

CLINIC

DELUXE EDITION

7TH EXTENSION

Introduction

This expansion for Clinic Deluxe Edition is all about cynicism, stupidity, and childishness. You'll need to power the treatment rooms without electrocuting your patients, add lighting in front of your clinic, and host a few food trucks to accommodate your staff's new eating habits. If that's not enough, you can even pay a few taxis and buses to bring you hypochondriacs, serve a little alcohol to your real patients, or even hydrate your elderly during a heatwave! There are even new solo objectives at the end of this rulebook.

All modules can be combined endlessly, unless stated otherwise.

Components

Statues



- 4 Designer Statue tiles
- 1 Stone Sculptor board



Food Truck



- 16 food trucks
- 1 Food Truck Depot board



Partying



- 12 Alcohol Flask tokens
- 1 Supermarket board



Street Lamps



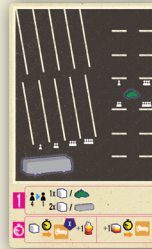
- 16 yellow street lamps
- 1 Street Lamp Factory board
- 1 new Bonus tile



Bus and Taxi



- 8 buses
- 12 private taxis
- 1 Central Depot board
- 28 white Patient cubes



H₂O



- 16 Water Bottle tokens
- 8 Faucet tokens
- 1 Fountain board
- 16 elders*
- * From Hospice (The Extension).



Electric Generator



- 12 Power Supply modules
- 1 Big Generator board
- 12 blue Clumsy Patients



New Solitaire Goals

Goals for:

4TH EXTENSION

5TH EXTENSION

BIOHAZARD

6TH EXTENSION

69TH EXTENSION

69TH EXTENSION

7TH EXTENSION

Statues

I thought you were cured of your Clinic addiction! Truth be told, I'm delighted to see you again, reading this introduction to an expansion module of the 7th Extension....

In this module, with limited materials, you will have to erect a statue in honor of the founder of the first Clinic. According to game archaeologists, it has been dated back to 2014 and is located near Essen, one of the major cities in the Ruhr area. Enough talk of prehistory: To build my statue, you will have to make sacrifices!

Components

- 4 Designer Statue tiles
- 1 Stone Sculptor board



Setup

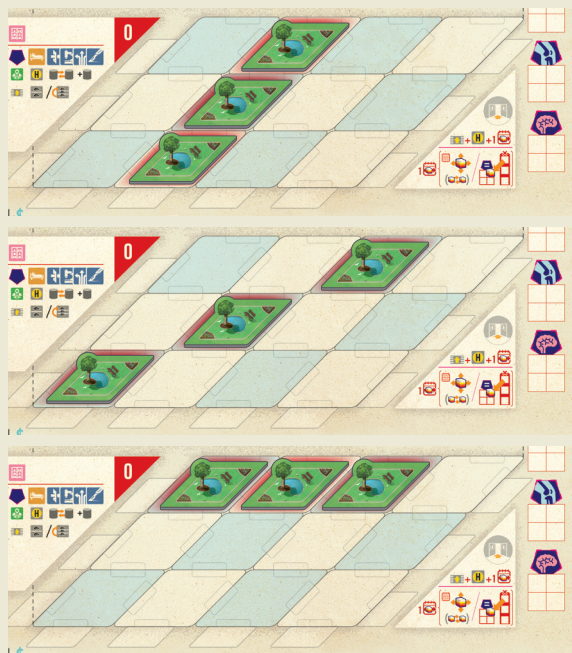
Each player takes 1 Designer Statue tile and places it near their clinic. Return the remaining Designer Statue tiles to the box.

Playing the Game

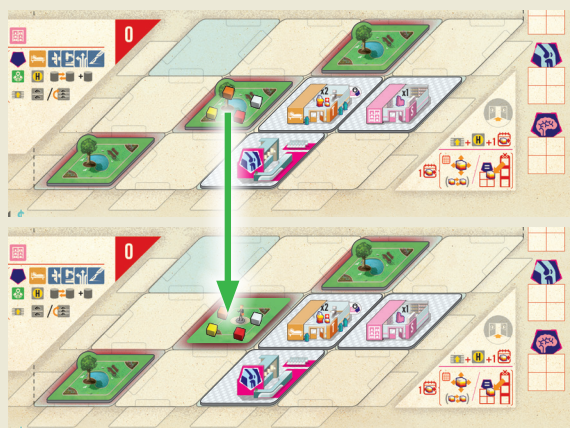
Phase 1: Actions

Action 1: Build

Three aligned (orthogonal or diagonal) gardens are called a **park**. It is fine to have a 4th garden connected or by itself, as well.



If you have **1 normal Patient of each color** (white, yellow, orange, red) on a single garden in a park, you can replace this garden with the Designer Statue tile. Return the garden to the supply and replace it with the designer statue. (Patients move during the Move step, as usual.)



Move

In this expansion, you are allowed to move a Patient cube (from Pre-Admissions or a Treatment Room) to a Garden, spending the usual time.

Patient cubes that are on the Designer Statue tile must return to the clinic. But you can send each of these worshipful Patients to any service you like! They're just giddy to be part of this great legacy!

New Garden capacity: 4 Patient cubes

Statue capacity: 0 Patient cubes

Phase 2: Business

Patient Care and Income

The Designer Statue is equivalent to 3 Gardens when you treat a Patient adjacent to it. You receive a bonus of \$9 if you treat a patient in a Treatment Room that is adjacent to the Designer Statue. This bonus is cumulative with other Gardens, and other bonuses from other expansions. Patients cannot be treated on Garden or Designer Statue tiles.

Expenses

The Designer Statue does not need any upkeep.

The Therapy Dogs are allowed to visit the Designer Statue, see Variant: Poor Taste below.

Buy Popularity

Unfortunately, not everyone buys into the greatness of the designer. So, once you've built the Designer Statue, each Popularity costs you \$4 (rather than \$3) for the rest of the game.

End of the Game

Because I am the designer of the rules, if you haven't built the Designer Statue by the end of the game, you are not eligible to win. Sorry!

Variant: Poor Taste

If you have the Therapy Dog expansion from the 3rd Extension, take your dog to visit the Designer Statue before going to the normal Treatment Room, spending 1 time per space, as usual. Place a poop on the Designer Statue tile. Apply the normal Therapy Dog rules. There is no limit to the number of poops that can be deposited on the Designer Statue tile. At the end of the game, add 2 Popularity for each "gift" made by Therapy Dogs to the Designer Statue!

Street Lamps

You're now fully versed in developing your clinic. You've probably already used the Underground Utilities expansion (The Extension), which reduces the playable area. Perhaps you've already tried the Food Trucks from (7th Extension) to gain a few extra pounds of knowledge in this game?

But you've been informed of unsafe areas in the streets adjacent to your clinic. Your first reaction was to call the Small City police. But as a pragmatic soul, you ultimately opt to play this expansion in order to achieve what you hope will be more lasting results: Installation of outdoor lighting to reduce the dark and dangerous areas in the neighborhood. However, not only will you have to pay for the lamps, you'll also need to pay for electricity to run them!

Note: I recommend playing this expansion on a 3x3 grid to have a better experience and still feel the difficulties.

Components

- 16 yellow street lamps
- 1 Street Lamp Factory board
- 1 new Bonus tile



Setup

Place 4 street lamps per player on the Street Lamp Factory board.

Example: Place 12 street lamps in a 3-player game.

Add the new Bonus tile to the others, shuffle them, and apply the usual rules.

Playing the Game

Phase 1: Actions

Action 1: Build

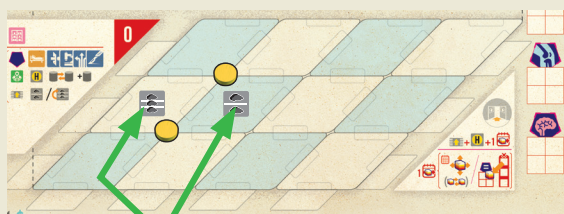
When you build a Parking Lot tile, or when you upgrade a Parking Lot tile, you have a **one-time** opportunity to immediately buy 1 or 2 street lamps. Each street lamp costs \$2, and goes on an intersection (on the corner of one or more spaces). This illuminates the [up to 4] parking spaces adjacent to the street lamp.



These 4 parking spaces are illuminated by the spotlight.

In this expansion, when you build or upgrade a Parking Lot tile, you are only allowed to move cars that are in the 4 streets around the space in which you built the parking lot. You are **not** allowed to reorganize all the cars like you can in the base game!

Note: Parking Lot tiles are never illuminated by a street lamp. :=)



Cars that park in these parking lots would stay in the dark; so dangerous for your new patients....

Action 2: Hire

If you park a new hire's car in a parking space that is not illuminated by a street lamp, or in a parking lot (which is never illuminated), you immediately lose 1 popularity (you can't go below 0, though).



Action 3: Admit Patients

If you park a new patient's car in a parking space that is not illuminated by a street lamp, or in a parking lot (which is never illuminated), you immediately lose 1 popularity (you can't go below 0, though).



Phase 2: Business

Patient Care and Income

Tip: When a patient leaves in a car, try to take one from an illuminated parking space, so you don't lose popularity for parking patients' and new hires' cars in the dark next round.

Expenses

Your street lamps are on your property, and you must pay for the electricity. Each pair of street lamps costs you \$1 to power.

Example: 3 street lamps cost you \$1; 4 street lamps cost you \$2.

End of the Game

In reverse turn order, each remaining car whose street is illuminated earns you 1 popularity (even if illuminated by several street lamps).

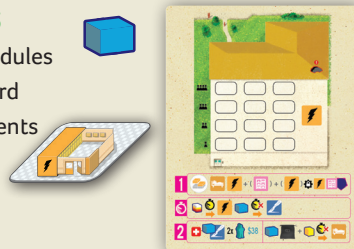
In reverse turn order, each remaining car whose street is **not** illuminated loses you 2 popularity. There is no endgame penalty for cars on parking lots.

Electric Generator

Until now, we've assumed that your clinic was automatically powered by electricity and that it was not within your responsibilities as a care manager to also supervise this task. Not so, in this expansion: You start the game without electricity and you will have to make do with it... or rather without it. Be careful not to electrocute your patients!

Components

- 12 Power Supply modules
- 1 Big Generator board
- 12 blue Clumsy Patients



Setup

You start the game with a Power Supply module that you must build adjacent to your Service Hub and your Supply Room, but not necessarily on the same floor.

Add 3 clumsy patients per player to the Big Generator board.

Playing the Game

Phase 1: Actions

Action 1: Build

When you build a Treatment Room, in addition to your bonus action of building a Supply Room, you may also/instead immediately build a Power Supply module. It costs exactly the same as the Supply Room.

Modified definition: A **functional** Treatment Room is a Treatment Room that is:

- adjacent to a Service Hub on the same floor.
- adjacent to a Supply Room, but not necessarily on the same Floor.
- adjacent to a Power Supply, but not necessarily on the same Floor.

Please note that only the Treatment Rooms need to be adjacent to a Power Supply.

Example: The Floor-0 Treatment Room is adjacent to a Supply Room and a Power Supply on the same Floor. The Floor-1 Treatment Room is adjacent to the Floor-0 Power Supply and a Floor-2 Supply Room.



Move

When moving a Patient cube from an Entrance/Helipad to an appropriate Treatment/Operating Room, you may move the patient through a Power Supply module. If so, this patient becomes a clumsy patient: Return the patient cube to the Patient bag and replace it with a clumsy patient from the Big Generator board. (If there aren't enough to go around, go in reverse turn order, each player who needs one taking one... until they run out.) If there are no more there, your patient simply dies and you lose 5 popularity. If you turn a patient into a clumsy patient, the clumsy patient is immediately rushed to the Operating Room for 0 time, no matter how far away that is. The clumsy patient must be treated this round. Otherwise (for example if you don't have an Operating Room), the clumsy patient dies and you lose 5 Popularity.

Phase 2: Business Patient Care and Income

A Clumsy Patient in an **Operating Room** can be treated by **2 Nurses** and **0 Doctors**.

New Operating Room capacity:

- as in the base game OR
- 1 clumsy patient and 2 Nurses

If your nurses manage to save the clumsy patient, you earn \$38, return the clumsy patient to the Big Generator board, and take a yellow patient from the Patient bag. Place this patient in a Treatment Room of your choice for 0 time, to be treated **next** round. If it is already the last round, this patient won't be treated.

Note: When you treat a clumsy patient, don't remove a car, because the patient stays in the clinic, and becomes a normal yellow patient. When the now-normal patient is eventually treated, that patient takes a car as usual.

Tip: Don't move a normal patient through a Power Supply module unless you are completely sure you will be able to treat that clumsy patient **this** round (remember: Operating Room with 2 nurses); otherwise, move around it! :=)

Food Truck

Ah, the delicious, greasy food from food trucks, where we meet up with friends to chat and badmouth our colleagues at work! And why not stay a little longer and chill over a beer? Yeah, okay, you have a few urgent patients to treat, but hey, they're not going to run away...

Components

- 16 food trucks
- 1 Food Truck Depot board



Note from the designer: This expansion cannot be combined with Underground Utilities (The Extension) and I highly suggest **not** playing this module on the 3x3 grid. This expansion also cannot be combined with Amenities (The Extension).

Setup

Give each player 1 food truck. You must **park** it like a car. But it stays where it is the entire game, and cannot be moved. Park 3 food trucks per player in the parking lot of the Food Truck Depot board.

Playing the Game

Phase 1: Actions

When you build a Parking Lot, you still cannot move food trucks into the parking lot; they stay in the street. It counts as a normal car (or a normal SUV if you are playing the Obesity Institute, from 69th Extension: Pink).

Action 2: Hire

In addition to the normal hiring, you may buy one food truck. You must immediately park it on an empty street (normal parking space). If you don't have any space for it, you cannot buy it. A food truck costs \$2.



Move

Before the normal moves, all meeples except Patient cubes must eat. (Patients morosely eat hospital food in their Treatment Rooms while the aromas of food truck cuisine tease their noses.)

Meeples pick up their food from one of the food trucks parked outside your clinic (ground floor, of course) — or at least try to do so. Here's how it works:

1. Count how many meeples need food.
2. On the Food Truck Depot board, count that many spaces in reading order (left to right, then the next row down, etc.), using only as many food truck column groups as food trucks you have parked.
3. Each Patient Worsens icon you reach means that a patient must worsen; it's your choice who suffers from neglect first, but you must worsen the patients as evenly as possible. In other words, you cannot worsen a patient a 2nd time until all patients have worsened the 1st time. As usual, each patient that dies: -5 popularity.
4. Each Negative Popularity icon you reach means that you lose the indicated number of popularity. Yes, this too is cumulative!
5. If you have more people to feed than the food trucks can serve, the rest will give up and eat their stupid packed lunches. There's no other penalty, no further time spent: They saw the queue, did the math, and stayed inside.

6. Finally, spend the time indicated at the far left side of the bottommost row you reach... even if it was just the first space of it. This time spent already accounts for their movement to and from the food trucks.

Example: If you have 9 people to feed, and only one food truck, you would spend 6 time, and 3 patients would worsen.



If you had a second food truck, you would have spent only 4 time, and only 1 patient would have worsened.... It is just a question of priorities....

If you have 19 people to feed and you only have 1 food truck, 6 patients would worsen, you would lose 21 (2+2+2+5+5+5) popularity, and spend 12 time.

Tip: If you think you can manage it, you might limit the number of food trucks in order to earn extra from this "accidental" neglect of your patients....

Phase 2: Business

Patient Care and Income

Each food truck earns you a \$2 income.

End of the Game

Each food truck earns you 3 popularity.

Bus and Taxi

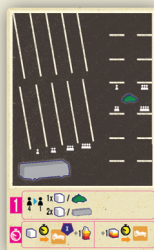
Here's an idea: Pay the city's bus services and private taxis to bring you new patients to treat! But be careful, they're not ambulances either, so you shouldn't waste your time treating citizens who have absolutely nothing wrong with them. ...unless your doctors are lying a little, just to make a little money. After all, it's easier to treat someone who isn't actually sick and gain popularity from it, than to try a last-ditch treatment on an incurable patient.

General Concept

In this expansion, white Patient cubes are not necessarily ill — they're just very suggestable, and nobody can spread paranoid rumors like bus and taxi drivers! In any case, white bus/taxi passengers are really just coming in for reassurance; only a professional opinion can steer them to the "right" medical care.

Components

- 8 buses
- 12 private taxis
- 1 Central Depot board
- 28 white Patient cubes



Setup

Park 2 buses per player and 3 taxis per player in the parking lot of the Central Depot board. Add 1 white Patient cube beside each taxi; 2 beside each bus.

Playing the Game

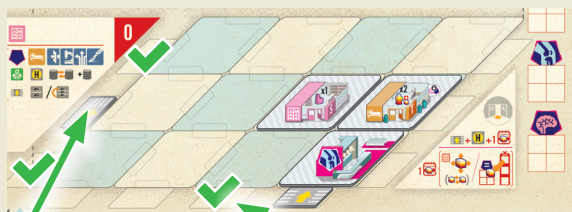
Phase 1: Actions

Before choosing the first action, in reverse order, each player checks to see if their clinic is eligible to host a bus and/or a taxi this round. Each requires just 1 parking space on a street along the **outside edge**; however, each has a specific requirement for parking at your clinic.

- For a taxi to come, you must have an unoccupied outside-edge parking space adjacent to an entrance.
- For a bus to come, you must have 3 consecutive unoccupied parking spaces along an outer vertical street or along an outer horizontal street.

Note: You may receive both a bus and a taxi in the same stretch of 3 parking spaces: Cab drivers are masterful at jamming their taxi into small gaps, much to the consternation of the other drivers.

Taxi Example:



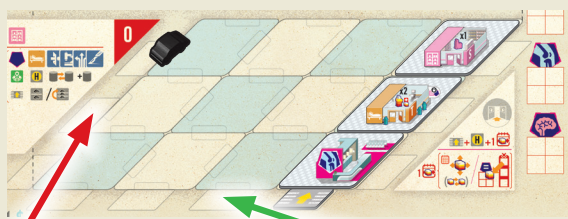
A taxi could park beside this entrance (green checkmarks), but it's a bit of a hike to the nearest Treatment Room.

This is the best empty parking space adjacent to an entrance for a Taxi to pull up.



There are no empty parking spaces adjacent to an entrance. No taxi for you!

Bus Example:

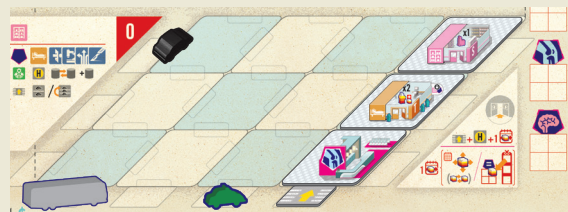


This vertical line of 3 parking spaces has 2 empty, but the other one is occupied by a car. A bus doesn't have room to pull up!

This horizontal line of 3 empty parking spaces can host a bus.

No matter how many eligible parking spaces you have, you can receive only one bus and one taxi each round. Assign each to a single eligible parking space.

Each taxi brings you 1 white Patient cube. Each bus brings you 2 white Patient cubes. You must move each one to any Treatment Room for an exam during the Move step.



Move

If you have white Patient cubes coming from a bus and/or a taxi, you must move each to any Treatment Room of your choice, spending the usual time.

But because these patients are not really ill and are only visiting the clinic based on the bus/taxi driver's advice, they will stand on the module, in the corridor just outside the Treatment Room, waiting for a doctor's opinion.

To receive a doctor's opinion based on a quick examination, a doctor of any color that won't treat a patient in this Treatment Room must pass through this module, spending 1 time to give a medical opinion.

If you don't have any doctors to give an opinion or if you forget to move a doctor to do so, spend 0 time to remove the patient and lose 3 popularity; change the freshly examined patient to any color you like (even white), and send the patient to any Treatment Room you wish — but not an Operating Room — spending the usual time.

New Treatment Room capacity

2 patients + 2 doctors + infinite nurses... plus
1 white patient in the corridor outside the Treatment Room



Phase 2: Business

Patient Care and Income

When you "treat" a hypochondriac, you may remove either a car, as usual, or a taxi. When you "treat" two hypochondriacs, you may remove one bus, instead.

A heatwave is upon us! We'll have to be very vigilant with the elderly, who are arriving in ever-increasing numbers, in fits and starts, at the reception desk! They are dehydrated and require special attention, which I hope you will give them....

Warning: This module requires components from the Hospice expansion (The Extension), but it cannot be combined with Hospice, because it modifies the Elders' needs and rules.

Components

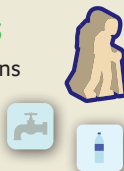
- 16 Water Bottle tokens

- 8 Faucet tokens

- 1 Fountain board

- 16 elders*

* From Hospice (The Extension).



Setup

Give each player 2 Faucet tokens. Place 1 on any module you build during setup. Keep the other to build later. Add two Water Bottle tokens on the same tile you built the Faucet on.

Playing the Game

Phase 1: Actions

Action 1: Build

You can build your second faucet in addition to your normal builds. It costs \$4 wherever you build it; however, the faucets can't be on the same module.

At the end of the Action phase, each player takes all the elders from one row of this round's column of the Fountain board. E.g., in Round I, there are no elders to move; in Round IV, there are 2 elders. Remember, each elder comes with a car! If you don't have enough parking for the elder's car, you **must** return other people with cars to make enough space to host the delirious, dehydrated elders; they are your priority! This takes 0 time.

Move

Dehydrated elders must move to a Treatment Room, spending double time; just like in the Hospice expansion.

At the end of the Move step, you must provide water to your elders. To provide water to an elder, your orderly must move to a module that has a faucet, then you tuck a bottle of water from a Faucet with at least one Water Bottle tokens that you place under the orderly (0 time), and then move the orderly and water bottle to a Treatment Room that contains an elder. Tuck the bottle of water under the elder (0 time). And so on until all elders are hydrated; then move the orderlies to unoccupied Supply Rooms.

From the supply room to their return to the supply room, time is counted differently for this hydration process: Each 1 time lets you move **all** of your orderlies 1 step. So, if you have more elders than orderlies, try to reuse as many orderlies as possible, because each trip spends time, but in this hydration process, 1 time moves all orderlies.



Example: At the end of the Action phase of Round V, 3 dehydrated elders come from the Fountain board to the entrances of the clinic (with one car per elder), spending 0 time.

During the Move step, each elder must move to a Treatment Room, spending double time: $2 + 4 + 4 = 10$ time.

At the end of the Move step, the 2 orderlies must provide water to the 3 elders, but each 1 time spent lets both orderlies move 1 step.

For the first time spent, the Floor-0 orderly takes a water bottle from the Faucet token there (tuck a water bottle token under the orderly) and brings it to the elder in the southernmost Treatment Room (remove the water bottle), while the Floor-1 orderly moves to the Treatment Room to the east to take a water bottle and gives it to the elder who is there.

For the second time spent, the Floor-0 orderly returns to the Supply to take another water bottle, while the Floor-1 orderly returns to the Supply Room.

The next 2 time spent lets the Floor-0 orderly move to the western Treatment Room to give the water bottle to the elder and then return to the Supply Room.

Total time spent during the hydration process: 10 (elders) + 4 (orderlies) = 14 time.

New Treatment Room capacity

2 patients + 2 doctors + infinite nurses... plus 1 Elder.



Phase 2: Business

Patient Care and Income

For each elder who received a bottle of water, their insurance pays you \$24.

Each elder who does not receive a bottle of water dies, and you lose 5 popularity, as usual.

In both cases, return the elders (and their cars), place the elders beside the Fountain board (see Phase 3: Admin).

Phase 3: Admin

At the end of Round II, fill the Fountain board's Round-III column with 1 elder per player. In subsequent rounds, there will be 1 more elder per player, as indicated by the spaces there. Add Water Bottle tokens so that each Faucet has 2 tokens.

Partying

As long as the doctors and surgeons don't think of having a soiree in your clinic, everything is fine, and the water flows freely. But when there is a lull, these two types of staff have a whale of a time when the rest of the clinic falls asleep. And too bad if this impacts the patients: You can't have this kind of fun and treat patients at the same time. Perhaps you should forbid the doctors from sharing their flasks with their patients... unless you could benefit from this somehow; this wouldn't be your first questionable choice when it comes to managing the most profitable clinic!

Components

- 12 Alcohol Flask tokens
- 1 Supermarket board



Setup

Place 2 alcohol flasks per player on the Supermarket board. Return the extra flasks to the box.

Tuck an alcohol flask under the doctor in the rightmost space.

Playing the Game

Phase 1: Actions

Action 2: Hire

When you hire a doctor who has an alcohol flask, you must take it and keep it with the doctor.



Move

A doctor with an alcohol flask can only move to a Treatment Room, spending the usual time.

A patient in a Treatment Room with an alcohol flask immediately falls out the window of your choice, landing on the first floor below that window that has something (other than a pillar) built on it, or otherwise onto the ground (i.e. Floor 0). This patient worsens by 1 color for each floor difference.

Example: The white patient on Floor 2 falls out the eastern window to Floor 0, and becomes an orange patient.



Return the empty alcohol flask to the box. Don't let patients fall too far, or they will die and you will lose 5 popularity... but you will at least remove their car.

Each patient who falls from a window must now be treated in a Psychiatric service, and **must** be moved immediately to either an available Psychiatric Treatment Room or an available Psychiatric Operating Room, spending the usual time. If you don't have room available, the patient dies and you lose 5 popularity; remove a car.

If there is no patient in the Treatment Room, you can keep the alcohol flask there for another round.

Phase 3: Admin

Tuck an alcohol flask under the doctor in the rightmost space, if any remain in the supermarket, unless this doctor already has an alcohol flask.

New Solitaire Goals

4TH EXTENSION



build all double tiles in the basement

5TH EXTENSION



build at least 5 double tiles



have at least as many Biohazard tiles as modules
(including parking lots, gardens, pillars,
and air conditioner tiles;
double tiles from C4 and C5 count as 2 modules)

6TH EXTENSION



treat your
Clinic Addiction
during Round VI



treat at least
4 disgruntled
patients

New Solitaire Goals

69TH EXTENSION

$\geq$  $=$ 

score 30 or more popularity from Sperm Bank flasks

 $+$    

use all sizes of condoms at least once

$\leq$  

score less than or equal to -12 with Bacterium tiles

4  $\neq$ 

cryo-treat all 4 colors of patient cubes

69TH EXTENSION

0 

use 0 Contraceptive pills during the entire game

≥ 3 

have at least 3 morbidly obese patients in your clinic at game end

≥ 2 

have at least 2 untreated pop stars at game end

7TH EXTENSION

≥ 4  

have at least 4 poops on the Designer Statue tile

≥ 4 

save at least 4 clumsy patients

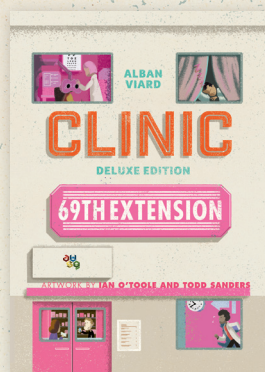
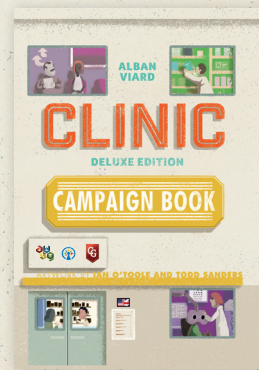
1 

have only 1 food truck

2 
 4 

have 2 buses and 4 taxis on your ground floor





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