Introduction

This game is a Nano9 version of Clinic Deluxe Edition. It has been designed to provide the same feeling as playing a game of Clinic but without the setup, and without the other players... all with just 9 cards, 9 dice, and 9 cubes! Each game lasts less than 30 minutes, perfect for a lunch break in the clinic cafeteria!
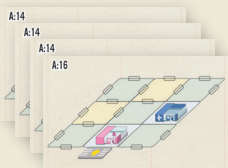
Components

Cards
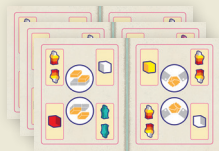
1 Track card

1 Care Plan card

4 double-sided Floor cards

4 double-sided Action cards

Cubes

9 cubes in 7 colors:

1 black Car cube

1 black Parking cube

1 yellow Time Spent cube

1 green Money cube

1 blue Popularity cube

2 light gray Conveyor cubes

1 natural Orderly/Nurse cube

1 dark gray Unselected Action cube

Dice

9 dice in 5 colors:

1 natural Round die

1 green Garden die

1 mauve Entrance die

1 light gray Pillar die

5 brown Doctor/Patient dice

Goal of the Game

Build a clinic; hire nurses, orderlies, and doctors; admit patients to earn money and popularity, gambling on how much time you can take to cure ill patients. Satisfy the victory condition, which you choose before you start, to win the game!

Anatomy of the Cards

Track Card

This one card tracks time spent, popularity, money, the number of treated patients you have, the number of cars in your parking lots, and the number of parking spaces.
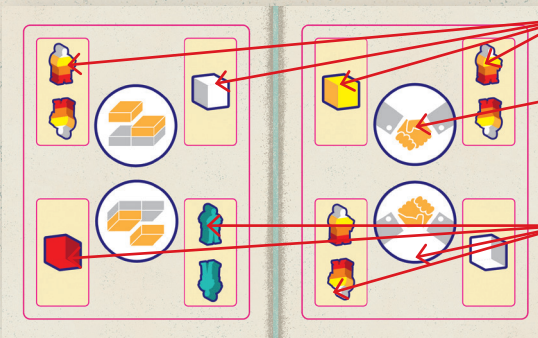

Car cube

Parking Lot cube

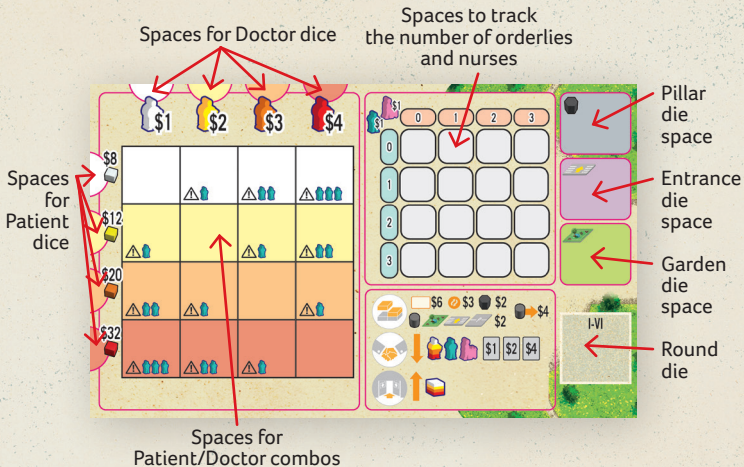Negative popularity for time spent

Action Cards

Icons on the top of the card

Action performed

Icons on the bottom of the card

Care Plan Card

Spaces for Doctor dice

Spaces to track
the number of orderlies
and nurses

Pillar
die
space

Entrance
die
space

Spaces
for
Patient
dice

Garden
die
space

I-VI

Round
die

Spaces for
Patient/Doctor combos

Floor Cards

Number of parking spaces

Parking spaces

A:14

Empty
module
spaces

Card
side

Modules
already
built

An entrance
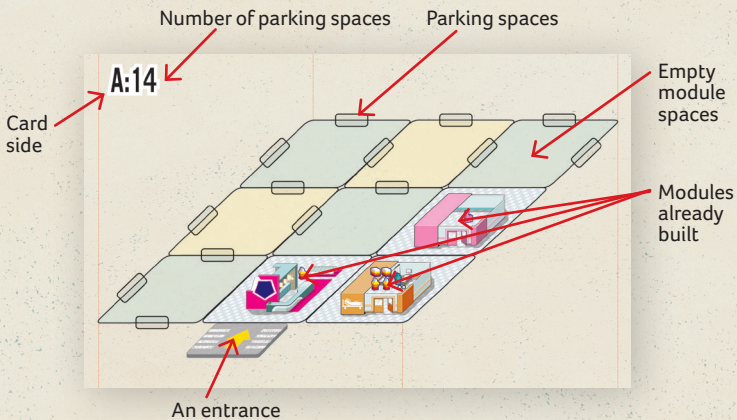
A Few Crucial Gameplay Concepts

Staff Icons

These icons appear in matrices on the Care Plan card. In Clinic Deluxe, these staff members were represented by meeples that you moved around your clinic. In Clin9ic, you will simply keep track of how many of each you have in their respective matrix.

There are 3 Staff Icons:

- The cyan Nurse icon
- The pink Orderly icon
- The multicolored Doctor icon

Their color indicates their skill level, or more practically speaking, the ideal patient for them. White doctors can treat white patients with no help; orange doctors can treat orange patients with no help. Nurses bridge the difference in color between doctor and patient.

Patient Icons

In Clinic Deluxe, patients were represented by cubes that you moved around your clinic. In Clin9ic, you will keep track of how many of each you have in the Doctor/Patient matrix.

There are 4 colors of patients; their color indicates the severity of illness, ranging from white (the least ill), to yellow, to orange, to red (the most ill).

How to Track the Number of Patients, Doctors, Orderlies, and Nurses

The Care Plan card uses dice and cubes to keep track of a lot of information.

You have 5 **brown** Doctor/Patient dice to track how many doctors and patients of each color you have in your clinic. If you have as many doctors of a given color as patients of the same (or another) color, you can place one die at the intersection of the doctor column and patient row. If you have different numbers of each, you will need another die for the remainder; you will place it at the top of the column if you have "too many" doctors, and at the left of the row if you have too many patients. The sum of the dice in each column indicates how many doctors of that color you have.

The sum of the dice in each row indicates how many patients of that color you have.

You use 1 **natural** Orderly/Nurse cube to track the number of nurses and the number of orderlies in their matrix. The column it's in indicates the number of orderlies you have. The row it's in indicates the number of nurses you have.

How to Track the Number of Entrances, Gardens, and Pillars

You have 1 die to track the number of pillars your clinic has, 1 die to track the number of gardens your clinic has, and 1 die to track the number of entrances your clinic has. For example, if your clinic has 2 gardens, set the Garden die to show its 2 face.

You still have 2 unused Doctor/Patient dice

You don't have any gardens or pillars: The Garden die and the Pillar die are unused

This die means that you have 1 white doctor assigned to 1 white patient.

You have 2 entrances to your clinic

You have 2 orderlies and 1 nurse

This die means that you have 1 red patient with no doctor

The Round die shows that it's Round 3.

This die means that you have 1 yellow doctor assigned to 1 orange patient

CONCLUSION:
In your clinic you have:

1 white patient
1 orange patient
1 red patient
1 white doctor
1 yellow doctor
2 orderlies
1 nurse
… which means you have 8 cars!

How to Build Modules With Only Dice, Cubes, and Cards

You don't physically build Module tiles. Modules are already printed on the Floor cards; other components can be added during the game:

- Track parking spaces with the Parking cube:
- Track the number of cars with the Car cube:
- Track the number of entrances with the Entrance die: each time you build one, simply increase the die value by 1.
- Track the number of gardens the same way with the Garden die:
- Track the number of pillars the same way with the Pillar die:

Cars

Track the number of cars at your clinic using a black cube on the Track card. Each patient comes with a car; each staff member comes with a car. At all times, your clinic will have a number of cars equal to the number of staff + the number of patients. This number of cars determines how many parking spaces your clinic must have (see below).

Parking Spaces

Each thin rectangle between parallelogram spaces on your ground floor is a parking space (the total is indicated in the card's upper-left corner). You will be able to build parking lots to provide more parking. Your parking spaces limit how many patients you can admit and staff members you can hire. With nowhere to park, they simply leave your clinic!

You must strive to keep your Parking cube at least as far along the track as your Car cube at all times. Your Car cube cannot surpass your Parking cube; instead, the excess patients/staff simply go home.

- If both cubes are in the same space, that means your parking is full.
- If the Parking cube is further along than the Car cube, you still have free space to park new cars: The excess is the number of free parking spaces remaining.

Note: Both your Car cube and Parking cube are black. This is not a problem because you simply are not allowed to have more cars than parking spaces. Thus, the Car cube will always be on a number less than or equal to the Parking cube. Whichever black cube is further along is the Parking cube; the other is the Car cube. If they're on the same space, it doesn't matter which (*if this makes you itch, perhaps you should get evaluated for OCD in your clinic...*).

How to Build More Floors in 3D

You don't physically build floors. You start the game with Floor-1 represented by a Floor card with its A side showing.

During the game, you will be able to upgrade Floor-1 by flipping it to its B side, and to build more floors onto your clinic by adding new Floor cards. Each A-Floor can be upgraded to a B-Floor (just pay and flip the card).

The illustration to the right depicts a clinic with 4 floors. Floor-2 has been upgraded!

A:16

Floor-4

A:14

Floor-3

B:11

Floor-2

A:14
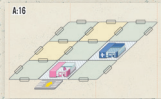
Floor-1

Treatment Rooms

These orange modules are where your doctors and nurses will treat most of your patients. Each treatment room provides space to treat 2 patients each round, and thus can host 2 patients, 2 doctors, and up to 3 nurses. Treating a patient is the only way to earn money; and you can spend money to gain popularity, which is the main goal of the game!

Service Hubs

In this game, each service hub must be staffed by 1 doctor, and serves no other purpose (other than structural; see **Pillars**).

Supply Rooms

These pink modules provide the supplies that enable your treatment rooms to be useful. Each supply room can host 1 orderly. Each orderly reduces your per-round upkeep by $3.

Special Modules

These blue modules have a range of special abilities and functions to help you run your clinic more effectively. Special modules usually break the rules in some way, and offer you more choices and opportunities.

There are 4 Special Modules in Clin9ic:

- Operating Room:
- Laboratory:
- Triage:
- Outpatient Services:

Special modules are usually on the **B** side of the Floor cards.

Conveyors

Conveyors move staff and patients around your clinic faster. In Clin9ic, you have just 2 conveyors, represented by 2 Conveyor cubes. You will put them on Floor cards when you move staff and patients. They can help you reduce the time spent, which in turn keeps your popularity higher.

Pillars

As you add floors to your clinic, each module must be supported by something below it at the same coordinates. Ideally, this will be a module beneath it; however, when there is no module beneath it, you will instead need to use a pillar to support the module on the new floor. Tracking this is simple in Clin9ic: At the end of the game, you will need to have 1 pillar for each higher-floor module with no module directly beneath it on the floor below it.

Example:

Floor-3

Floor-2

Floor-1
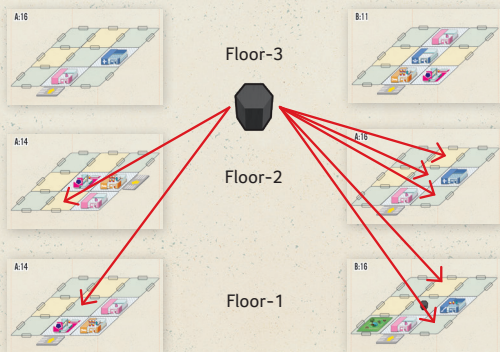
*This clinic needs **2** pillars because there are two modules with no module supporting them from below.*

*This clinic needs **5** pillars because there are empty spaces beneath each unsupported module!*

Gardens

Each garden pleases the patients. Happy patients pay more for the nicer view at your clinic!

Setup

1. Select **1 random Floor card** to be Floor-1 of your clinic. Place it **A** side up in front of you.
2. Shuffle the **other 3 Floor cards** and place them A side up, off to the right.
3. Place the **Care Plan card** near the upper-right corner of your clinic. Populate it as follows:
   a. Place **1 brown Doctor/Patient die** in the Doctor/Patient matrix at the intersection of the **white doctor** and **white patient**, with its value set to 1: You start the game with 1 white doctor and 1 white patient.
   b. Leave the **other 4 brown Doctor/Patient dice** to the left of this card, near the Doctor/Patient matrix, but **not on it**.
   c. Place the **mauve Entrance die** on the Entrance space, with its value set to 1: You have 1 entrance to your clinic.
   d. Set the **green Garden die** and **gray Pillar die** aside to the right of this card: You have 0 gardens and 0 pillars.
   e. Place the **natural cube** in the Orderly/Nurse matrix at the intersection of **0** orderlies and **0** nurses: You start the game with neither orderlies nor nurses.
   f. Place the **natural Round die** on the Round space (it's square, not round, but it tracks which round of the game you're in), set to **1**.
4. Place the **Track card** near the upper-left corner of your clinic. Populate it as follows:
   a. Place the **green Money cube** on **15**: You start the game with $15.
   b. Place **1 black cube** as your **Parking cube** on the number indicated after "**A:**" in the upper-left corner of your Floor card. This is how many parking spaces you have.
   c. Place **1 black cube** as your **Car cube** on **2**, because the only people in your clinic right now are 1 white doctor and 1 white patient.
   d. Set aside the **2 light gray Conveyor cubes**.
   e. Place the **gray Pillar die** near the **Action cards**: You have 0 pillars.
5. Take the **3 Action cards** and flip some of them to randomize which side is up. Place them in a stack beside the stack of Floor cards.
6. Choose a **victory condition** and a **difficulty level** from the table on the opposite page:

| Victory Condition	Easy	Medium	Difficult	Additional Setup
Number of Treated Patients	14	16	18	Place the **dark gray cube** on the **0** space of the track as a **Treated Patients** cube.
Number of Doctors	8	10	12	—
Number of Skilled Doctors*	6	8	10	—
Number of Staff	12	14	16	—
Popularity	45	60	75	Place the **yellow Time Spent cube** and **blue Popularity cube** on **0** of the track.

* Skilled doctors are all the doctors who are not white.

If you choose Difficult, return 1 **brown** die to the box: You only get to use 4 of them!

For Example: If you want to play the Popularity victory condition at the Difficult level, only use 4 **brown** *dice (return the 5th to the box) and place the* **yellow** *Time Spent cube and* **blue** *Popularity cube on* **0** *of the track. You win the game if you reach 75 popularity.*

Setup Example:
* If you choose this victory condition
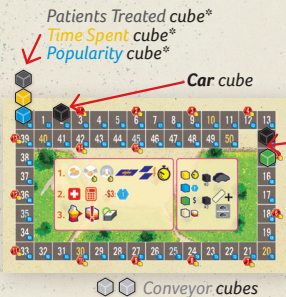
*Pillar and Garden dice
(You don't have any gardens
or pillars: The Garden die and the
Pillar die are unused so far)*

*Die on face 1
means you have
1 white doctor and
1 white patient*

Patients Treated cube*
Time Spent cube*
Popularity cube*

Car cube

Parking cube
Money cube

Conveyor cubes

*4 Doctor/Patient
dice for later use*

You have 1 entrance

Round 1

A:14

A:16

*Floor
card stack*

Your entrance

Floor card

Action card stack

11
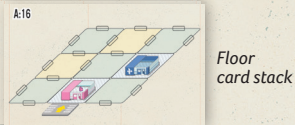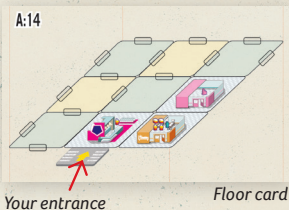
Playing the Game

The game lasts 6 rounds, each of which comprises the same sequence of phases:

Phase 1: Actions
Phase 2: Business
Phase 3: Administration

Phase 1: Actions

Arrange Your Actions

In this phase, you will use all 3 Action cards. Depending on how you arrange them, you will be able to perform different actions, possibly even the same action several times.

- Shuffle the 3 Action cards (but do not flip any over) and place them in a neat stack (no peeking!) on the right side of your Floor cards.

- Take the first Action card and place it below your Floor-1 card.
  - You are allowed to:
    - rotate it 180° (i.e. use the top or bottom).
    - look at the top Action card that is still on the stack to help you decide how to rotate this Action card.
  - You are not allowed to:
    - flip the Action card to its other side.
    - look at the 3rd Action card (the one that is still buried).

- Take the second Action card and place it overlapping or underlapping the **right** side of the first Action card.
  - You are allowed to:
    - rotate it 180° (i.e. use the top or bottom).
    - look at the top Action card that is still on the stack to help you decide how to rotate this Action card.
  - You are not allowed to:
    - flip the Action card to its other side.

- Take the third and final Action card and place it overlapping or underlapping the **right** side of the second Action card.
  - You are allowed to:
    - rotate it 180° (i.e. use the top or bottom).

At the end of this Arrange Your Actions process, you have an overlapping row of Action cards showing 4 sections (see example on next page).
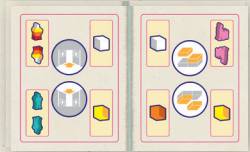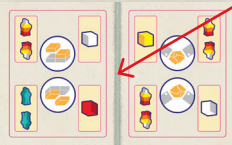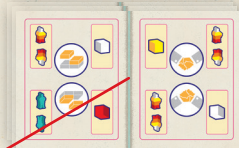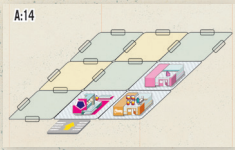
First Action

You draw the first card of the Action Card stack and put it below your Floor-1 card. You may rotate it; however, you choose not to, in this example.

Second Action
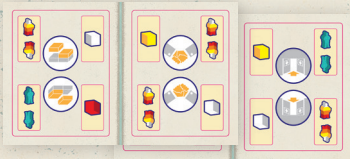
You take the second Action card from the stack, and you must place the left part of this card overlapping or underlapping the first Action card. You may rotate it before you do so.

In the example, you choose to rotate it and to underlap the first Action card, hiding the left section of this second card.

Third Action

The 4 sections at the end of Arrange Your Actions.
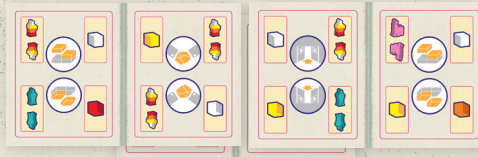
You draw the last Action card and you must use the left section of this card to overlap or underlap the second Action card. You may rotate it first.

In the example, you chose to rotate it and overlap the second Action card, hiding the right section of the second Action card.

Select Your Action Trio

Now you have 2 options to perform 3 Actions:

- Use the left 3 sections (1-2-3) and forfeit section 4 for this round.
- Use the right 3 sections (2-3-4) and forfeit section 1 for this round.

The actions are the circular icons, detailed further along in these rules: Build, Hire, Admit Patients. You use the right-side-up actions depicted in the upper half of the sections (in the Clin9ic base game, they're the same as the upside-down actions, but who knows what the future holds). Your choice determines not only which actions you can perform, but also the cost of hiring new staff, and the number of patients you can admit.

Perform the 3 actions (the left 3 or the right 3) **left to right**, which could involve performing the same action more than once per round. You might want to cover the forfeited section with the dark gray cube (*If you play with the normal victory condition [the Popularity victory condition], you still have this 9th cube. But if you play the Patient cube victory condition, you'll already be using it elsewhere*), to remind yourself that you are performing the other 3 actions.

We will explore this further in the respective action sections below, but when you rotate your Action cards, you will want to bear the following in mind:

- When you **Admit Patients**, you will only consider the icons at the **top** of the cards.
- When you **Hire** new staff, you will only consider the icons at the **bottom** of the cards.
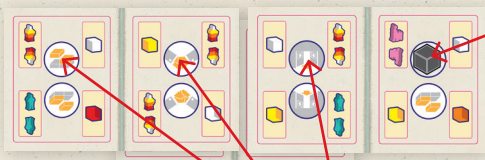
You choose the left 3 actions. Put the dark gray cube on this card as a reminder not to perform this action.

Continuing from the previous example:
You choose the left 3 actions.
You will perform the following actions in this order (i.e. left to right):
- *Build*
- *Hire (from the bottom Staff icons)*
- *Admit Patients (top Cube icons)*
(Ignore the upside-down actions.)

The Actions

Action: Build

Each time you spend money, you must reduce your green Money cube on the Track card by the number of dollars spent. If you don't have enough money to pay for a component, you cannot build the new component and the rest of your Build action goes to waste. Each Build action lets you build up to 2 components from the following (you are allowed to choose the same component twice):

Entrance
Cost: $2

You start the game with 1 Entrance, indicated on the Care Plan card by the [•]. When you build an entrance, increase the die's value by 1 (max 6).

Parking Lot (2 Parking Spaces)
Cost: $2

Your Floor-1 card indicates the number of parking spaces with which you start the game, which you marked on the Track card, using the black Parking cube. When you build a parking lot, increase the black Parking cube by **2**.
Remember: Of the 2 black cubes, your Parking cube is never behind your Car cube.

Garden
Cost: $2

You start the game with no gardens (your Garden die is still to the right of your Care Plan card). The first time you build a garden, place the Garden die on the Garden space set to [•]. Otherwise, increase the die's value by 1 (max 6).

At the end of the game, each pre-printed garden above Floor-1 must have a garden on each floor below it. You won't need to keep track of their locations; you simply need to have bought/built enough.

Conveyor/Helipad
Cost: $2; $4 to move the pair

You start the game with 2 Conveyor cubes in your supply. Place a Conveyor cube onto a pre-printed module in your clinic. If you have already placed both Conveyor cubes, instead pay $4 to move each of them to any pre-printed module.

Note: If you have a Conveyor cube on a topmost module of your clinic (i.e. no pre-printed modules are above it), that Conveyor cube can also serve as a **helipad**. See **Move**, p. 22 for more details.

Floor

You can use this action either to build a new floor, which will be a new Floor card, Side A up, or to upgrade a floor, which will involve flipping an existing Floor card from Side A to Side B.

Building a New Floor

Cost: $6

Add the top card of the Floor stack to your clinic by placing it just above the existing floors of your clinic. It is fine if some of the new card's pre-printed modules have no module below them: You will be able to build Pillars before the end of the game to fix this architectural issue (*it's very good scaffolding*).

- Do not increment your Parking cube (ignore the number of parking spaces on the new card): Only Floor-1's parking spaces are usable.
- Each floor provides an entrance, so increment your Entrance die by 1.
- If you see a garden on the new Floor card, increment your Garden die by 1.
- If you now have a new printed module above a gray Conveyor cube that had served as a helipad, it no longer works as a helipad... until you move the Conveyor cube atop a top-floor module once again.

Upgrading a Floor

Cost: $3 (+$2 per parking lot you need to build if upgrading Floor-1, and its B side doesn't have enough parking spaces for your cars)

Flip a Floor card that is already in your clinic from its A side to its B side.

- B sides usually have more printed modules, are more likely to have gardens, very useful special modules, or even pillars.
- You are allowed to peek at the B side before upgrading to see if this particular B side is what you want.
- If you flip your Floor-1 card, update your Parking cube to match the number of parking spaces indicated on the upper-left corner of the card.
  - If this would cause you to have insufficient parking spaces, you must immediately (as a bonus action) build parking lots for $2 each until you have enough parking (see **Parking Lot** on previous page).
  - If you cannot afford to do this, you cannot upgrade Floor-1 at this time.
- Update your Garden die based on the changes from the A side to the B side.
  - If the B side adds a pillar, update your Pillar die.

- If you now have a new printed module above a gray Conveyor cube that had served as a helipad, it no longer works as a helipad until you move the Conveyor cube — or build another one — atop a top-floor module once again.

After upgrading, you will have new and/or different things depicted on the Floor card, which could include the following:

- A new garden: Increment your Garden die.
- More treatment rooms: No need to track them; you will check how many you have when you do the Care phase.
- More Supply rooms: No need to track them; you will check how many you have when you hire new staff.
- New blue special modules:
  - **Operating Room**: This works as a half treatment room with a nurse built into it (Care phase).
  - **Laboratory**: Allows 1 doctor to gain 2 color levels (Admin phase): red stays red, orange becomes red, yellow becomes red, white becomes orange.
  - **Triage**: Reduce your total time spent during each Action phase by 3.
  - **Outpatient Services**: Treat any patient with any doctor (but you earn less money this way) and reduce your time spent by 1.

Pillar
Cost: $2
The first time you build a pillar, place the Pillar die on the Pillar space set to ⚀ . Otherwise, increase the die's value by 1 (max 6).

Hire

For this action only, look at the Staff icons (and only the Staff icons) in the lower half of the 3 chosen actions — let's call them *sections* — left to right. Each section depicts 2 boxes: one on the left, one on the right. You must consider these in order from left to right (the leftmost is the 1st).

- If you have 1 entrance, you can only hire the staff depicted in the 1st box.
  - Each Staff icon permits you to hire **one** of that type of staff.
  - If the boxes you can reach do not include any Staff icons, you cannot hire anyone.
- If you have 2 entrances, you can only hire the staff depicted in the 1st and 2nd boxes.
- If you have 3 entrances, you can only hire the staff depicted in the 1st through 3rd boxes … and so on until you have 6 entrances.
- Each staff member hired from the 1st section costs **$1**.
- Each staff member hired from the 2nd section costs **$2**.
- Each staff member hired from the 3rd section costs **$4**.
- Your clinic must have space for each staff member you hire; see **Move** for each staff type to see where they can be, and thus how many your clinic can host.
- If you hire a multicolored doctor, you can choose which doctor color you hire! *Excellent!!!*
- Each staff member comes with a car, so as you hire, you must increment the Car cube on the Track card. If the Car cube reaches the Parking cube, that is the last car you can park in your Clinic, and you must immediately stop hiring! Your Car cube can never be farther along than your Parking cube!
- You must register each staff member you hire on your Care Plan card.
  - Track your **doctors** with the **brown** dice in the Doctor/Patient matrix of the Care Plan card.
  - In Easy and Medium mode, you can use all 5 dice; in Difficult mode, you can only use 4 dice.
  - For each doctor you hire, you can either increment an existing die by 1 (max 6), or add a new die (if you had 0 of that type).

*Example: You have 2 white doctors, indicated by the **brown** die set to 2 on the top of the white doctor column. You hire 1 white doctor and 1 yellow doctor. Increment the **brown** die at the top of the white doctor column to 3. Add a **brown** die to the top of the yellow doctor column, set to 1.*

- You can combine a die you used to track doctors with a die you used to track the same number of patients, thus liberating a die for other uses.

*Example: You have 2 orange patients, indicated by the **brown** die set to 2 on the left side of the orange patient row. You have 1 yellow doctor, indicated by the **brown** die set to 1 on the top of the yellow doctor column. You hire 1 yellow doctor; now you have 2. Rather than incrementing the die at the top of the yellow doctor column, move the 2 from the left of the orange patient row into the yellow doctor column (keeping it on the same row), and remove the die at the top of the yellow doctor column. From its row and column, you can tell that this 2 means that you have 2 orange patients and 2 yellow doctors.*

- You can have more than 6 doctors of a color: Just use a 2nd **brown** die to track the doctors beyond 6 that you have.

*Example: You have 5 white doctors, indicated by the **brown** die set to 5 on the top of the white doctor column. You hire 2 more. Increment the die to 6, and add a 2nd die set to 1.*

- If you cannot find a way to track your new doctor on the Care Plan card by arranging the **brown** dice, you cannot hire the new doctor, and that portion of your action goes to waste.
- If you do not have any parking spaces remaining, you cannot hire the new doctor, and that portion of your action goes to waste.
- Track your **orderlies** with the **natural** cube in their matrix of the Care Plan card.
  - For each orderly you hire, increment the **column** of the cube.
  - The number of supply rooms you have limits the number of orderlies you can have in your clinic. Each supply room can host 1 orderly.

Example: If you have 2 orderlies and 2 supply rooms, you cannot hire a 3rd orderly.

- Track your **nurses** with the **natural** cube in their matrix of the Care Plan card.
  - For each nurse you hire, increment the **row** of the cube.
  - The number of treatment rooms you have (including operating rooms) limits the number of nurses you can have in your clinic. Each treatment/operating room allows you to hire 1 nurse. So if you have 1 treatment room and 1 operating room, you cannot hire a 3rd nurse (the operating room has a built-in nurse for the Care phase, but that doesn't count as a real nurse you need to track).
  - It is not mandatory to hire all staff to which you have access. *You are the CEO and you can decide who will be best for your clinic at the moment!*
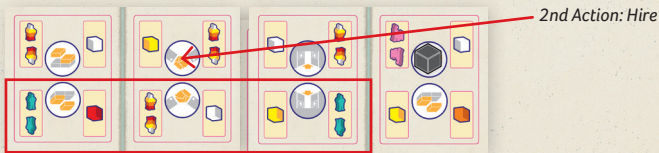
2nd Action: Hire

Continuing from the previous example:
The 3 sections provide 6 boxes as follows, from left to right:

The 1st, 3rd, and 6th boxes depict staff. To hire the nurse in box 1 would only require 1 entrance, but to hire the multicolored doctor in box 3, you'd need to have 3 entrances.

The 2nd, 4th, and 5th boxes depict patients. Because you are hiring staff, you ignore these.

If you only have 1 or 2 entrances, you can only hire the nurse. Because she is in the 1st section, you would only pay $1.

If you have 3 or more entrances, you have more opportunities, and can hire the nurse for $1 and/or the doctor for $2 (because it's in the 2nd section). You can choose which doctor color you hire!

You have 4 entrances, which means you bought 1 entrance, in addition to the 3 depicted on the Floor cards.

You have 1 white patient in the treatment room on Floor-1.

You have 1 white doctor and 1 yellow doctor. They are both working on Floor-1 in the treatment room.
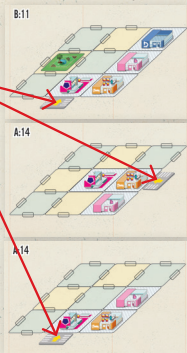
Example A: *You have 5 doctors, 1 white patient, and 1 yellow patient. But in Clin9ic, you only have 5 **brown** dice total to track both doctors and patients. You can't fire doctors, and you can't dismiss sick patients you've admitted. Sometimes this limitation prevents you from taking someone new!*

*In the case to the left, you cannot hire a 6th **brown** die to put at the top of the white doctor column. But you could hire yellow, orange, and/or red doctors by simply incrementing an existing die.*

Step 1

Example B: *(follow Steps 1-2-3-4) You have 1 yellow patient. You hire 1 yellow doctor. Normally when you hire a yellow doctor, you would add a pip (perhaps on a new die) at the top of the yellow doctor column; however...*

Step 2

*You can save a **brown** die by combining the identical numbers in the column and row: Simply move the yellow patient's 1 to the intersection of the yellow doctor column and yellow patient row. This indicates 1 of each.*

> **Note:** *The patient and doctor don't need to be the same color to combine dice; you just need to have the same number of them. So, if you have 2 red doctors and 2 white patients, you can still combine those dice... but you'll need a lot of nurses!*

Step 3

Once you have same numbers again, you can combine dice again.

Step 4

*Just increment the shared die, and then you save **two** dice!*

Example C: If you have more than 6 doctors of a given color, you can use 2 dice. In this case, you have 7 white doctors (and no patients).

Move

General Overview

Because the staff and the patients are not physically represented by meeples in your clinic, you now must learn how to move them! All staff and patients already in your clinic are considered to be at the lowest possible positions (as close to the ground as allowed); thus your new hires must move to the next-higher legal positions. This also means that you only ever spend time moving people when they first enter your clinic.

Example: If your clinic already has 4 supply rooms and 2 orderlies, the 2 orderlies must be in the lowest 2 supply rooms. If you hire a new orderly, this orderly will need to move to the 3rd supply room up.

Example: If your clinic already has 3 treatment rooms (and for this example's sake, no other modules for doctors) and 3 doctors, 2 of the doctors must be in the 1st (lowest) treatment room, because each treatment room can host 2; and 1 must be in the 2nd. As you will learn a little later, each of those 3 doctors can be in any of those 3 lowest positions; and that detail doesn't matter until the Care phase (a little like quantum superposition — maybe your patients are akin to Schrödinger's cat...). However, if you hire a new doctor, that doctor will need to move to the 2nd treatment room, filling it.

Some Concepts

- There is an entrance included on your **Floor-1** card.
  - This is where all your staff and patients will enter your clinic.
  - If you have a Conveyor cube on a topmost module of your clinic (i.e. no pre-printed modules are above it), that Conveyor cube can also serve as a helipad: another way staff and patients can enter.
  - For moving, you **never** use the pre-printed entrances on Floors-2–4.
- Move each patient / staff member as much as you like; however, this takes time, and the time adds up!

Important difference from Clinic Deluxe: In Clin9ic, **all** treatment rooms are considered functional. A treatment room does not need to be adjacent to a service hub and a supply room. If your clinic has a treatment room, it is usable!

Track Time Spent Using the Yellow Cube

As you move your staff and patients, you spend time as follows:

- 0 time to arrive at the entrance of Floor-1.
- 0 time to "teleport" from one Conveyor cube to the other (if you have built both)!
- 1 time to arrive at a Helipad.
- 1 time to move to an **adjacent** space.

Adjacent means north, south, east, west, up (same place on the floor above), or down (same place on the floor below)... but only orthogonally; diagonals are never considered adjacent. See the 6 arrows in the illustration.

After moving all staff and patients you wish to move, if you have the **Triage** special module in your clinic, reduce your total time spent this action by 3 (min 0 time spent this action).
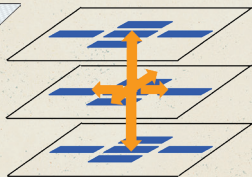
Moving a Doctor

- You only move newly hired doctors.
- If you have outpatient services, decide whether you want to use it this round (unless you've already made that choice).
- You must move the new doctors as if all doctors already in your clinic are occupying the treatment rooms, operating rooms, and service hubs (and outpatient services, if you're using it) from Floor-1 up:
  - Each treatment room hosts 2 doctors.
  - Each operating room hosts 1 doctor.
  - Each service hub hosts 1 doctor (the doctor there won't be treating patients in the Care phase, but there's no escaping administrative work).
  - Outpatient services hosts 1 doctor, if you choose to use it; 0 otherwise.
- If the lowest floor with openings for your new doctors has several options (e.g. an operating room, a service hub, and the 2nd in a treatment room), you may move the new doctors to the openings that take the least time, no matter what happened last round; however, it must still be a legal choice.

For example, you can't move both new doctors you hire to the same service hub just because it takes the least time to reach; one would go there, and the other would go elsewhere.

Tip: It is difficult to have doctors working on Floor-4, because they will only occupy these rooms/service hubs if **all** rooms and hubs of all lower floors are occupied!

Remember: When you have the blue **Outpatient Services** special module in your clinic, you must decide the first time you hire or admit patients each round whether or not to use this module during the round. If you decide to use this module, it must be filled; otherwise, skip it.

Remember: Adjust/move your **brown** dice in the **Hire** step, and move your **yellow** Time Spent cube in the **Move** step.

Example: You already have 2 doctors: 1 white and 1 orange (and 1 white patient). Floor-1 has 1 treatment room and 1 service hub; Floor-2 also has 1 treatment room and 1 service hub. Thus, the maximum number of doctors your clinic can host is (2 + 1) + (2 + 1) = 6. The 2 doctors on your Care Plan card are on Floor-1 because you must always populate the lowest floors first.

You have space to hire 4 doctors. You want to hire at least 2, because the 1st new doctor would effectively go to your Floor-1 service hub to do administrative work.

Assuming you have arranged the Action cards to hire 2 doctors, and are able to track them with your **brown** dice on the Care Plan card, you hire 2 doctors: 1 yellow, and 1 red; you add 2 **brown** dice set to 1, one above the yellow doctor column, and one above the red doctor column. If you're in Easy or Medium mode, you'd still have 1 **brown** die to spare; otherwise, 0.

Add 2 cars on the Track card with your black Car cube.

Now you must move these 2 doctors into your clinic. 1 must flesh out the 3 openings on Floor-1, then the other must move to 1 of the 3 openings on Floor-2. You move the 1st new doctor to the Floor-1 service hub (*yellow* arrow), spending 1 time. Conveniently, you'd built a Conveyor cube on Floor-2's supply room. Because there are no modules above this, it can serve as a helipad. So, you move your 2nd new doctor to the helipad, and from there to the adjacent treatment room (*red* arrow), spending 2 time: 1 to get to the helipad +1 to move adjacent.

Moving an Orderly

- You only move newly hired orderlies.
- You must move them as if all orderlies already in your clinic are occupying the supply rooms from Floor-1 up. Each supply room hosts 1 orderly.
- Nonetheless, you cannot have more than the 3 orderlies your Care Plan card can track.
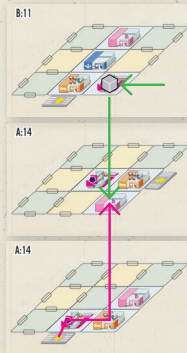
Example: You already have 1 orderly and 1 nurse on your Care Plan card. To hire a 2nd orderly, you must have at least 2 supply rooms. The 2nd orderly must move to the 2nd supply room in your clinic. You also move your cube in the Orderly/Nurse matrix from (1,1) to (2,1) (red arrow), and add a car with your black Car cube.

The orderly could spend 3 time to reach the Floor-2 supply room (magenta arrows). But you have a helipad on Floor-3, so instead, the orderly spends 2 time to get to the Floor-2 supply room that way (green arrows).

Moving a Nurse

- You only move newly hired nurses.
- You must move them as if all nurses already in your clinic are occupying the treatment rooms and operating rooms from Floor-1 up.
  - Each treatment room hosts 1 nurse.
  - Each operating room hosts 1 nurse.
- Nonetheless, you cannot have more than the 3 nurses your Care Plan card can track.

*Example: For hiring purposes, you have 3 entrances. You decide to hire the nurse for $1 and the doctor for $2; you choose an orange doctor. You pay $3, and add 2 cars on the Track card (assuming your black Car cube does not exceed your Parking cube, and you have enough money indicated by your green Money cube). You already had 1 orderly, but 0 nurses; you move your cube in the matrix from (1,0) to (1,1) (red arrow). You already had 1 white doctor and 1 yellow doctor (and 1 white patient); you add a **brown** die set to 1 above the orange doctor column.*

You must move these 2 new staff into your clinic. The nurse (blue arrows) goes to the treatment room on Floor-1. The orange doctor must go to the service hub or treatment room on Floor-1; you choose the service hub (orange arrow), which takes less time.

For movement purposes, you must use your Floor-1 entrance (if you'd had a "rooftop" Conveyor cube, you could have used a helipad, but the main entrance is closer in this case anyway). You spend 1 time to move the doctor to the service hub, and 2 time to move the nurse to the treatment room.
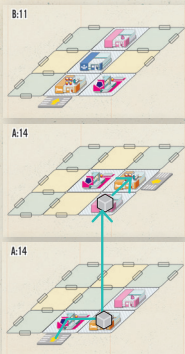
Example: *You already have 1 nurse on your Care Plan card. To hire a 2nd Nurse, you must have at least 2 treatment rooms. You must move the new nurse to the 2nd treatment room, filling the treatment rooms from the lowest floor, upward. You also move your cube in the matrix from (1,1) to (1,2) (red arrow), and also add a car with your black Car cube.*

The nurse spends 3 time to reach the Floor-2 treatment room (cyan arrows): 1 time from entrance to hub, 1 time to move to the adjacent Conveyor cube, 0 time to reach Floor-2 via conveyor, and 1 time to move to the adjacent treatment room.

Action: Admit Patients and Move

Admit Patients

For this action only, look at the Patient icons (and only the Patient icons) in the upper half of the 3 chosen actions — again, let's call them *sections* — left to right; the patients are depicted as cubes for consistency with Clinic Deluxe. Again, each section depicts 2 boxes: one on the left, one on the right. You must consider these in order from left to right (the leftmost is the 1st).

- If you have 1 entrance, you can only admit the patients depicted in the 1st box.
  - Each Patient icon permits you to admit 1 of that type of patient.
  - If the boxes you can reach do not include any Patient icons, you cannot admit anyone.
- If you have 2 entrances, you can only admit the patients depicted in the 1st and 2nd boxes.

- If you have 3 entrances, you can only admit the patients depicted in the 1st through 3rd boxes ... and so on until you have 6 entrances.
- You cannot skip a patient to take a later patient in the "queue" from left to right.
- For each patient you **could** admit that you choose not to admit, **lose 1 popularity** (adjust the **blue** Popularity cube on the Track card).
- Your clinic must have space for each patient you admit:
    - Each treatment room hosts 2 patients.
    - Each operating room hosts 1 patient.
    - Outpatient services hosts 1 patient, if you choose to use it; 0 otherwise.
- Each patient comes with a car, so as you admit patients, you must increment the Car cube on the Track card. If the Car cube reaches the Parking cube, that is the last car you can park in your Clinic, and you must immediately stop admitting patients! Your Car cube can never be farther along than your Parking cube!
- You must register each patient you admit on your Care Plan card. Track your **patients** with the **brown** dice in the Doctor/Patient matrix of the Care Plan card.
    - In Easy and Medium mode, you can use all 5 dice; in Difficult mode, you can only use 4 dice.
    - For each patient you admit, you can either increment an existing die by 1 (max 6), or add a new die (if you had 0 of that type).

    *Example: You have 2 white patients, indicated by the **brown** die set to 2 on the left side of the white patient row. You admit 1 white patient and 1 yellow patient. Increment the **brown** die at the left of the white patient row to 3. Add a **brown** die to the left of the yellow patient row, set to 1.*

- You can combine a die you used to track patients with a die you used to track the same number of doctors, thus liberating a die for other uses.

    *Example: You have 2 orange doctors, indicated by the **brown** die set to 2 on the top of the orange doctor column. You have 1 yellow patient, indicated by the **brown** die set to 1 on the left side of the yellow patient row. You admit 1 yellow patient; now you have 2. Rather than incrementing the die at the left side of the yellow patient row, move the 2 from the top of the orange doctor column into the yellow patient row (keeping it in the same column), and remove the die at the left side of the yellow patient row. From its column and row, you can tell that this 2 means that you have 2 orange doctors and 2 yellow patients.*

- You can have more than 6 patients of a color: Just use a 2nd **brown** die to track the patients beyond 6 that you have.

  *Example: You have 5 white patients, indicated by the **brown** die set to 5 on the left side of the white patient row. You admit 2 more. Increment the die to 6, and add a 2nd die set to 1.*

- If you cannot find a way to track your new patient on the Care Plan card by arranging the **brown** dice, you cannot admit the new patient, and the rest of your action goes to waste.

- If you do not have any parking spaces remaining, you cannot admit the new patient, and the rest of your action goes to waste.
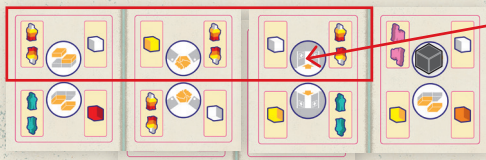
Admit Patients action, performed as the 3rd and final action.

Continuing from the previous example:
The 3 sections provide 6 boxes as follows, from left to right:

The 2nd, 3rd, and 5th boxes depict patients. To admit the white patient in box 2 would only require 2 entrances, to admit the yellow patient in box 3 would require 3 entrances, and to admit the white patient in box 5 would require 5 entrances.

The 1st, 4th, and 6th box depict staff. Because you are admitting patients, you ignore these.

*If you have only 2 entrances, you can only admit the white patient. It is not mandatory to admit all patients for which you have enough entrances; however, each time you refuse a patient when you have room to admit them, you lose 1 popularity on the Track card (adjust the **blue** Popularity cube).*

Example D: You have 2 white patients, 1 yellow patient, and 1 orange patient. You also have 1 yellow doctor, 1 orange doctor, and 1 red doctor in your clinic.

*You admit 1 white patient, and simply increase the **brown** die in the white patient row to 3.*

*You admit 1 orange patient, and simply increase the **brown** die in the orange patient row to 2.*

*You already have all 5 **brown** dice in use; however, you can still add a red patient: You admit 1 red patient by moving the 1 from the top of the red doctor column down to the red patient row.*

At the moment, you can't admit any more yellow or red patients, because either would require a 6th die.
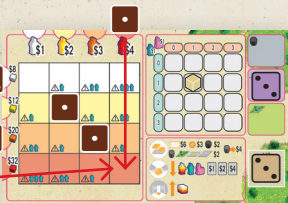
Example E: *If you have more than 6 patients of a given color, you can use 2 dice. In this case, you have 7 white patients (and no doctors).*

Move
Moving a Patient

- You only move newly admitted patients.
- If you have outpatient services, decide whether you want to use it this round (unless you've already made that choice).
- You must move the new patients as if all patients already in your clinic are occupying the treatment rooms and operating rooms (and outpatient services, if you're using it) from Floor-1 up:
  - Each treatment room hosts 2 patients.
  - Each operating room hosts 1 patient.
  - Outpatient services hosts 1 patient, if you choose to use it; 0 otherwise.
- If the lowest floor with openings for your new patients has several options (*e.g. an operating room and the 2nd in a treatment room*), you may move the new patients to the openings that take the least time; however, it must still be a legal choice.

For example, you can't move both new patients you admit to the same operating room just because it takes the least time to reach; one would go there, and the other would go elsewhere.

Tip: It is difficult to have patients roomed on Floor-4, because they will only occupy these rooms if all rooms from all lower floors are occupied!

Remember: When you have the blue **Outpatient Services** special module in your clinic, you must decide the first time you hire or admit patients each round whether or not to use this module during the round. If you decide to use this module, it must be filled; otherwise, skip it.

Phase 2: Business

Patient Care and Income ✚

The number (and colors) of patients you can treat depend on several things. Start at Floor-1, and work your way up to the lesser of the number of patients you have and the number of doctors you have. You can only treat patients for modules that have a doctor/patient pair. Each doctor can treat 1 patient as follows:

Important difference from Clinic Deluxe: In Clin9ic, you do not need to consider which type of service a patient needs: You are running a general-practice clinic.

Note: Once you are experienced with Clin9ic, you can treat the patients in any order, as long as you do not go past the lesser of patients and doctors in your clinic. If this confuses you, you probably aren't experienced enough to do it yet!

- Treating patients is optional. You may neglect ones on lower floors and still treat patients on higher floors, if you wish. Thus, you may also choose the most profitable patient to treat ;while neglecting others.

- During this phase, the "superposition" (of doctors and patients filling your clinic from the bottom up, but sort of being in all of those positions at the same time) temporarily becomes static: As long as you still fill the clinic from Floor-1 upward, you can "teleport" each doctor, patient, and nurse to any legal module among those you wish; however, each round, each staff member can only work in one module, and each patient can only be treated in one module. After this phase, any that remain go right back to being in superposition: everywhere all at once (at the bottom of the clinic).

- If you opted to use outpatient services this round, 1 doctor of any color can treat 1 patient of any color there, earning you **$6** and **−1 time**. Yes, it reduces your time spent by 1! Unless you are playing the Number of Treated Patients victory condition, you can advance the **dark gray cube** (start it at **0**) to track the money you earn this round.

- Elsewhere:
  - If the doctor matches the patient's color, the doctor can treat the patient without help.
  - Otherwise, for each color difference between doctor and patient, you will need 1 nurse there.

    Example: A red doctor needs 2 nurses to treat a yellow patient. A white doctor needs 1 nurse to treat a yellow patient (see illustration on the next page).
  - Each treatment room has 2 beds; for each, 1 doctor can treat 1 patient there.
  - Each operating room has 1 bed, allowing 1 doctor to treat 1 patient there.
  - Each operating room has a "built-in nurse", so you need 1 fewer nurse there than you would elsewhere.

- For each **white patient** you treat, you earn **$8** + $1 per garden you have.
- For each **yellow patient** you treat, you earn **$12** + $1 per garden you have.
- For each **orange patient** you treat, you earn **$20** + $1 per garden you have.
- For each **red patient** you treat, you earn **$32** + $1 per garden you have.

Each time you treat a patient, decrement the Car cube on the Track card by 1, and...

- If the **brown** die for that patient color is at the left side of its row, decrement it by 1. If that brings it to 0, liberate the **brown** die for other uses.

- If the **brown** die for that patient color is in a doctor column to indicate a number of doctors as well, you need to "split" the die again to have one at the top of that column for the number of doctors (unchanged) and one at the left side of the patient row, decremented by 1. If that brings the patient die to 0, then you don't need that second die after all.

  Note: When you split the die, you are allowed to immediately combine it with another die that has the same number of doctors as the reduced number of patients.

If you cannot find a way to track the correct number of patients and doctors, you cannot treat the patient, so pay attention to how you use the **brown** dice. See the detailed example on the next page.

Example: You have 2 gardens, so each patient you treat earns you an additional $2.

*You have 2 **brown** dice (red arrows) in your Doctor/Patient matrix indicating 2 white patients + 2 white doctors, and 1 orange patient + 1 orange doctor. These don't need any nurses to help them! You treat the 2 white patients in the Floor-1 treatment room (**A**), and will come back to the orange patient in a moment.*

*You also have 1 yellow doctor and 1 orange patient (red circle). This requires 1 nurse, but you treat this patient in the Floor-2 operating room (**B**), using its "built-in" nurse, so no real nurse required. Back to the 1st orange doctor and patient; they use the Floor-3 treatment room (C).*
You also have 1 white doctor with 1 yellow patient (blue circle). This also requires 1 nurse; fortunately, you have 1 nurse available! You treat this patient in the Floor-3 treatment room (C). The people in your clinic "teleported" where you needed them for treatment!

You earn ($8 + $2) × 2 white patients + ($12 + $2) × 1 yellow patient + ($20 + $2) × 2 orange patients = $78.
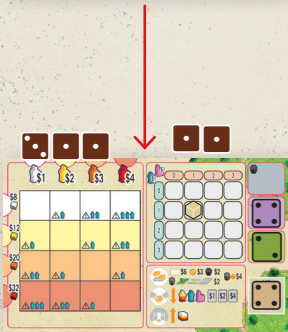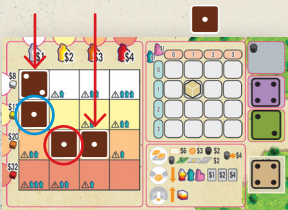
C. 1 orange doctor treats 1 orange patient, and 1 white doctor + 1 nurse treat 1 yellow patient.

B. 1 yellow doctor treats 1 orange patient, thanks to the "built-in nurse".

A. 2 white doctors treat 2 white patients.

The 2 white patients, 1 yellow patient, and 2 orange patients go home, taking 5 cars with them.

With no patients left, the doctors' dice move to the tops of their columns. You combine the white-doctor 2 die with the white-doctor 1 die, setting one of them to 3, and liberating the other.

Now you have 2 **brown** dice available ready to track more patients and doctors next round!

Note: If you are playing the Number of Treated Patients victory condition, each time you treat a patient, advance your dark gray cube 1 space on the Track card.

Expenses

First, you must use your income from patient care to pay your expenses (move the dark gray cube back), as follows:

- **Upkeep**
  - For each tile (module/garden) depicted on your Floor cards, pay $1 for upkeep.
  - For each operating room you used, pay an additional $2 (its total upkeep cost is thus $3).
  - Each orderly reduces your **total upkeep** for the round by $3 (min $0).
- **Salary**: You must pay salary to each staff member in your clinic, as depicted on the Care Plan card:
  - For each nurse, you must pay a salary of $1.
  - For each orderly, you must pay a salary of $1.
  - For each white/yellow/orange/red doctor, you must respectively pay a salary of $1/$2/$3/$4.

If you didn't earn enough money this round, move your **green** Money cube back to pay the rest.

If even this is not enough, move your **blue** Popularity cube back at a rate of 1 popularity = $1.

If even this is not enough (your Popularity cube and your Money cube are both on **0**), then the rest of your debts are forgiven, and you stay at **0** ... but what guilt and shame you must bear!

Your 3-floor clinic has 11 pre-printed tiles = $11 upkeep (assuming you did not use your Operating room on Floor-3). Upkeep discount for 1 orderly = −$3 (but not below $0).

You have 1 nurse and 1 orderly to pay = $1 + $1.

You have 1 white doctor and 1 orange doctor = $1 + $3.

Total Expenses = $11 − $3 + $2 + $4 = $14.

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Gain Popularity

If you still have money earned this round (dark gray cube > 0), even after paying your expenses, you may buy popularity. Each popularity costs $3 and you are not allowed to use the green Money cube. If you don't spend all the money you earned this round, transfer the dark gray cube's remaining money to your green Money cube: Increase the Money cube by the remainder, and remove the dark gray cube to use again as the Unselected Action cube next round.

–$3:

If your **blue** Popularity cube is up to **50**, or if your **yellow** Time Spent cube is up to **50**, restart it from 0 and rotate your cube 45° (so it sits "diagonally" on the space) as a reminder!

Example:
*You've spent **52** time.*
*You've reached **55** popularity!*
*You have **14** cars.*

Example:
*You have **59** popularity,*
$3 in money,
12 Cars,
13 treated patients,
14 parking spaces,
*and have spent **19** time.*

Example:
You earn $54 during the Patient Care and Income step, but you also have $15 in upkeep and salary to pay during the Expense step. This leaves you with $39 ($54 – $15).

*With this, you decide to buy 9 popularity, which costs $27 (9 × $3); you still have $12 ($39 – $27). You already had 10 popularity, so you move your **blue** Popularity cube to **19** (10 + 9).*

*You already had $3 in the bank, so you move your **green** Money cube to $15 ($3 + $12), and remove the **dark gray** cube.*

Phase 3: Admin

For this phase, you must be able to work legally with the **brown** dice you have; however, if you can keep track in your head (or on paper), you only need to have the **brown** dice correct at the end of the phase. If you can't keep track of all that, then the **brown** dice must be legal every step of the way.

- Each doctor on your Care Plan card loses one color level: red → orange → yellow → white → white.
- **Exception**: If you have a laboratory special module, one of your doctors instead levels up two colors (red/orange/yellow → red, white → orange), and you gain **1** popularity.
- Each Patient that you still have on your Care Plan card increases in illness by one color: white → yellow → orange → red → dead.
- For each red patient that died, you immediately lose **2** popularity, and the dead patient leaves your clinic: −1 pip on the red patient die; −1 car.

Adjust the **brown** dice on your Care Plan card accordingly. If you cannot, then you must prioritize keeping the yellow patients, then orange patients, then red patients; and then prioritize keeping the white doctors, then yellow doctors, then orange doctors, then red doctors. All doctors you are unable to track simply go away, never to return. Each patient you lose this way is **−5 popularity**!

Example: (continues in detail on next page)
You have 1 white patient, 1 yellow patient, and 1 red patient. They will become yellow, orange, and dead, respectively.

*Starting from the illest patient to the least, move their **brown** dice downward (you will have to split dice that are inside the matrix)!*

You have 1 white doctor, 2 yellow doctors, and 1 red doctor. Normally, they'd become 3 white and 1 orange (see exception below).

*Starting from the weakest doctor to the strongest doctor, move their **brown** dice leftward (split/join as needed)!*

Exception: Because you have a laboratory, 1 of your yellow doctors becomes red, rather than white! So you end up with 2 white, 1 orange, and 1 red.

Your red patient dies; lose 2 popularity; reduce your black Car cube by 1.

Your yellow patient becomes orange.

Your white patient becomes yellow.
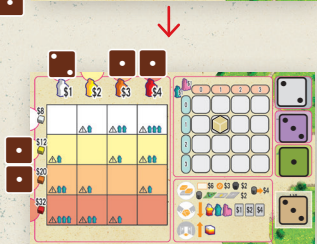
One of your yellow doctors becomes white, bringing you to 2 white doctors; the other is becoming red at the lab, gaining you 1 popularity!

Your original red doctor becomes orange.
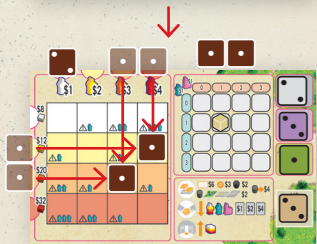
You can combine same-number Doctor and Patient **brown** dice to liberate a die each time!

First, combine the orange doctor with the orange patient.

Then the red doctor with the yellow patient (if you wish).

Place the liberated dice nearby to use next round.
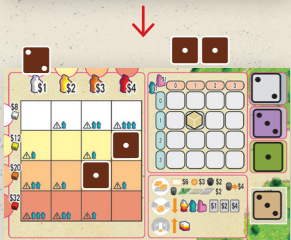
This is the most efficient way to track your patients and doctors. It leaves 2 **brown** dice available for next round! But it will require 2 nurses come treatment time, and you only have 1 at the moment....

- Remove all Action cards and flip all of them over; you will use the other side next round.
- If you were playing the 6th round, then the game is over; see **End of Game**. Otherwise, increment the Round die by 1 and start the next round.

End of the Game

Depending on your victory conditions, you need to count different things:

- **Number of Treated Patients**: See whether your dark gray cube has reached the target number of treated patients depicted on the Track card. If so, you win!
- **Number of Doctors**: If you have at least as many doctors as required, you win!
- **Number of Skilled Doctors**: Total your yellow, orange, and red doctors. If you have at least as many as required, you win!
- **Number of Staff Members**: Total your doctors, orderlies, and nurses. If you have at least as many as required, you win!
- **Popularity**: This victory condition is the "real" Clin9ic game, and requires more practice and attention because you need to pay attention to more parameters.
  - Check your **blue** Popularity cube on the Track card.
  - Check your **yellow** Time Spent cube; the number in the last yellow Negative Point reached is negative popularity.
  - Each staff member earns you popularity as follows:
    red doctor = 5
    orange doctor = 4
    yellow doctor = 3
    white doctor = 2
    nurse = 1 (*do not count the "nurse" built into in the operating room*)

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- You must have enough pillars to support the modules that do not have modules below them (see example on the next page). **Note:** Gardens do not require pillars below them (see below).
  - 1 missing pillar is 1 negative popularity (−1).
  - 2 missing pillars are 1+2 negative Popularity (−3).
  - 3 missing pillars are 1+2+3 (−6), and so on....
- You must have stacked gardens from Floor-1 to the highest garden. That means you must have built extra gardens to cover "empty" spaces on lower floors below your garden. For Each missing garden, you score −5 popularity.
- For each untreated patient at the end, you score −5 popularity.
- For each treatment room you have on Floor-2/3/4, you gain respectively 4/6/8 popularity.
- If you reach the target for your selected victory condition and difficulty level, you win!

A:14

B:16

B:11

A:14
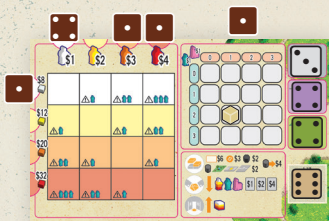
Popularity: Your **blue** Popularity cube is at **40** popularity.

Nurses: 2 nurses = **2** popularity.

Doctors: 1 red: **5** popularity, 1 orange: **4** popularity, 4 white: **8** popularity.

Treatment Rooms: Floor-2 = **4** popularity, Floor-4: **8** popularity.

Time: Your **yellow** Time Spent cube is on space **23**, which means **−7** popularity.

Untreated Patients: You still have **1** untreated patient = **−5** popularity.

Gardens: You have **4** gardens (see the **green** Garden die), but you need to have gardens supporting gardens above Floor-1. You need gardens on spaces **A**, **B**, and **C**, for a total of 5. You are missing **1** garden = **−5** popularity.

Pillars: You must have pillars on spaces **D**, **E**, **F**, **G**, and **H** to support your "floating" modules (but H has a pre-printed pillar). You need a total of 4 more pillars. Your **gray** Pillar die shows **3** pillars; you are missing **1** pillar: **−1** popularity.

TOTAL: 40 + 2 + 5 + 4 + 8 + 4 + 8 - 7 - 5 - 5 - 1 = **53** popularity!

Remaining money is worthless.