

# CLINIC

DELUXE EDITION

## Introduction

This is the largest expansion of all for Clinic Deluxe. Nevertheless, an Emergency Department is the most important department in a clinic, often the first experience your patients have at your facility!

Be careful, this expansion adds additional phases, and even additional actions. You must first master the base game — not just play it, **master** it — which, at this stage, I have not a moment of doubt you have already done....

**Designer's note:** It is quite possible to combine this expansion with the Basement expansion from Clinic Deluxe: 4th Extension. On the other hand, **I do not recommend combining the COVID-19 variant with this expansion... once you read the rules below, you could use it, keeping COVID contained in only the main building, but that does not make sense for such a contagion. :=)** Besides, C is the Roman numeral for 100; thus, C19 = 119, which is reverse of 911. Anyone can see that they are incompatible.



## Overview

This expansion adds a second level of patient care. You must still take care of patients in your clinic, but you now have a new building beside your main building that only treats emergencies. Patients knocking on the Emergency Department door have 3 levels of urgency, from light (least urgent) to dark (most urgent). Treating them requires matching them with both the correct treatment room and the correct doctor. In this expansion, new specialized nurses will bridge the gaps between the patient's needs and what's available in your emergency department!

## Components

### Emergencies



4 Emergency Department board (Floor 0, 4 spaces × 2 spaces), double sided (1 in each player color)



1 Emergency rules reminder, double sided



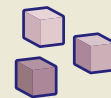
24 Emergency Doctors (12 each of light and medium)



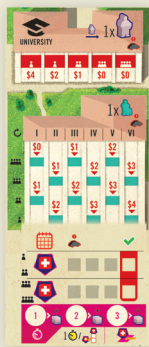
40 cars



13 Emergency Nurses



50 Emergency Patient cubes (28 × light, 14 × medium, 8 × dark)



1 Emergency Waiting Area board



8 Emergency Service Hub tiles



12 Emergency Room tiles (4 each of light, medium, and dark)



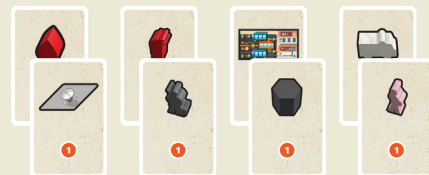
1 Emergency Nurse Bonus Tile



1 Action Marker



4 Emergency Action tiles (1 in each player color)



8 Randomizer cards (7 for Clinic 7th Extension and 1 for 911th Extension)



3 Emergency Staff Break Room tiles




1 Emergency bag (for both doctors and patients)

# Emergency





## Setup

### Module and Tile Displays





- Stack each color of **emergency room** (light, medium, dark) separately beside the treatment rooms.
- Beside those, stack **emergency staff break rooms** per the player count:

				
	1	1	2	3

- Place the **Emergency Waiting Area board** beside the main board.
- Place the **Emergency rules reminder** near the Emergency Waiting Area board.
- Park the **cars** in the parking lot on the main board.
- Put the following **emergency patients** in the Emergency bag, according to the player count:

				
E3	1	2	3	4
E2	3	6	9	12
E1	6	12	18	24

- Put the following **emergency doctors** in the Emergency bag (with the emergency patients\*), according to the player count:  
*\* The emergency patients and emergency doctors share the same bag, but you can easily identify them by touch when you draw.*

				
E2	1	2	3	4
E1	3	6	9	12

- Pile the rest of the **emergency patients and emergency doctors** near the main board.

### Emergency Waiting Area Board

#### Emergency Doctor Display

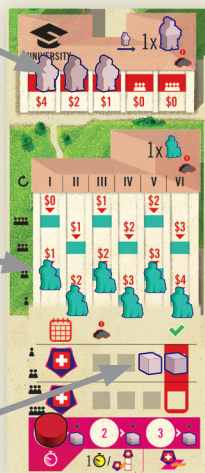
Fill each space of the Emergency Residency from the left, up through the player count, with a random emergency doctor drawn from the Emergency bag. Do **not** rearrange them by color.

#### Emergency Nurse Display





Fill each row of the display from the bottom, up through the player count, with 1 emergency nurse per colored space (each row offers 1 emergency nurse every 2 rounds).

#### Emergency Patient Queues

Partially fill the emergency patient queues with random



emergency patients drawn from the Emergency bag, as follows, per the player count:

-  **1 patient:** Fill the rightmost 1 space of the 1p/2p queue.
-  **2 patients:** Fill the rightmost 2 spaces of the 1p/2p queue.
-  **3 patients:** Fill the rightmost 2 spaces of the 1p/2p queue, and fill the rightmost 1 space of the 3p/4p queue.
-  **4 patients:** Fill the rightmost 2 spaces of the 1p/2p queue, and fill the rightmost 2 spaces of the 3p/4p queue.

See 2-player setup example, bottom of left column.

### Other

Place the Action Marker on the first space of the Action track, just below the emergency patient queues. See example, bottom of left column.

### Player Areas

**BEGINNERS** should use the 4x2 side.



Each **EXPERT** can choose which side they wish to play (3x2 is challenging!).

Each player: Take the following additional items:

- an **Emergency Department board** in your color, flipped to the appropriate side. Place it to the right of your player board's ground floor (Floor 0).
- An additional **\$10**, placed at the bottom of the left side of your **Emergency Department board**. **Keep this money separate** from your player board money!
- the **Emergency Action tile** in your color.
- 1 Emergency Service Hub tile**.
- 1 light Emergency Room tile** (see *Construct Your Initial Emergency Department*, p. 3).
- 1 light emergency doctor + 1 car**.

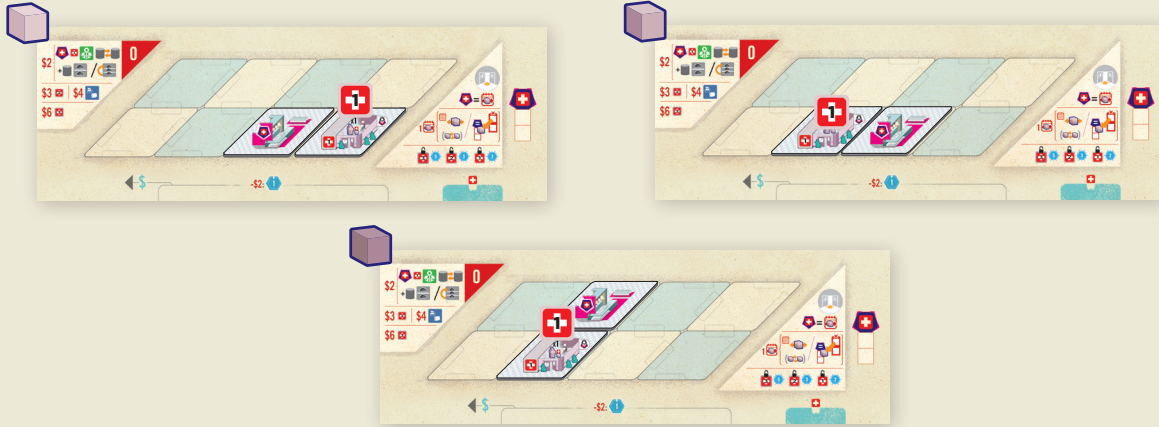
### Bonus Tiles

Include the Emergency Nurse bonus tile when you shuffle the bonus tiles.

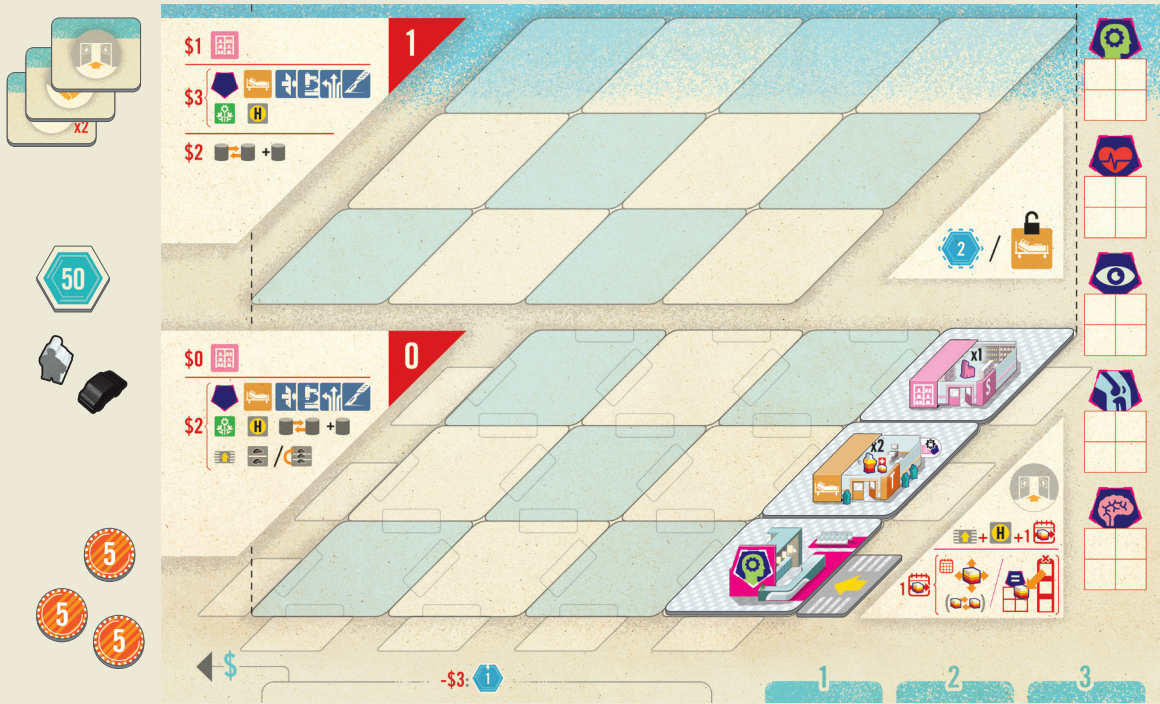


### Construct Your Initial Emergency Department

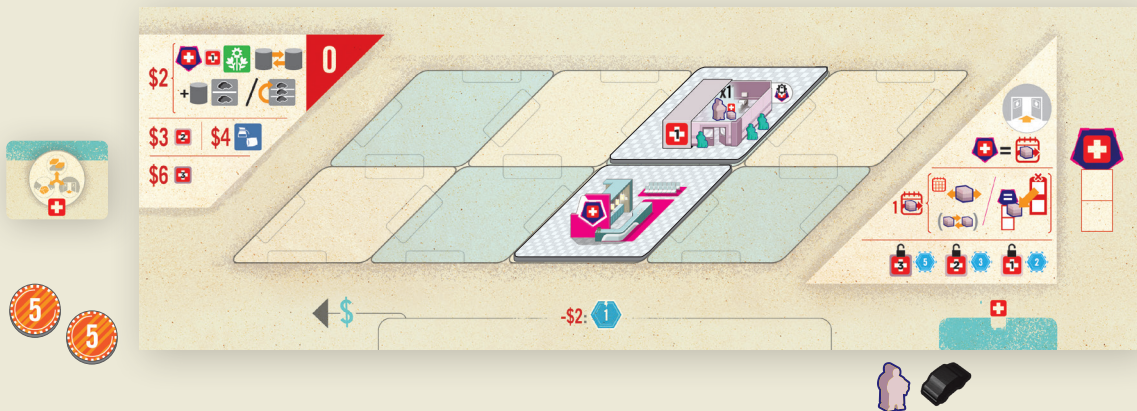
**BEGINNERS:** Each of you do this following: From the **supply**, form a set of 1 light, 1 medium, and 1 dark mauve patient cube. Each beginner takes a random patient. Set up your emergency department according to the diagram below that matches the patient you drew.



**EXPERTS:** Simultaneously build your initial emergency department per the rules in **Action: Build Onto Your Emergency Department** on p. 4 and base-game rulebook p. 7.



Your player board (above) will be to the left of the Emergency Department board (below).



## Playing the Game

Whenever you spend money for the emergency department in any phase, do the following:

1. Pay from your emergency department funds if you can.
2. If you're short, pay the difference from your main clinic savings.

### Phase 1: Actions

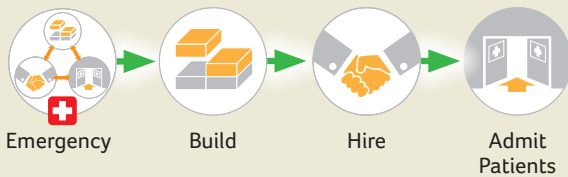
You have a new Action tile: Emergency. Emergency is special, because it lets you perform **2 different** actions on the same turn, albeit only for your emergency department. Because it lets you perform 2 actions, if you use this Action tile in a round, you will end up performing 4 actions in the round, rather than 3. Keep reading to see how this all works.

### Simultaneously Select Actions

Note that you have only 1 copy of the new Emergency action, so you can only perform it 1 time per round.

### Execute Actions

The selected actions get resolved in the following order:




### Action: Emergency

Your emergency department must be able to act on the most pressing need; however, you can only do so much at one time!

The Emergency action lets you do any **2 different** of the following, in whichever order you like:

- Build onto your emergency department
- Hire emergency staff for your emergency department
- Admit Emergency Patients to your emergency department

When you reveal your Emergency Action tile, place it under the  slot of your Emergency Department board, no matter which action step it is. This is to help remind you that this action must be used for your emergency department. At the end of the action step, move it to the slot for this action step so you keep count.



On the Action tile, this is suggested by the double-ended arrows, hinting that you pick a pair of linked actions to perform.

### Action: Build Onto Your Emergency Department

You may build up to **2 components** (same or different) from the following:



#### Emergency Service Hub (module)

No special rules.

#### Emergency Room (module)

Each color of emergency room has a different cost. See the Emergency rules reminder for those costs.



To be functional, an emergency room must be adjacent to an **Emergency service hub**. Remember: You can't have 2 Emergency service hubs adjacent to each other because they are the same color!



**Note:** Although the base-game **no matches** rule still applies, the three different levels of emergency room are three different colors. So a Level-1 (light) emergency room can be adjacent to both a Level-2 (medium) emergency room and a Level-3 (dark) emergency room!

#### Emergency Staff Break Room (module)

This counts as a **special module** (blue). You may only have 1 of these.

### Garden

Usual price and rules. Also see **Very Important** below.

### Conveyors

Usual price and rules; however the emergency conveyor system is completely separate from the main clinic. So the first conveyor purchase for the emergency department is a 2-for-the-price-of-1 deal (and the first conveyor purchase for the main clinic is also a 2-for-the-price-of-1 deal). Also see **Very Important** below.

### Parking Spaces

Usual price and rules. Also see **Very Important** below.

**Very Important:** You can't build components from the base game or other expansions on your Emergency Department board, except **gardens**, **parking spaces**, and **conveyors**. Reciprocally, you can't build components from this expansion outside your Emergency Department board.

**Remember:** This action must spend all money from your Emergency Department board before it can spend money from your player board's savings.

### Action: Hire Emergency Staff for Your Emergency Department

With this action, you can:

- Hire 1 emergency doctor. and/or
- Hire 1 emergency nurse from the current round's column.

When you hire someone, do the following (mostly as usual; differences in **bold**):

1. Pay the indicated cost (below doctor, above nurse).
2. Take the hired staff from the Emergency Waiting Area board.
3. Take a car from the parking lot on the main board.
4. Place the new hire **outside the grid of your Emergency Department board**.
5. Park the car in any available parking space **on your Emergency Department board**.

**Note:** There are no dark emergency doctors; only light and medium.

**Very Important:** You can't hire staff from the base game or other expansions to work in your emergency department. Reciprocally, you can't hire emergency staff to work outside your emergency department.

**Remember:** This action must spend all money from your Emergency Department board before it can spend money from your player board's savings.

### Action: Admit Emergency Patients to Your Emergency Department

Each **Emergency service hub** gives you 1 Emergency Queue Point for the **Emergency Patient Queues** on the **Emergency Waiting Area board**. So you start the game with 1 EQP. You spend EQP to move emergency patients in the emergency queues just like you use QP to move normal patients in the normal queues. When you admit an emergency patient, move it to your emergency pre-admission area, which only has 2 spaces!



**Very Important:** You can't admit patients from the base game or other expansions to your emergency department, and you can't use normal QP on the emergency queues. Reciprocally, you can't admit emergency patients anywhere outside your emergency department, and you can't use EQP on the main-board queues.

### New Patients Schedule Appointments

After each player has completed their selected action in the above order, each main-board service in the game gets 1 new random patient as usual, but each **Emergency Patient Queue** for your player count, also **gets 1 new random emergency patient** drawn from the Emergency bag. If an emergency patient queue has no empty spaces, do not draw a new emergency patient for it.



Action marker spaces (3).  
New emergency patients queue up.

Advance the Action markers on both the **main board** and the **Emergency Waiting Area board** (each has an appropriately multicolored Add Patient icon to help you remember to queue new patients).

### Move

After you are done moving non-emergency patients and staff, **move your emergency patients and staff**, tracking the time they spend as usual on the main board.

For the emergency department, patients and staff enter the Emergency service hubs directly, with no need for a separate entrance or helipad.

The most common goals of emergency movement are as follows:

- Get emergency patients into functional emergency rooms\* matching their colors as closely as possible.
- Get emergency doctors to emergency patients, matching their colors as closely as possible.
- Get emergency nurses to mismatched emergency patients, doctors, and rooms.
- Get everyone to a legal location by the end of the Move step.

\* **Remember:** To be functional, an emergency room must be adjacent to an Emergency service hub.

### People cannot leave

Similarly to the usual rules, once a person has entered your emergency department (moved from outside the grid to spaces on your Emergency Department board, or from emergency pre-admissions to an Emergency service hub), they cannot leave the spaces of your Emergency Department board. The only ways for a patient to leave your emergency department are by being cured or by... expiring.

### People can switch rooms

Unlike the usual rules, you **are** allowed to transfer emergency patients from one emergency room to another, if you think that's the best (or most profitable) path to recovery.

### How much time it takes a person to move

The usual rules apply. The cases below are spelled out just to eliminate doubt:

Moving 1 emergency patient from your emergency pre-admissions to an Emergency service hub costs 1 time.

Moving 1 emergency doctor/nurse from outside the grid into an Emergency service hub costs 1 time.



Moving from one conveyor to an orthogonally aligned conveyor costs 0 time, but people cannot use conveyors to move between the main clinic and the emergency department.

### Module Capacity

The usual rules apply. For clarity, the new modules' capacities are detailed below:



#### Emergency Service Hub

Any number of emergency doctors and/or emergency nurses.



#### Emergency Room (any level)

1 emergency doctor, 1 emergency patient, any number of emergency nurses.



#### Emergency Staff Break Room

No one can end up here. (Emergency staff don't get to rest; the only people here are off-duty nurses, not represented by meeple; see *The Modules, Emergency Staff Break Room*, p. 9.)

## Phase 2: Business

### Patient Care and Income

Treating an emergency patient requires more attention, more materials, and specialized staff.

**Important:** Always keep your **emergency department income** on your **Emergency Department board**, separate from your main clinic's income and savings.

### Emergency Rooms

To treat an emergency patient, the emergency doctor **and** the **emergency room** they're in must match the **patient's** color. For each difference in color from the patient, the doctor needs 1 emergency nurse.

#### Examples:

- If a light doctor treats a light patient in a light emergency room, 0 nurses are needed.
- If a medium doctor treats a dark patient in a dark emergency room, 1 nurse is needed to bridge the gap between doctor and patient.

- If a medium doctor treats a light patient in a medium emergency room, 2 nurses are needed: 1 to bridge the gap between doctor and patient, 1 to bridge the gap between room and patient.
- If a dark doctor treats a light patient in a dark emergency room, 4 nurses are required — it doesn't get any more mismatched from the patient color than this!

**Remember:** Always compare the color with the patient. The patient's needs are what matter!

If you have an emergency staff break room, each emergency room adjacent to it can use 1 off-duty emergency nurse from it (*there's no meeple; use your imagination*); however, this causes you to lose popularity!

- If 1 adjacent emergency room uses an off-duty nurse, -1 popularity.
- If 2 adjacent rooms use off-duty nurses in a single round, -3 popularity (-1 + -2).
- If 3 adjacent rooms use off-duty nurses in a single round, -7 popularity (-1 + -2 + -4).

Working off-duty nurses is not good for your reputation... but neither is letting patients die!

Each successfully treated emergency patient generates income for you, based on the **patient's color**:



### Gardens

Because you are allowed to build gardens on your Emergency Department board, each successfully treated emergency patient generates an additional \$2 for each garden adjacent to their emergency room.

No other bonus can be applied from the base game or any other expansions.

**Remember:** Emergency department income goes to your Emergency Department board.

### Going Home

Remember to remove the treated patient's car from your Emergency Department board.



A medium emergency patient is in a light emergency room, getting treated by a light emergency doctor. This will require 2 emergency nurses. You only have 1, who is in the room already. Fortunately, the adjacent emergency staff break room can provide 1 [grumpy] off-duty emergency nurse for a moment. Now the patient has the 2 nurses needed and is treated successfully! Unfortunately, the grumpy, off-duty nurse complains to everyone about having to work while off duty: -1 popularity for you!

### Emergency Department Expenses

After you pay main-clinic Expenses and Gain Popularity [from your main-clinic income], it's time to pay emergency department expenses.

1. As usual, pay from your emergency department funds if you can.
2. As usual, if you're short, pay the difference from your main clinic savings.
3. If you're still short, pay the difference from your popularity at a 1:1 ratio (1 popularity per \$1).

### Pay Your Emergency Staff

You must pay each emergency employee as follows:



### Emergency Facility Upkeep

Each module and garden in your emergency department costs \$1.

Each emergency nurse reduces your emergency department upkeep by \$2 (only the emergency nurse department upkeep by \$2 (only the emergency nurse meeples; off-duty nurses you overworked from the emergency break room have already gone home to complain).

**Note:** Orderlies from your main clinic are too busy to reduce your emergency department's upkeep costs.

### Emergency Department Popularity

If your emergency department still has money, you can use it to buy popularity. Since the emergency department is a window into your clinic, each 1 popularity your emergency department buys is just \$2.



**Note:** Emergency department popularity doesn't need to be bought from the current round's income. The emergency department does not differentiate between savings and current income; however, its funds are separate from those of the main clinic, so there's enough challenge in managing that.

### Phase 3: Admin

Following are the changes to the normal Admin phase:

2. Reset **both Action markers** to Action 1.



### Main board and Emergency Waiting Area board

3. **Appointments:** ... Emergency patients all stay in their queues.



4. **University:** ... Light emergency doctors level up: They study to improve and become medium emergency doctors; while at the same time, medium doctors level **down**: They get big-headed and complacent, becoming light emergency doctors.



5. **University:** ... Fill each empty space of the Emergency Residency from the left, up through the player count, with a random emergency doctor drawn from the Emergency bag. Do **not** rearrange them by color.



6. **University:** ... Remove the round's unhired emergency nurses.



### Your player board and Emergency Department board

8. ... Light emergency doctors become medium, while at the same time, medium emergency doctors become light. *The effects of the different stress levels in the emergency room!*



9. ... Each emergency patient on your Emergency Department board worsens. **Dark patients die** and you get **-5 popularity**. Return the Emergency Patient from the game and return a **car** to the parking lot on the main board. Medium patients become dark, and light become medium.



### End of the Game

After the usual positive scoring and negative scoring at the end of the game, gain and lose popularity in turn order for your emergency departments, as follows:

1. **Emergency Staff:**

Each emergency doctor and nurse earns you the amount of popularity indicated below it here.



2. **Emergency Rooms:**

Each functional emergency room earns you the amount of popularity indicated here, depending on its color.








3. **Emergency Patients:**

Each emergency patient still on your Emergency Department board, including those in your emergency pre-admissions area, loses you the amount of popularity indicated below it here.



# Solitaire Mode

1. Choose which side of the Emergency Department board you will use.
2. Choose one of the following Emergency Department endgame goals:

 <p><b>build 100% of your Emergency Department board (parking space tiles count as built spaces)</b></p>	<p>2 </p> <p><b>build 2 dark emergency rooms</b></p>	<p>6 </p> <p><b>treat 6 light emergency patients</b></p>	<p>4 </p> <p><b>treat 6 dark emergency patients</b></p>
<p>100% </p> <p><b>treat only medium emergency patients</b></p>			

3. Play according to the usual rules for this expansion.
4. If you did not achieve your goal, go back to Step 2 to consider a new goal, and play again. If you achieved your goal, check your score against the Hall of Fame below:

	<b>orderly</b>
	<b>nurse</b>
	<b>intern</b>
	<b>resident</b>
	<b>fellow</b>
	<b>surgeon</b>
	<b>attending physician</b>
	<b>CEO</b>

# Appendix

## Bonus Tiles



Start the game with an emergency nurse from the supply (not from the board) and an accompanying car.

## The Modules

### Emergency Service Hub



**Construction:** Cannot be built adjacent to another service hub (magenta) module. You may build more than 1 of these.

**Operation:** N/A

**Capacity:** Any number of emergency doctors and emergency nurses.

**Function:** Enables adjacent emergency rooms to treat patients.

### Emergency Room



**Construction:** Cannot be built adjacent to another emergency room of the same color. Can be built adjacent to emergency rooms of different colors.

**Operation:** Must have an adjacent Emergency service hub.

**Capacity:** 1 emergency doctor, 1 emergency patient, and any number of emergency nurses.

**Function:** During the Business phase, 1 emergency doctor may treat 1 emergency patient. Emergency nurses must be present if the room and/or doctor colors do not match the patient.



### Emergency Staff Break Room



**Construction:** You can only have 1.

**Operation:** Must have at least 1 adjacent emergency room.

**Capacity:** N/A

**Function:** During the Business phase, it can provide 1 off-duty emergency nurse (*use your imagination*) to each adjacent emergency room; however, this hurts your popularity: 1 off-duty nurse in a round, -1 popularity; 2, -3; 3, -7.

### Acknowledgments:

With this last expansion, I would like to thank my wife with whom I have been living for 30 years. I met her when she was a Nurse, then a Specialised Nurse, who has evolved to Chief Executive Nurse, then Emergency Manager, then Head of several hubs, and finally Chief Executive Organizer of several hospitals. She was my personal reference for all organizations and operations of a hospital, and we have had a lot of hours of brainstorming together to find new ideas and developments during the 15 years I have been developing the game *Clinic* and its expansions.

*Clinic* and its many expansions would not have been the same without her!



# CLINIC

DELUXE EDITION

THE EXTENSION

COVID-19 PANDEMIC

2ND EXTENSION

BIOHAZARD 

3RD EXTENSION

69TH EXTENSION

4TH EXTENSION

69TH EXTENSION

5TH EXTENSION

7TH EXTENSION

6TH EXTENSION

911TH EXTENSION

# NEW ICON LEGEND

## WOODEN PIECES

Emergency Doctor (any color)    Emergency Doctor (Light Mauve)    Emergency Doctor (Medium Mauve)    Emergency Doctors improve and regress    Emergency Nurse

Emergency Patient (any color)    Emergency Patient (Dark Mauve)    Emergency Patient (Medium Mauve)    Emergency Patient (Light Mauve)    Emergency Patient Worsens    Emergency Patient Worsens (Example of light to medium mauve shown)

## TILES

Emergency Service Hub (Arrival)    Emergency Room (any one type)    Emergency Room 1    Emergency Room 2    Emergency Room 3    Special Module (Emergency Staff Break Room)

Emergency Floor

Pre-Admissions (player board)

Requires Emergency Room and Arrival Hub to operate

## ACTIONS

Build & Hire • Build & Admit • Hire & Admit

## EMERGENCY QUEUE POINTS

Emergency Queue Point

1 For each Emergency Queue Point you may:

Move 1 Emergency Patient in queues 1 space (swap if target space is occupied)

OR

Move 1 Emergency Patient from rightmost column of a queue to emergency pre-admissions

## MOVEMENT / TIME

Move from Pre-Admissions to an Arrival Hub



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