popularity. So be sure to program enough Admit Patient actions this round! Also, you may need to spend your queue points moving patients into pre-admissions as they come, rather than on manipulating appointments, just so you can meet the quota!

Move
Before moving anyone, you must take a helicopter and burn victim from the Helicopter Access board. They must land on a helipad of your clinic that does not already have a helicopter. If this is not possible, the burn victim dies immediately: −5 popularity; remove the helicopter and burn victim from the game.

Landing the helicopter on a helipad and depositing the burn victim on the helipad takes 3 ⏱, after which you still need to move the patient from the helipad to an operating room (losing the patient because there was nowhere to land takes 0 ⏱).

Car Note: A burn victim neither arrives nor departs with a car: The burn victim has their own special emergency vehicle (a helicopter) with its own designated parking space (a helipad).

Helipad Note: A helipad can still be used as usual, regardless of whether there is a helicopter parked on it. That is to say that patients and staff can still use it as a "roof entrance".

Tip: If you don't build enough helipads (1 by Round IV, 2 by Round V, 3 by round VI), burn victims will die!

Phase 2: Business
Patient Care and Income
Operating Rooms

As usual, 1 doctor can treat 1 patient of the affiliated service, assisted by the built-in nurse and any number of nurses; **or** 2 doctors of any colors and 1 nurse (not counting the built-in nurse) can treat 1 burn victim. Treating the burn victim this way earns you **$30**; remove the burn victim from the game.

Remember: The burn victim did not arrive with a car, and does not take one on the way out; the burn victim arrived in a helicopter which will remain parked on its helipad for the rest of the game. *The pilot had to attend to urgent personal matters, and no one else knows how to fly the thing!*

Phase 3: Admin
Your Player Board
Each burn victim still in your clinic dies: −5 popularity, but the helicopter remains parked on the helipad for the rest of the game!
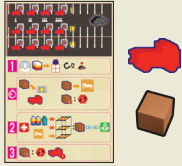
The Modules
Operating Room
Capacity: Either the usual 1 doctor, 1 patient of the affiliated service, any number of nurses, **or** 2 doctors, 1 burn victim, 1 nurse (plus the operating room's built-in nurse).

Fire Trucks

Components

- 12 fire trucks
- 12 burn victims
- 1 Additional Parking Lot board

Compatibility

This expansion combines particularly well with **Helicopters** from **3rd Extension** and **Ambulance** from **The Extension**.

Setup

Place the Additional Parking Lot board near the parking lot of the main board.

Fill each column from the left, up through the number of players, with 1 fire truck per space. Place 1 burn victim on each fire truck.

Playing the Game

Phase 1: Actions

Execute Actions
Action 3: Admit Patients

On Rounds II, IV and VI, by the end of this phase, your player board must have at least half as many patients as the current round number (*e.g. Round II: 1 Patient, Round IV: 2 Patients, Round VI: 3 Patients*), not counting burn victims! If your board has fewer patients than that at the end of this phase, you get –2 popularity. So be sure to program enough Admit Patient actions this round! Also, you may need to spend your queue points moving patients into pre-admissions as they come, rather than on manipulating appointments, just so you can meet the quota!

Move

On Rounds II, IV and VI, and before moving anyone, you must take a fire truck and burn victim from the Additional Parking Lot board. You must park the fire truck on an empty street (available ground floor space border) of your clinic (it cannot park in a parking lot), dropping the burn victim off at any ground-floor entrance. You must then move the burn victim, per the usual rules, to a treatment room for any service, but the treatment room must have no other patients of any sort in it. If any of this is not possible, the burn victim dies immediately: –5 popularity; remove the fire truck and burn victim from the game.

If the fire truck (and burn victim) park, this takes 3 ⏱ (losing the patient because there was nowhere to park takes 0 ⏱).

Car Note: A burn victim neither arrives nor departs with a car: The burn victim has their own special emergency vehicle (a fire truck) that takes parking space on the street.

Phase 2: Business
Patient Care and Income

Treatment Rooms

A burn victim must be the only patient in its treatment room. Thus, 1 doctor can treat 1 patient of the affiliated service, assisted by any number of nurses; **or** 2 doctors can treat 2 patients of the affiliated service, assisted by any number of nurses; or 2 doctors of any colors and 1 nurse can treat 1 burn victim. Treating the burn victim this way earns you **$25**, with the usual bonuses (such as gardens); remove the burn victim from the game.

Remember: The burn victim did not arrive with a car, and does not take one on the way out; the burn victim arrived in a fire truck which will remain parked on its street for the rest of the game. *The firefighters and passersby are engaged in lengthy conversations involving a lot of eye contact and a few exchanged phone numbers.*

Phase 3: Admin

Your Player Board

Each burn victim still in your clinic dies: –5 popularity, but the fire truck remains parked on the street for the rest of the game.
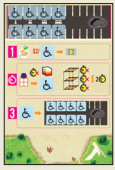
The Modules

Treatment Room

Capacity: Either the usual 2 doctors, 2 patients of the affiliated service, any number of nurses, **or** 2 doctors, 1 burn victim, 1 nurse.

Wheelchairs

Components

- 8 Wheelchair tiles
- 1 Additional Parking Lot board

Setup

Place the Additional Parking Lot board near the parking lot of the main board.

Fill each column from the left, up through the number of players, with 1 wheelchair tile per space.

Playing the Game

Phase 1: Actions

Execute Actions
Action 1: Build

In addition to the 2 components this action lets you build, you may rent any number of wheelchairs from the Additional Parking Lot board. For each wheelchair you rent, pay $2, and place the wheelchair at any entrance (but not at a helipad).

Move

Each wheelchair can move 1 patient from pre-admissions to the patient's destination. A patient in a wheelchair moves more quickly horizontally, but more slowly vertically:

- Moving **horizontally** (i.e. within the **same floor**) takes **0** ⏱, rather than 1 ⏱. **Note:** As usual, horizontal movement between buildings is only possible at ground floor.
- Moving **vertically** (i.e. from one floor to an **adjacent floor**) takes **2** ⏱, rather than 1 ⏱.
- Moving via conveyor is unchanged: It takes 0 ⏱ and can convey you between buildings, as usual.

Special Announcement: *Clinic staff are strictly forbidden from riding in wheelchairs. This is not an amusement park. Any violations will be met with strict reprimands.*

Phase 3: Admin

Return all wheelchairs to their spaces on the Additional Parking Lot board. *The rental period is complete.*

Public Toilets

Is clinic life putting too much pressure on you? You could relieve a little pressure [ahem] and sneak a well-deserved break on a public porcelain throne.

Components

- 4 Public Toilet tiles

Setup

Construct Your Initial Clinic

Your initial clinic must also include a public toilet in an empty space adjacent to one or more of the other modules.

Playing the Game

Phase 1: Actions

Move

If anyone is visiting your public toilet at the beginning of this step, they must move out of it during this step. During the Move step, you must select a doctor, nurse, orderly, or patient in your clinic to go to the public toilet, per the usual movement rules.

Phase 2: Business

Indeed, this is when the public toilet occupant will do their business, so to speak. Needless to say, whoever is visiting the public toilet will not do their normal job this turn, or in the case of a patient, will not receive any treatment.

Phase 3: Admin

Your Player Board

A doctor visiting the public toilet does **not** level down.
A brief respite. Ahhh!
A patient visiting the public toilet does **not** worsen.
Relief comes in many forms.

The Modules

Public Toilet
Capacity: **Either** 1 doctor, 1 nurse, 1 orderly, **or** 1 patient.

Temp Agency
Components

- 12 temps
- 1 Temp Agency board

Incompatibility

This expansion is incompatible with **Therapy Dogs** in **3rd Extension**.

Setup

Place the Temp Agency board near the main board, just above Action 2: Hire.

Fill each row from the bottom, up through the number of players, with 1 temp per space.

Playing the Game
Phase 1: Actions

Move

This step is no longer simultaneous: You must perform this step in **reverse** turn order. On your turn, perform all of your moves, as usual; however, at any time during your turn, as often as you like, you may hire a temp. As with nurses, the cost to hire a temp is printed above their space, and increases as more are hired.

When you hire a temp, immediately proclaim what role the temp is filling: doctor (specify the color if it's relevant) or nurse. Then immediately place the temp where you need it, spending 0 ⏱ to get there. As usual, the temp comes with a car you must park.

Phase 2: Business
Patient Care and Income

Each temp performs the role to which they were assigned, with the usual results and rewards; however, temps do not earn you as much money as your regular doctors (see Temp Agency board).

Expenses

Pay Your Employees
You do not need to pay your temps; you paid more than enough when you hired them!

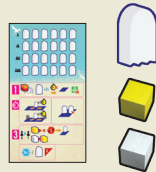### Phase 3: Admin

Your Player Board
Return each temp to the Temp Agency board, spending 0 ⏱ to get there; and for each, return a car to the parking lot on the main board.

Ghosts

original concept by Nathan Morse

Components

- 24 ghosts
- 1 Sky board
- 22 patients
  (*6 yellow, 16 white*)

Setup

Place the Sky board near the main board, just above Action 2: Hire.

Fill each row from the top, down through the number of players, with 1 ghost per space.

Patient and Doctor Pools

Create the patient pool by putting the following patients in the Patient pool bag, according to the number of players:

	👤	👥	👪	👨‍👩‍👦‍👦
🟥	1	2	4	6
🟧	3	8	12	16
🟨	7 (6+1)	14 (12+2)	22 (18+4)	30 (24+6)
⬜	12 (9+3)	26 (18+8)	38 (26+12)	50 (34+16)

Playing the Game
Phase 1: Actions

Execute Actions
Action 3: Admit Patients

When you admit an orange or red patient to pre-admissions, return the patient to the Patient Pool bag. If the Sky board has any ghosts left, take one and place it on any module in your clinic that does not have a ghost on it. Either way, earn $5 income from the local tabloid for leaking this tragic news.

Move
Ghosts cannot move until you complete all other movements in the Move step. For everyone else, moving into or through a module with a ghost on it takes +1 ⏱. Even taking a conveyor, each haunted module (i.e. with a ghost) into or through which the person conveys takes +1 ⏱.

After all other movement is complete, you can move your ghosts around, taking 0 ⏱. Each module can hold only 1 ghost, and ghosts must end up inside a module.

Phase 3: Admin
Your Player Board
Each patient on your player board worsens. **Yellow patients die**, but you do not lose popularity. Remove the patient from the game, return a car to the parking lot on the main board, **and replace the yellow patient with a ghost**.

White patients become yellow.

End of the Game
Each ghost in your clinic earns you popularity equal to its floor number +1: Floor 0 = 1 popularity; Floor 1 = 2 popularity, etc.
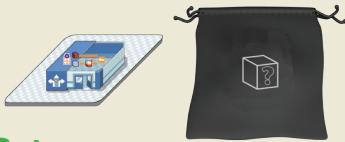
Triage

original concept by Nathan Morse

This expansion adds a very realistic uncertainty to managing your clinic: In what state will patients arrive today? And will you still be able to look at yourself in the mirror after refusing to admit certain patients once you know their situation?

Components

- 80 unclassified patients
- 8 critical patients
- 4 Triage Station Special Module tiles
- 1 Incoming Patient Pool bag

Setup

Construct Your Initial Clinic

Your initial clinic must also include a triage station in an empty space adjacent to one or more of the other modules.

Patient and Doctor Pools

Also create an incoming patient pool by putting the following patients in the Incoming Patient Pool bag, according to the number of players:

	👤	👥	👥👤	👥👥
⬜	20	40	60	80
🟥	2	4	6	8

Main Board

Appointments

For each available service (depends on the player count):
- Draw 1 patient **from the Incoming Patient Pool bag** and place them in the rightmost space on the "notepad".

Playing the Game

Phase 1: Actions

Execute Actions
Action 3: Admit Patients

When you admit a patient to pre-admissions, the patient will always be either an unclassified patient (⬜) or a critical patient (🟥). Either way, place the patient in the correct service of your pre-admissions, as usual.

In either case, as usual, the patient comes with a car you must park.

Move

Unclassified and critical patients move per the usual rules; however, where the patient goes depends on which type it is:
- 🟥 **Critical patient:** Simply move the critical patient to a treatment room (or equivalent) for the appropriate service, as usual.
- ⬜ **Unclassified patient:** When you decide to move the unclassified patient from pre-admissions, first you must move the unclassified patient to the Triage Station. Once the patient is in the Triage Station, remove the unclassified patient from the game, and draw a patient from the normal Patient Pool bag to place in your pre-admissions area for the appropriate service. If you are unhappy with the color of patient you drew from the bag, you can get −1 popularity to draw a second one, choose which of the two you want, and return the other to the Patient Pool bag (Such a monstrous act!). Now you must continue moving the patient to a treatment room (or equivalent) for the appropriate service.

Phase 2: Business
Patient Care and Income

Critical patients are in 1 color worse condition than red patients. Successfully treating a critical patient earns you **$40**, with the usual bonuses (such as gardens).

Example: To treat a critical patient in a treatment room, a red doctor would need 1 nurse; a yellow doctor would need 3 nurses.

Outpatient Services

Critical patients cannot be treated in outpatient services. *Your malpractice insurance would never cover that!*

Phase 3: Admin

Each critical patient still in your clinic dies: −5 popularity; return their car to the parking lot on the main board.

Note: Red patients still die; they do not worsen to become critical patients. Both are too close to death already!

Therapy Dogs

original concept by Nathan Morse

Components

- 24 poops
- 8 therapy dogs
- 1 Kennel board

Setup

Place the Kennel board near the board, with the poops near it.

Fill each column from the left, up through the number of players, with 1 therapy dog per space.

Playing the Game

Phase 1: Actions

Execute Actions
Action 3: Admit Patients

When you admit a **psychiatric** patient to pre-admissions, if there are any therapy dogs on the Kennel board, and you have another space available in psychiatric pre-admissions, you may employ a therapy dog for just $1. Take a therapy dog from the Kennel board and place it in an empty pre-admissions space beside the patient, looking at the patient patiently with puppy-dog eyes.

New Patients Schedule Appointments
For the psychiatric service add 2 new patients, rather than 1 (if possible).

Move
This step is no longer simultaneous: You must perform this step in **reverse** turn order. On your turn, perform all of your moves, as usual.

Each therapy dog moves for 0 ⏱ along with its patient, who moves as usual. Each duo of psychiatric patient and therapy dog must end up in a treatment room.

Each therapy dog must poop once during its move, in any 1 module it enters or traverses (even one it traversed via conveyor): If any poops remain near the Kennel board, take 1 and place it in the "target" module. The poop does not affect movement, and stays there for the rest of the game.

Phase 2: Business
Patient Care and Income
Psychiatric treatment rooms can treat two patients, as usual; however, for any patient there that has a therapy dog, the therapy dog counts as a nurse for **only that patient**. In other words, if a psychiatric patient has a therapy dog, 1 nurse fewer is required.

Example: An orange psychiatric patient with a therapy dog can be treated by a red doctor, or an orange doctor, or a yellow doctor, or a white doctor with 1 nurse.

When the patient is successfully treated, also return the therapy dog to the Kennel board for 0 ⏱.

Expenses

Facility Upkeep
Each poop **doubles** the upkeep cost of the module that houses it.

Example: A therapy dog pooped in your operating room. Nonetheless, you needed to use it. Upkeep for your poopy operating room costs $6, instead of just $3! You'll probably have to shut the whole clinic down to deep-clean the room — disgusting!

Phase 3: Admin

Your Player Board
Each therapy dog on your player board returns to the Kennel board for 0 ⏱.

The Modules

Treatment Room
Capacity: 2 doctors, 2 patients, any number of nurses; however, if it is a psychiatric treatment room, it can also hold 2 therapy dogs (with their patients, of course).

Gift Shop

original concept by Nathan Morse

Components

- 12 visitors
- 4 Gift Shop Module tiles
- 4 Home boards

Setup

Each player: Take a Home board, and set it near your player board. Fill each space of your Home board with 1 visitor. Fill its parking lot with 3 cars from the supply.

Construct Your Initial Clinic

Your initial clinic must also include a gift shop in an empty space not adjacent to any of the other modules. It must start as its own little hut, separate from the functional building of your clinic; however, later it can be incorporated into a functional building, if you like.

## Playing the Game

Phase 1: Actions

Move

Before moving anyone, find out how many visitors will come to the clinic by checking how many popularity points you have: If you have at least 45 popularity, you get 3 visitors; 30 popularity, 2 visitors; 15 popularity, 1 visitor; less than that, no visitors. Each visitor comes with a car you must park; if you cannot park a visitor's car, the visitor stays home. Move the appropriate number of visitors from your Home board to one or more of your entrances (not helipads) for 0 ⏱, and park their cars.

Visitors move per the usual rules to visit patients in treatment rooms (and only in treatment rooms). Each visitor must visit a different patient. If this is impossible because you have fewer patients than visitors, distribute the visitors as evenly as possible.

Example: You have only 2 patients in your treatment rooms, but have 3 visitors. 2 visitors visit one patient, and the 3rd visits the other.

Each visitor must swing by the gift shop on the way to the treatment room, just to grab a quick, thoughtless gift. Visitors are welcome to use the conveyors.

Example (A): The visitor comes directly into the gift shop, moves south through the garden, asks for the room number at the Psychiatry service hub, and moves east to the treatment room. This takes 4 ⏱.
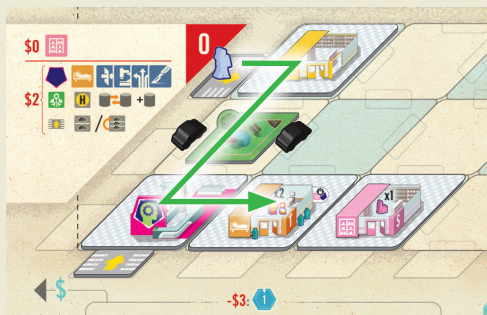
Example (B): The visitor enters through the Psychiatry hub, moves north 2 spaces to the gift shop, then west and south to the treatment room: 5 ⏱.
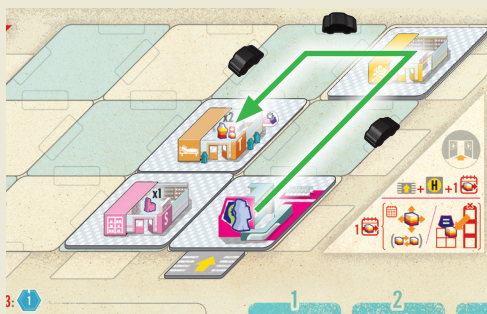
Phase 2: Business
Patient Care and Income

Each visitor delivers their purchase from the gift shop, which earns you **$8**.

Phase 3: Admin

Your Player Board

Each visitor returns to your Home board for 0 ⏱, taking a car with them.
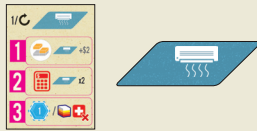
The Modules

Treatment Room

Capacity: 2 doctors, 2 patients of the affiliated service, any number of nurses, and 3 visitors (if all your patients are in a single room).

Air Conditioners

Components

- 8 Air Conditioner tiles
- 1 Air Conditioner Rules Reminder board

Setup

Place the Air Conditioner tiles and Rules Reminder board near the left side of the main board.

Playing the Game

Phase 1: Actions

Execute Actions
Action 1: Build

In addition to the 2 components this action allows you to build, you may also install an air conditioner for **$2**.

Construction Rules for Specific Components
Air Conditioner
This must be built in an entrance space on the ground floor, or the equivalent position on a higher floor, i.e. adjacent to a module, oriented so the air conditioner is touching a module (you can flip the Air Conditioner tile over). Essentially, you place it like an entrance (just outside the grid of spaces), but on any floor. Each floor of each building can have only 1 air conditioner.

Note: A ground-floor Air Conditioner tile blocks you from building an entrance in its space.

Phase 2: Business Expenses

Facility Upkeep

Upkeep cost for every component in a building that is on the same floor as an air conditioner in that building is doubled; however, the air conditioner itself has no upkeep cost.
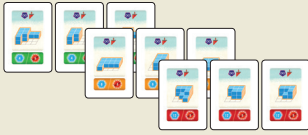
Phase 3: Admin

Your Player Board

Before patients worsen, each patient on the same floor as an air conditioner earns you 1 popularity.

Urban Design 2.0

To look effective in front of the highrise-hating constituents, the new mayor has approved strict new urban design requirements.

Components
• 9 Urban Design 2.0 Cards

Compatibility
You can mix these cards with **Urban Design 1.0** from **The Extension**.

## A Few Crucial Gameplay Concepts

Floors
You cannot extend your player board. Thanks to the mayor's new building codes, you cannot build higher than Floor 1.

Service Hubs
Thankfully, the city engineer was practical when specifying the new constraints: Now each building can have multiple service hubs on the same floor. This means that treatment rooms may now be adjacent to more than one service hub. If this is the case, the treatment room can be used by patients for any and all of the service hubs adjacent to it on the same floor. Because this could be as many as four different services, your treatment rooms can truly be multifunction. The same new liberty applies for other modules that are usually linked to a single adjacent service hub, such as the operating room.

Example: Treatment room A can accommodate patients for both Psychiatry and Ophthalmology patients (even at the same time!). Treatment room B can host patients for Psychiatry and Neurology. Treatment room C can be used to treat only Ophthalmology patients.
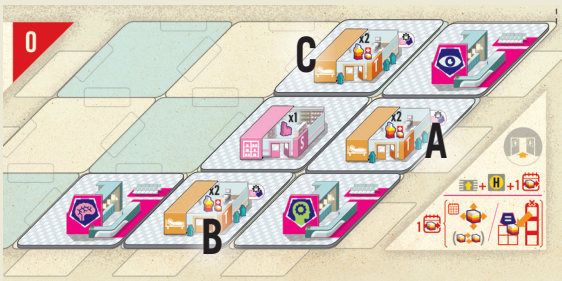
Setup
After returning the Bonus tiles to the box, shuffle the easy, medium, and hard mini-decks separately, then lay out a face-up display of 1 easy, 1 medium, and 1 hard Urban Design card. In reverse turn order, take 1 Urban Design card of your choice from the display, and replace it from its deck. If you can't, because its deck is empty, replace it from the "adjacent" deck of your choice.

Example: You take the medium Urban Design card, but there are none left in its deck to replace it, so you must replace it with a card from either the easy deck or the hard deck. You decide to make things harder on the start player, who is drafting last (right after you): You replace it from the hard deck.

Unless you are combining this with **Urban Design 1.0** from **The Extension**, return the Floor 2 and Floor 3 (and Floor 4 from **The Extension**, if you were thinking about it) boards to the box; you are not allowed to use them!

Note: If you are combining this with **Urban Design 1.0**:

• If you select an **Urban Design 2.0** card, apply the rules at the top of the card to your clinic: unlimited service hubs per floor per building; no building above Floor 1.

• If you select an **Urban Design 1.0** card, you have the usual limit of 1 service hub per floor per building, but you are allowed to build beyond Floor 1.

This means that other players may be playing by different rules than you. Not for the faint of heart!

End of the Game
If you have modules (or pillars) in at least all of the positions depicted on your chosen Urban Design card, gain the positive popularity; otherwise, you get the negative popularity. It is perfectly fine to have additional modules and other components that are not depicted on your chosen Urban Design card.

Variant 2:
Easing the Stress

A common point of discussion on gaming forums, such as on BoardGameGeek, is this: Why the heck does a doctor level down during Phase 3: Admin? The answer is that this was to model the fatigue, anxiety, and exhaustion of working in a clinic, making life-and-death choices for other humans day in and day out. It takes its toll, I assure you! Nonetheless, the point of playing a game is not stress, but fun, so I offer you a few tiny variants that can have enormous impact on the game. You are welcome to use any or all of these if they make the game more enjoyable for you.

Variant 2a:
Tough Doctors

Phase 3: Admin
Your Player Board
Doctors do not level down.

Variant 2b:
Clever Doctors

Phase 2: Business
Patient Care and Income

When a doctor treats a patient, lay the doctor down.

Phase 3: Admin

You must perform this step in turn order. Doctors that are lying down level up: Red stays red, orange becomes red, yellow becomes orange, white becomes yellow — all standing up again. If there are not enough doctors in the supply by the time your turn comes around, those doctors simply don't level up.

Variant 2c:
Humble Doctors

Phase 2: Business
Patient Care and Income

Doctors that are "overqualified" for their patients no longer need nurses.

Example: A red doctor can treat a yellow patient with no nurses present; however a yellow doctor still needs 2 nurses to treat a red patient.