

CLINIC

DELUXE EDITION

5TH EXTENSION

Introduction

Occasionally, I've heard it said that some players build their clinic nearly the same way every time, and that the construction part of the game lacks variety. So, in **The Extension**, I added Urban Design 1.0 to require different floor plans, and Underground Utility Work to reduce the available space and to resize and reconfigure your player boards however you want. Then, in the **3rd Extension**, I added Urban Design 2.0.

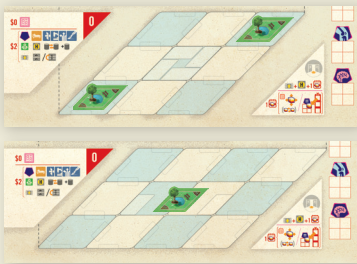
But still... you have all become veterans of all of these obstacles, and now you need more!

So, I offer you new layouts for the ground floor, and a new series of double tiles, which should not only accelerate development of your clinic, but also allow you to play on these more difficult floors — plenty to get you out of your rut!

New Ground Floor

Components

- 4 double-sided Expert Ground Floor overlays



A Few Crucial Gameplay Concepts

Parking

Expert (4×3) side - The base game offers 31 spaces before you start building modules. The Expert overlay removes the middle 7, giving you only 24.

Super Expert (3×3) side - The base game offers 24 spaces before you start building modules. The Super Expert overlay removes the middle 4, giving you only 20.

It may not sound like much of a difference, but construction will really cut into those numbers. Remember: A clinic without parking is a clinic without patients!

Pre-Printed Gardens

Both the Expert and Super Expert overlay feature permanent, pre-printed gardens. These work identically to normal gardens for benefits and upkeep; however, the garden in the middle of the Expert (4×3) overlay is offset to occupy two spaces. This means that, although it is a single garden for all purposes, it is considered adjacent to **six spaces**, rather than four. Furthermore, if you want to build gardens above it, they must straddle two spaces the same way, and each one counts as a single garden for all purposes, but serving six spaces around them.

Setup

Warning: The 4×3 side of the Expert Ground Floor overlays is equivalent to the difficulty of the 3×3 side of the base-game player board. The 3×3 side of the Expert Ground Floor overlays is a whole new level of difficulty: Super Expert!

Cover your Floor 0 with the matching Expert Ground Floor overlay. In general, everyone should agree to play the same board; however, you can agree to play different boards. You can even use this as a handicapping method: A hardcore veteran can use an Expert Ground Floor overlay while a new player does not.

Note: There are no overlays for the other boards, because the ground floor always constrains what can be built above it.

Construct Your Initial Clinic

These overlays have very restricted options for building entrances (these apply now and during the game):

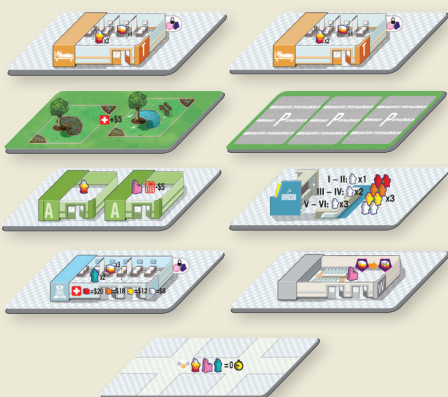
- On the Expert (4×3) side, there are 2 Entrance spaces in the middle of the board, and **nowhere else**.
- On the Super Expert (3×3) side, there are 4 Entrance spaces in the middle of the board, and **nowhere else**.

Similarly, there are far fewer “street” parking spaces, because there are none in the middle area.

Double Tiles

Components

- 2 double-sided Double Treatment Room tiles
- 1 double-sided Luxurious Garden tile
- 1 double-sided Huge Parking Lot tile
- 1 double-sided Administrative Offices tile
- 1 double-sided IT Services tile
- 1 double-sided Recovery Room tile
- 1 double-sided Huge Waiting Room tile
- 1 double-sided Large Corridor tile



Setup

Before setting up the **Patient and Doctor pools**, use the Patient Pool bag to set up the double tiles as follows:

1. Put all 9 double tiles in the Patient Pool bag.
2. Draw 1 double tile and set it near the Main board.
3. Draw a number of pair of double tiles equal to the player count (see table), and place each pair near the Main board, clearly grouped in pairs:

pairs	1	2	3	4
tiles	2	4	6	8

4. Return any remaining double tiles to the box.

After the rest of setup, perform the following additional steps:

1. In reverse turn order, draft a pair of double tiles. If you wish, you may swap one of the tiles with the solitary double tile beside the board (making your “discarded” one available for subsequent players).
2. After everyone has drafted their pair (which may have involved a tile swap), return the solitary double tile to the box.
3. You can add either or both of these double tiles to your clinic now; you are welcome to save them for later. Regardless of when you build them, **you must pay for them** (see **Construction Rules for Specific Components** below).

Playing the Game

Phase 1: Actions



Execute Actions

Action 1: Build

Construction Rules for Specific Components

Double Tiles

Double tiles have the same construction cost as service hubs and treatment rooms: \$2 + the floor number. Specifically:

Floor	Cost
4	\$6 - (available in The Extension)
3	\$5
2	\$4
1	\$3
0	\$2

Important: You can build your double tiles **at any time**, **without using a Build action**, and **even on another player's turn**.

Double Treatment Room

Although there are no particular construction rules for a double treatment room, to be available for use it must be adjacent to a service hub on the same floor, and it must also be adjacent to a supply room; however, the supply room could be directly above or below this double treatment room (it does not have to be beside the double treatment room).



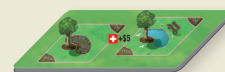
Garden (from the Base Game)

This must be built in an empty ground-floor space (cars parked around it are OK, and need not be disturbed) or a space **above** a garden or **luxurious garden**.



Luxurious Garden

This must be built in a pair of empty ground-floor spaces (cars **cannot** be parked around it) or a pair of spaces **above** a pair of gardens.



Huge Parking Lot

This must be built in a pair of empty ground-floor spaces (cars **cannot** be parked around it).



Recovery Room

Although there are no particular construction rules for a recovery room, to be available for use it must be adjacent to a service hub on the same floor, and it must also be adjacent to a supply room; however, the supply room could be directly above or below this recovery room (it does not have to be beside the recovery room).



Action 3: Admit Patients



Parking a Car

The huge parking lot has 12 parking spaces (as depicted on the tile), but no cars can be parked on the borders of the two spaces it occupies. On the other hand, its parking capacity is unaffected by tiles adjacent to it.

Move

When a person moves out of a double tile, they can move to **any** adjacent space:

- Either of the 2 above the double tile.
- Either of the 2 below the double tile.
- On the same floor, either of the 2 on along each long edge of the double tile.
- On the same floor, either 1 along each short edge of the double tile.

Another way to think of that is to say that moving within a double tile takes 0 🚶.

Huge Waiting Room

When a patient moves through the huge waiting room, **if the huge waiting room has an orderly**, the patient can switch to a different service. So, a patient coming from pre-admissions can go to a service mismatching the pre-admissions from which they came; a patient from a treatment room (for example), can move through this to go to a treatment room (for example) for a different service.

Large Corridor

Moving new hires to the large corridor takes 0 🚶.

Moving patients from pre-admission to the large corridor takes 0 🚶.

People can move from the large corridor to any module on the same floor or next-higher floor of that building for 1 🚶.

Note: You are allowed to build a conveyor in the large corridor, if you're really into rapid transit...

Module Capacity

Double Treatment Room: 2 doctors, 4 patients, any number of nurses.

Administrative Offices: 1 doctor, 1 orderly.

IT Services: Depends on the round:

- **Rounds I – II:** 1 white doctor.
- **Rounds III – IV:** 2 white doctors.
- **Rounds V – VI:** 3 white doctors.

Recovery Room: 2 nurses, 3 patients.

Huge Waiting Room: 1 orderly.

Large Corridor: No one can end up here.

Phase 2: Business

Patient Care and Income

Double Treatment Room

In each double treatment room, assign a doctor there to up to 2 **identical** patients, and a number of nurses to each doctor. If the doctor's color matches the patients' color, no nurses are necessary; however...

To successfully treat a patient, a doctor needs 1 nurse for each stage along the color progression schema that the doctor's level differs from the patients' illness severity. To put it another way, if the doctor is not the same color as the patients, the doctor needs 1 nurse for each color difference. Also, a nurse can only assist 1 doctor per round. So, if 2 doctors in the same module both need nurses, each needs its own full set of nurses.

Example: In your double treatment room, you have 1 yellow doctor, 1 white doctor, 2 nurses, 1 orange patient, and 2 yellow patients. You assign the white doctor and 1 nurse to the 2 yellow patients, and the yellow doctor and 1 nurse to the orange patient. This will enable you to treat the orange patient and both yellow patients.

Garden/Luxurious Garden

Furthermore, each successfully treated patient in a (**double**) treatment room generates an additional \$2 for each garden adjacent to the room, **and each successfully treated patient in a (**double**) treatment room generates an additional \$5 if the luxurious garden is adjacent to the room.**

Recovery Room

If you have 2 nurses in the recovery room, they can treat up to 3 patients of any color; however, the income each of these patients generates income per this tile. If you have only 1 nurse in the recovery room, no patients there receive treatment!

Note: All usual treatment room bonuses (e.g. gardens, satellite TV...) apply for the recovery room, too.

Expenses

Facility Upkeep

Each double module (including the double corridor) and luxurious garden in your clinic costs \$2.

If you have both a doctor and an orderly in administrative offices, this reduces your total upkeep by \$5 (minimum \$0). *Better administered services means more efficient use of supplies!*

Phase 3: Admin

Your Player Board

Each other **doctor** (i.e. not in a lab) on your player board **levels down**: white stays white, yellow becomes white, orange becomes yellow, red becomes orange; **however, if you have a white doctor in administrative offices, that doctor leaves the game (and takes a car) from juggling too much stress.** *Running around, treating patients is tiring!*

Exception: If your IT services has the indicated number of white doctors in it for the current round (half the round number, rounded up; i.e. I – II: 1, III – IV: 2, V – VI: 3), 3 doctors of your choice have sufficient support from IT that they do not level down.

End of the Game



Each double module (including the double corridor) in your clinic is worth 4 Popularity. This **excludes** the two non-module double tiles: huge parking lot and luxurious gardens.

The Modules

Administrative Offices



Construction: Cannot be built adjacent to another module this shade of green (there aren't any yet anyway).

Operation: N/A

Capacity: 1 doctor, 1 orderly.

Function: During the Business phase, if you have both a doctor and an orderly in administrative offices, this reduces your total upkeep by \$5 (minimum \$0).

Double Treatment Room



Construction: Cannot be built adjacent to another orange module.

Operation: Must have an adjacent service hub on the same floor and an adjacent supply room to operate. The supply room does not need to be on the same floor.

Capacity: 2 doctors, 4 patients, any number of nurses.

Function: During the Business phase, up to 2 doctors may each treat either 1 patient or 2 identical patients that match the doctor's color. Nurses must be present if the doctor color does not match the patient(s).

Huge Waiting Room



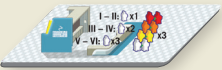
Construction: Cannot be built adjacent to another gray module (so far, that's just the basement modules from the 4th Extension).

Operation: N/A

Capacity: 1 orderly.

Function: When a patient moves through the huge waiting room, if the huge waiting room has an orderly, the patient can switch to a different service.

IT Services



Construction: Cannot be built adjacent to another special (blue) module.

Operation: N/A

Capacity: Depends on the round:

- **Rounds I – II:** 1 white doctor.
- **Rounds III – IV:** 2 white doctors.
- **Rounds V – VI:** 3 white doctors.

Function: During Admin, if your IT services has the indicated number of white doctors in it for the current round, 3 doctors of your choice do not level down.

Large Corridor



Construction: N/A

Operation: N/A

Capacity: N/A

Function: Moving new hires to the large corridor takes 0 ☹️. Moving patients from pre-admission to the large corridor takes 0 ☹️.

People can move from the large corridor to any module on the same floor or next-higher floor of that building for 1 ☹️.

Recovery Room



Construction: Cannot be built adjacent to another sky blue module (there aren't any yet anyway).

Operation: Must have an adjacent service hub on the same floor and an adjacent supply room to operate. The supply room does not need to be on the same floor.

Capacity: 2 nurses, 3 patients.

Function: If you have 2 nurses in the recovery room, they can treat up to 3 patients of any color, but for the indicated income. 1 nurse is insufficient to do anything!

The Other Double Tiles

Huge Parking Lot



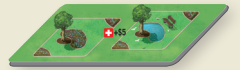
Construction: Must be built on the ground floor.

Operation: N/A

Capacity: N/A

Function: Provides 12 parking spaces.

Luxurious Garden



Construction: Must be built on the ground floor or atop a pair of gardens. Only gardens can be built atop it.

Operation: N/A

Capacity: N/A

Function: During the Business phase, each successfully treated patient generates an additional \$5 if the luxurious garden is adjacent to their room.



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