CLINIC
DELUXE EDITION

THE EXTENSION

Introduction

Your Clinic is really taking off, but competition is fierce. You need every edge, every amenity to stand out from the other healthcare options. Provide specialty care for certain types of patients, build your buildings higher, whatever it takes!

This box contains numerous expansions, which are generally compatible with one another; however, you will get much more enjoyment out of them if you add them one at a time, or accumulate them gradually. This will also make it easier to understand the intricacies and subtleties of each, without slowing your game to a crawl while everyone tries to cope with myriad new possibilities.
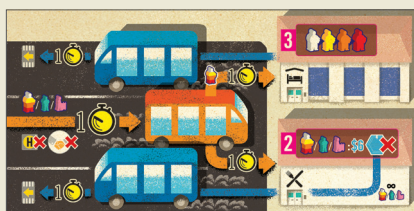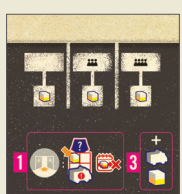
Components

Floor 4
4 double-sided Floor 4 boards

Amenities
4 Amenities boards

Ambulance
1 Ambulance Parking Lot board
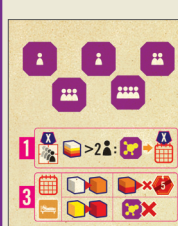
18 ambulances

Urban Design
24 Urban Design cards

Janitors
1 Maintenance Shop board

8 janitors

Pharmacy
1 Pharmacy board

25 Capsule tiles
(3 red, 4 orange, 6 yellow, 12 white)

1 Capsule bag

Hospice
4 Hospice boards

16 elders

Underground Utility Work
16 Underground Utility Work tiles

Pillars
1 Pillars board

8 pillars

Virus
5 Virus tiles

14 patients
(8 orange, 6 red)

1 Virus board
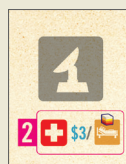
Satellite TV
1 Satellite TV board
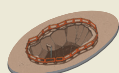
10 Satellite Dish tiles

ICU: Intensive Care Unit
1 ICU board
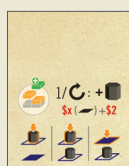
3 ICU Special Modules

Obstetrics
1 Obstetrics board

3 pregnant women

Floor 4

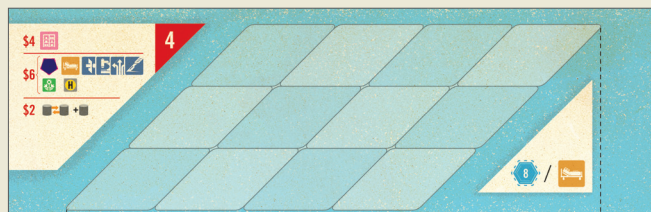Now you can build 4 floors above the ground floor!

Components

- 4 double-sided Floor 4 player board extensions

Setup

Stack these near the Floor 2 and Floor 3 boards.

You can extend your board with a Floor 2 board, and then a Floor 3 board, and then a Floor 4 board at any time, even at the beginning of the game.
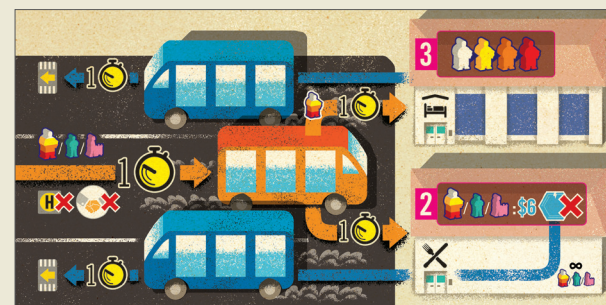
Amenities

Your clinicians can take a break... and you can profit from it! This expansion grants your doctors, nurses, and orderlies the ability to leave your clinic, overriding that fundamental rule of the base game. Patients (and other staff) are still stuck with the usual rules.

Components

- 4 Amenities boards

Setup

Each player: Take an Amenities board, and set it near your player board.

Playing the Game

Phase 1: Actions

Move

Each doctor, nurse, and orderly **(other than those just hired)** can spend a total of 1 time to move to an entrance (not a helipad — not even the CEO can afford to fly to lunch) to take a break. Move groups of 1–3 of them to the Cafeteria or Dormitory; each group takes 1 time to go to its destination (thus 2 time total).

This is represented on the Amenities board with the following icons:

Phase 2: Business

Expenses

Orderlies that are on break do not reduce your total expenses; however, each orderly on duty still reduces your expense total by $3 (minimum expenses: $0).

[New] Cafeteria Income

After you have paid your expenses and gained popularity, each doctor, each nurse, and each orderly in the Cafeteria earns you $6.

Note: This income cannot be used to buy popularity.

This is represented on the Amenities board with the following icons:

Phase 3: Administration

With these new buildings come new responsibilities:

University/Dormitory: Each doctor at the university or dormitory levels up per the advancement chart on the Amenities board.

This is represented on the Amenities board with the following icons:

Cafeteria: Each doctor at the cafeteria stays the same level.

Dormitory: Groups of 1–3 doctors can move from the dormitory to entrances, spending 1 time per group.

Cafeteria: All doctors, nurses, and orderlies return from the cafeteria to entrances in groups of 1–3, spending 1 time per group.

Ambulance

Rush patients to your clinic!

Components

- 1 Ambulance Parking Lot board
- 18 ambulances

Setup

Place the Ambulance Parking Lot board near the main board.

Fill the ambulance spaces per player count with ambulances and random patients from the supply (not from the Patient Pool bag), but only white and yellow; return any orange or red to the supply. The ambulances are the patients' cars, which must be parked per the usual rules.

Playing the Game

Phase 1: Actions

Action: Admit Patients

If you chose the Admit Patients action, then before spending any Queue Points, you may (for 0 Queue Points) first move 1 patient from the ambulance parking lot to any of your pre-admissions services; if you do, you must park the ambulance. Afterward, perform your normal Admit Patients action.

This is represented on the Ambulance Parking Lot board with the following icons:

Phase 3: Administration

Ambulance Parking Lot: Fill the rest of the ambulance spaces per player count with ambulances and random white and yellow patients from the supply, each with an ambulance.

Urban Design

Components

- 24 Urban Design cards

Setup

After returning the Bonus tiles to the box, also in reverse turn order, secretly take 1 easy, 1 medium, and 1 hard Urban Design card of your choice. Choose one as your goal, and set aside the other two, hidden.

End of the Game

If you have modules (or pillars) in at least all of the positions on your 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.
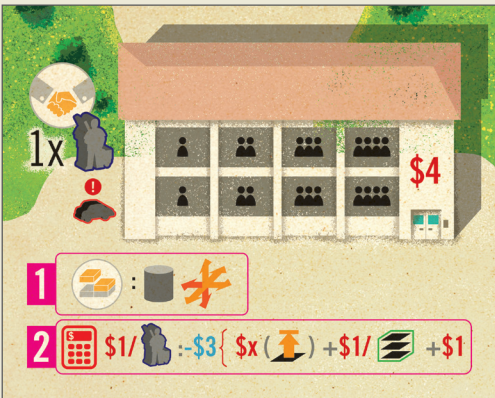
EASY   MEDIUM   HARD

Janitors

Need to move a conveyor? Your janitor has the knowhow!

Components
- 1 Maintenance Shop board
- 8 janitors

This is represented on the Maintenance Shop board with the following icons:

Setup

Place the Maintenance Shop near the main board.

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

Playing the Game

Phase 1: Actions

Action: Build

As usual, this lets you build 2 components; however, for each of those component builds, you may instead move a conveyor. You must already have a janitor on a module with the conveyor. Move the conveyor to any other module in the same building.

This is represented on the Maintenance Shop board with the following icons:
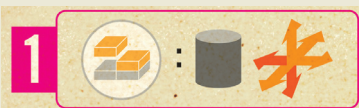
Action: Hire

Janitors are now also available to hire.

If you selected the Hire action, you may hire new employees by paying the costs indicated for their spaces. You can:

Hire either 1 doctor **or 1 janitor**, **and/or** hire either 1 nurse (from the current round's column) or 1 orderly.

Remember: Each person comes with a car you must park!

Move

Janitors can end up on any module in your clinic (but if you want them to move your conveyors, they need to be with the conveyors). They are unaffected by and have no effect on module capacity.

Note: Janitors cannot leave the clinic to take a break: Only doctors, nurses, and orderlies — bunch of snobs!

Phase 2: Business

Expenses

You must pay each janitor $1.

If you have any conveyors, you must pay to maintain the conveyor network. The cost depends on the highest floor on which you have built (f) among all of your buildings, and the number of buildings that can treat patients in your clinic: $f + $n + $1. Each janitor you have reduces this cost by $3, but not below $0.

Example: You have built 2 functional buildings, and the beginnings of a third; because the third cannot yet treat patients, we ignore it. The highest component of one functional building is on Floor 1, but the other functional building has a component on Floor 3. So, you must pay $3 + $2 + $1 = $6 in maintenance. You have hired 3 janitors, and each one reduces the cost by $3. You can't pay less than $0 in maintenance, so your maintenance is free this round....

This is represented on the Maintenance Shop board with the following icons:
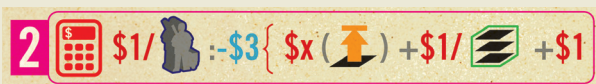
Pharmacy

You can also use pharmaceuticals to help your patients!

Components
- 1 Pharmacy board
- 25 Capsule tiles (3 red, 4 orange, 6 yellow, 12 white)
- 1 Capsule bag

Setup

Place the Pharmacy board near the main board.

Create the capsule pool by putting the following capsules in the Capsule bag, according to the number of players:

	👤	👥	👥👥	👥👥👥
💊	1	1	2	3
💊	1	2	3	4
💊	1	3	4	6
💊	2	4	8	12

Draw a certain number of capsules from the bag, according to the number of players, as depicted in Phase 3 on the Pharmacy tile. Put each capsule in the pharmacy space matching its color (which will also determine its price).

Playing the Game

Phase 1: Actions

Action: Hire

You may use this action to purchase capsules.

Instead of hiring a doctor, you may buy 1 capsule from the Pharmacy board (paying the cost shown in its column) and place it in the service hub of your choice.

Thus, if you selected the Hire action, you can:

Either hire 1 doctor or buy 1 capsule, and/or hire either 1 nurse or 1 orderly.

This is represented on the Pharmacy board with the following icons:

Move

Each nurse can pick up and carry 1 capsule at no additional movement cost, and with no other effect from carrying the capsule. The nurse must carry the capsule to a treatment room (not an operating room, and not outpatient services). The capsule will end up wherever the nurse ends their movement; the nurse cannot drop the capsule off and keep moving.

This is represented on the Pharmacy board with the following icons:

Phase 2: Business

Patient Care and Income

In a treatment room, if (and only if) there is no doctor there, a nurse with a capsule can spend the capsule to function as if the nurse were a doctor the same color as the capsule. This means the following:

If the capsule color matches the patient color, the nurse can simply spend the capsule to treat the patient.

If the colors differ, you must have 1 additional nurse there for each color the capsule differs from the patient.

This is represented on the Pharmacy board with the following icons:

Example: You can treat an orange patient with a yellow capsule, but you will need a total of 2 nurses in the treatment room: 1 to administer the yellow capsule + 1 to compensate for the color difference of yellow to orange.

Phase 3: Administration

Remove any unbought capsules still in the pharmacy from the game. They have expired.

Draw a certain number of capsules from the bag, according to the number of players, as depicted in Phase 3 on the Pharmacy tile. Put each capsule in the pharmacy space matching its color (which will also determine its price).

This is represented on the Pharmacy board with the following icons:

Hospice

The elderly can be a little slow moving, but meeting their needs helps you meet your fiscal goals....

Components

- 4 Hospice boards
- 16 elders

Setup

Each player: Take a Hospice board, and set it near your player board.

Place an elder on each of the 4 spaces of the hospice.

Playing the Game

Phase 1: Actions

Move

Elders cannot use the helipad.

Elders do not come with cars!

How Much Time It Takes a Person to Move

Moving an elder from the hospice to an entrance takes 2 time, rather than 1.

Moving an elder in your clinic to an adjacent space takes 2 time, rather than 1.

This is represented on the Hospice board with the following icons:

Module Capacity

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

Phase 2: Business

Patient Care and Income

You can only treat an elder in a treatment room (not an operating room, and not outpatient services), and only a treatment room that has no other patients in it whatsoever (not even another elder); however, the treatment room can be adjacent to any service hub.

A doctor cannot treat an elder.

Any number of nurses can treat an elder, regardless of whether a doctor is present.

Each successfully treated elder generates $10 income for you, 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**).

Going Home

Remember: Elders do not come with cars. So, each successfully treated elder simply leaves the game and goes home.

Expenses

Each elder in your hospice earns you $2, which you add to your income for the round; thus you will be allowed to use this money to buy popularity.

End of the Game

Each elder in your hospice dies: −5 popularity each.

The Business Phase rules, as well as the end game scoring penalty, are represented on the Hospice board with the following icons:

The Virus

You have so many new patients waiting to be admitted! With increased stress comes reduced immune response, making them especially vulnerable to contagion... but you're running a clinic, so more illness means more income, assuming you can manage it!

Components

- 1 Virus board
- 5 Virus tiles
- 14 patients (8 orange, 6 red)

Setup

Place the Virus board near the main board.

Place the Virus tiles on the allocated spaces on the Virus board according to the player count. Return the rest to the box.

Playing the Game

Phase 1: Actions

[New] Contagion

Before Move, do the following for each service available in the game:

Count the total number of patients across all players' pre-admissions for that service.

If the total is greater than 2 per player, place a virus at the left end of the row for that service on the appointments notepad.

This is represented on the Virus board with the following icons:

Phase 3: Administration

For each service that has a virus to the left of its row on the appointments notepad, do the following:

Each patient associated with that service (whether in a treatment room or operating room in your clinic, in your pre-admissions, or merely having an appointment scheduled) worsens two levels: red dies, orange dies, yellow becomes red, white becomes orange.

Remember: For each patient in your clinic that dies, you get −5 popularity, and their car goes back to the parking lot on the main board.

Remove the virus from the notepad, and return it to the Virus board.

This is represented on the Virus board with the following icons:

Pillars

Pillars provide creative architects alternatives for suspending higher floors.

Components
- 1 Pillars board
- 8 pillars

Setup
Place the Pillars board near the main board.

Pile the pillars on the empty space at the top of the pillars board.

Playing the Game

Phase 1: Actions

Action: Build

Another component you can build is a pillar, whose cost is the floor on which you wish to build it (f) plus $2: $f + $2. In addition to being able to build this as a normal component, once per round as part of a Build action you may build a pillar in addition to the normal 2 components (you must still pay for it).

Example: During your build action, you pay $2 to build a pillar on the ground floor as a bonus build. Then you build a module above that on Floor 1 as your first component. For your second component, you build another pillar above the new module; building the pillar on Floor 2 costs $4.

This is represented on the Pillars board with the following icons:

$$1/\circlearrowright : +\blacksquare$$
$$\$x\ (\rule{1em}{0.3em}) + \$2$$
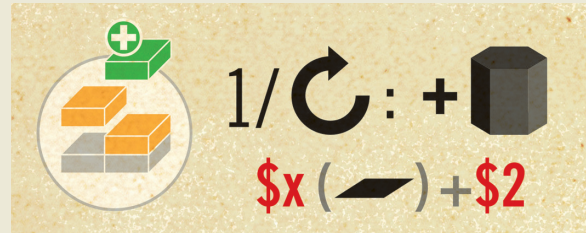
You can only build pillars in three types of places:

- Ground floor spaces with nothing in the middle (no module in the space, no parking, no garden; however, cars parked on the streets around it are fine).
- Atop another pillar.
- Atop a module.

Note: You can build modules atop pillars. In fact, it's their whole purpose!

This is represented on the Pillars board with the following icons:
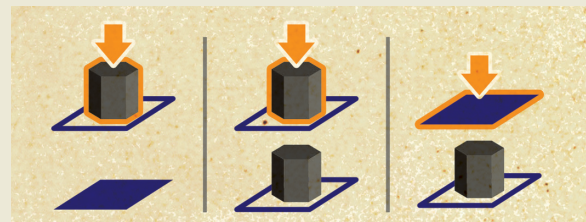
If you are also playing Urban Design, remember that pillars count (just like modules) toward fulfilling the required shape of your clinic.

Satellite TV

9 out of 10 doctors report greater profit — that is, satisfaction from their patients with regular doses of satellite television. A satellite dish will supply international programming for all treatment rooms straight down from it.

Components
- 1 Satellite Dish board
- 10 Satellite Dish tiles

Setup
Place the Satellite Dish board near the main board and stack the satellite dishes nearby (close to the Helipads).

Playing the Game

Phase 1: Actions

Action: Build

A satellite dish has the same construction rules and cost as a helipad: It must be built in the empty space atop a module, but no construction is allowed atop the satellite dish.

Phase 2: Business

Patient Care and Income

Each patient treated in a treatment room (not an operating room, and not outpatient services) with a satellite dish somewhere straight up from it earns you an additional $3. This is in addition to any bonuses from adjacent gardens and extinguishers..

This is represented on the Satellite TV board with the following icons:

$$2 \quad +\ \$3/\text{🛏}$$

Underground Utility Work

You acquired a beautiful plot of land for your clinic, but now you understand how you got it so cheaply: Before you can even break ground, underground utility work has begun, rendering certain parts of your property unusable. Not only can you not build where they're working, their construction barriers have also made it impossible to park alongside their work zones!
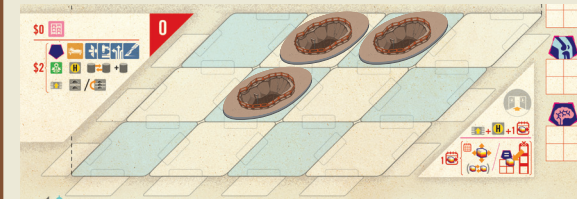
Components
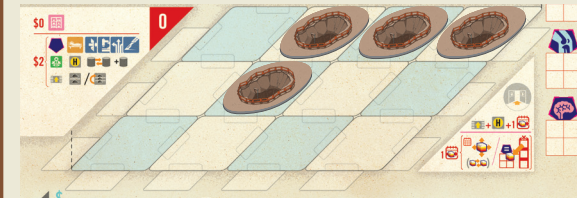- 16 Underground Utility Work tiles

Setup
Agree on a utility work scenario (below) to play. Because the scenarios vary in difficulty (the more spaces blocked by utility work, the harder the scenario), you can agree to have more experienced players work with harder scenarios than the others.
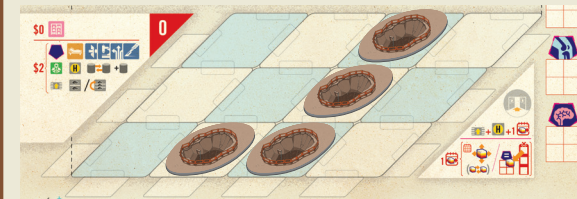
Playing the Game
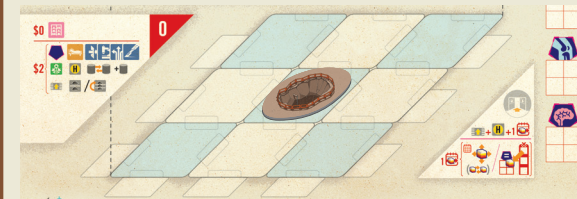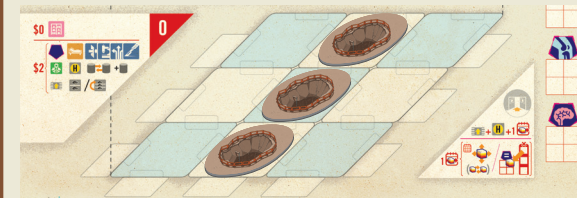
Phase 1: Actions

Action: Build

You cannot build anything on a space where there is underground utility work.
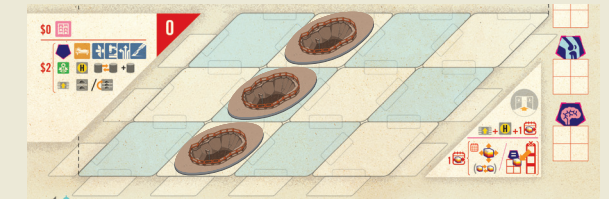
Action: Admit Patients

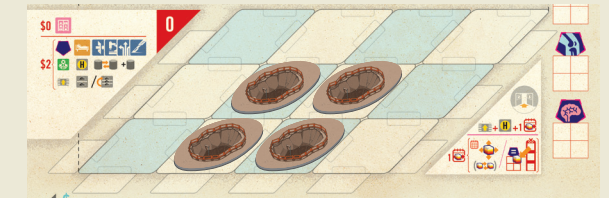You cannot park cars on streets that touch underground utility work.

Move

People can neither walk through nor jump over underground utility work; they must walk around, which takes more time. They can, however, use a pair of conveyors that would transport them across underground utilitiy work!
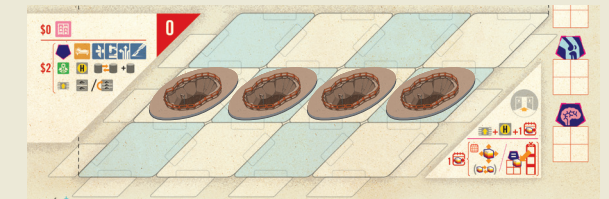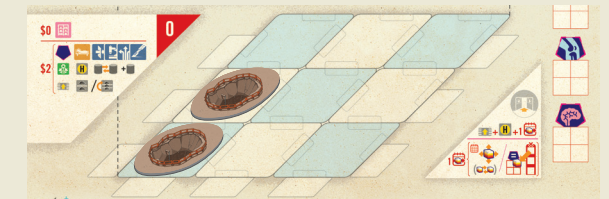
Scenario 1

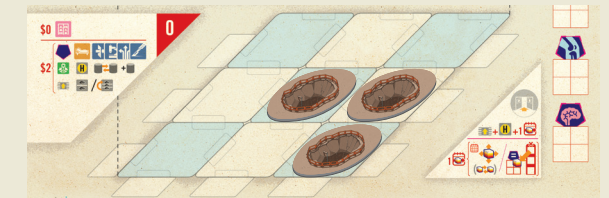### Scenario 2

Scenario 3

Scenario 4

Scenario 5

Scenario 6

Scenario 7

Scenario 8

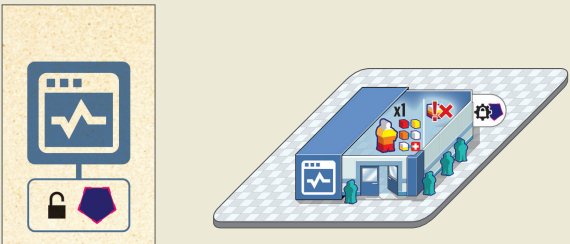### Scenario 9

Scenario 10

ICU: Intensive Care Unit

The ICU is a new special module, which can treat patients more quickly.

Components

- 1 ICU extension tile
- 3 Special Module tiles (Intensive Care Unit)

Setup

Place the ICU board near the main board.

Stack a certain number (see table below) of ICUs to the left of Special to form a display. Return the others to the box.

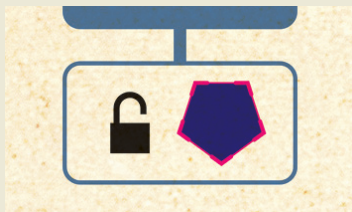| 👤	👥	👥👥	👥👥👥
[you still get 1 each of 2 different random special modules]	1	2	3

Playing the Game

Phase 1: Actions

Action: Build

To use the ICU, it will need to be adjacent to a service hub on the same floor, and it will only treat patients in need of this service.

This is represented on the ICU board with the following icon:

Move

Module Capacity

ICU:
1 doctor, 1 patient (correct service), any number of nurses

Phase 2: Business

Patient Care and Income

If the ICU is adjacent to a service hub on the same floor, it can treat patients in need of this service.

In your ICU, assign a doctor there to the patient, and a number of nurses to the doctor. If the doctor's color matches the patient's color, no nurses are necessary; however, the doctor needs 1 nurse for each color the doctor differs from the patient.

Note: If you have the appropriate staff in the ICU, you cannot neglect the patient; you must treat them.

If the patient has the correct combination of doctor and nurses assigned to them, the patient is successfully treated (and you will get paid), improving their condition 2 levels: white is cured and goes home, yellow is cured and goes home, orange becomes white and stays there, red becomes yellow and stays there. Otherwise, treatment is a failure (and you will not get paid).

This is represented on the ICU module tile with the following icons:
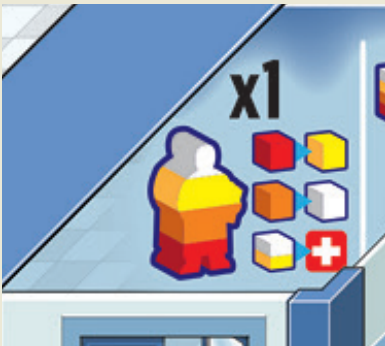
Phase 3: Administration

Clinic / Pre-Admissions: Each patient on your player board worsens as usual, unless the patient is in the ICU. **A patient in the ICU does not worsen.**

This is represented on the ICU module tile with the following icons:

Obstetrics

The wail of the siren! The wail of the mother in labor! The wail of the newborn, breathing its first breath! It all sounds a lot like a new source of income....

Components

- 1 Obstetrics board
- 3 pregnant women

Setup

Place the Obstetrics board beside the main board, near the University. Place the pregnant women on the spaces on the right side of that board.

Doctor Display

The first player selects how many pregnant women will come into play in Round I and places them, starting with the rightmost available space (depending on player count), on the University. Then draw doctors to fill the remaining University spaces left of them, as usual.

Playing the Game

Phase 1: Actions

Action: Hire

Instead of hiring (and instead of buying a capsule), you may rush a pregnant woman (that is, if you can park her car) from the University to an entrance or helipad attached to your Clinic. **There is no cost to do this.** If you do so, immediately gain 1 popularity.

This is represented on the Obstetrics board with the following icons:

[New] Bad Publicity

Before Move, the player with the **most** popularity (i.e. last in the turn order) gets –2 popularity for each pregnant woman still in the University, and they go home. Return them to the Obstetrics board.

This is represented on the Obstetrics board with the following icons:

Phase 2: Business

Patient Care and Income

You can "treat" a pregnant woman in a treatment room. She requires 1 white doctor and 1 yellow doctor. As usual, nurses can compensate for color differences.

Example: 2 yellow doctors and 1 nurse can deliver a baby.

If you "treat" the pregnant woman, you earn $10, plus any garden, satellite TV, or extinguisher bonuses that would normally be applicable. Then she goes home, as usual. Return her to the Obstetrics board.

If you fail to treat the pregnant woman, you get –2 popularity, and she goes home, as usual, no thanks to you. Return her to the Obstetrics board.

This is represented on the Obstetrics board with the following icons:

Phase 3: Administration

University: The player with the least popularity (i.e. first in turn order) selects how many pregnant women will come into play in the following round and places them, starting with the rightmost available space (depending on player count), on the University. Then draw doctors to fill the remaining University spaces left of them, as usual.

This is represented on the Obstetrics board with the following icons:
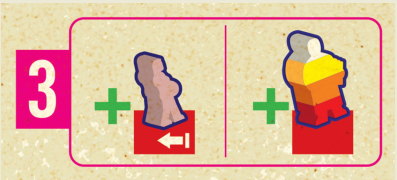
WOODEN PIECES

Janitor

Elder

Pregnant Woman

Ambulance

Pillar

TILES

Capsule
(any colour)

Capsule
(white)

Capsule
(yellow)

Capsule
(orange)

Capsule
(red)

Virus

ACTIONS

Bonus build
(does not count as one of your two builds)

Hospice

The highest floor you have built on