CLINIC
DELUXE EDITION

2ND EXTENSION

Introduction

Just as you are finishing a tricky game of **Clinic Deluxe Edition**, including 6 expansions of **The Extension**, against your best friends on a Saturday evening, you learn by listening to HeavyCardboard.com, your favorite podcast, that the designer of the game, Alban Viard, has just announced the release of a new salvo of expansions. It contains no fewer than 13 expansions, obviously all compatible and combinable with each other. You immediately rush to find a copy, which you unearth via your favorite shop or Kickstarter. You start reading the rules, again asking yourself how to integrate all these new parameters, which would raise your Clinic experience to a level of realism never seen before.

You stare groggily for a moment, your gaze swimming vertiginously in the face of this rulebook and its administrative twists and turns, produced by the convolutions of the designer's brain.

Is this even still a game, or will it end up as demanding as a hard day at the office?
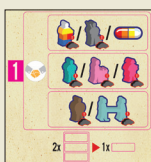
That's for you to say....

Designer's note: You can also include expansions from **The Extension** and/or the mini expansions contained in the base game if you want to have a completely unique experience as head of a clinic. This rulebook only lists changes to the base game rules.

Components

Stretcher Bearers

8 Stretcher Bearers
1 Hiring Rules Reminder board
1 Stretcher Bearer Break Room board

New Appointments

1 double-sided Appointments overlay (B side)
4 Pediatric Service Hub Module tiles

Round VII

1 Round Track overlay
1 double-sided Nurse and Orderly Display overlay (A side)
28 Patients (*4 red, 4 orange, 8 yellow, 12 white*)
4 Doctors (*1 orange, 1 yellow, 2 white*)
4 Nurses

New Special Modules

3 Resuscitation Module tiles
3 Emergency Room Module tiles
3 Radiology Module tiles
3 Economic Hub Module tiles
1 Special Module Rules Reminder overlay

Pediatrics

12 babies (*pink*)
4 Pediatric Service Hub Module tiles*
4 Pediatric Treatment Room Module tiles
1 double-sided Appointments overlay*

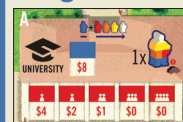### Coffeemaker

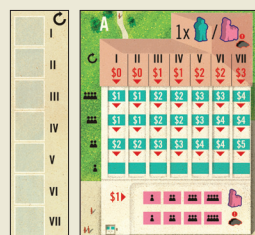8 Coffeemaker tiles
1 Vending Machine board

CEO

4 CEOs
1 CEO's Desk Board
1 Hiring Rules Reminder board*

Events

24 Event cards (2 each of 12)
1 Front Page board
8 Nurses

Medical Scanner

8 Medical Scanner tiles
1 Medical Scanner Rules Reminder board

Beds

8 Bed tiles
1 Bed Rules Reminder board

Morgue

4 Morgue tiles

Surgeon

4 Surgeons
1 double-sided University overlay
1 Hiring Rules Reminder board*

Secretaries

9 Secretaries
1 Bonus tile
1 double-sided Nurse and Orderly Display overlay (B side)*
1 Hiring Rules Reminder board*

Greater Demand

20 patients (*2 red, 4 orange, 6 yellow, 8 white*)

*Covered in earlier expansion's components.

Stretcher Bearers

Components

- 8 stretcher bearer teams
- 1 Hiring Rules Reminder board
- 1 Stretcher Bearer Break Room board

Setup

Place the Hiring Rules Reminder board near the Hire column of the main board.

Place the Stretcher Bearer Break Room board near the main board.

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

Playing the Game

Phase 1: Actions

Execute Actions
Action 2: Hire

Stretcher bearer teams are now also available to hire.

If you select the Hire action, you may hire new employees by paying the costs indicated for their spaces. You can select any **2** of the following **3** options:

- Hire 1 doctor **or** hire 1 janitor **or** buy 1 capsule
  and/or
- Hire 1 nurse **or** orderly **or** secretary
  and/or
- Hire 1 stretcher bearer team **or** CEO

Example: You could hire 1 doctor and 1 stretcher bearer team, or you could hire 1 orderly and 1 stretcher bearer team; however, you could not hire a janitor, a nurse, and a stretcher bearer, even if you have enough money, because you would be selecting 3 options. You also could not hire a nurse and a secretary, because you would be selecting 2 from the same option.

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

Note: Each stretcher bearer team (each meeple) is a unit, and counts as 1 person for all purposes in the game. Each team drives in 1 car everywhere together, is hired together, scores popularity as a unit, and even goes to the restroom together.
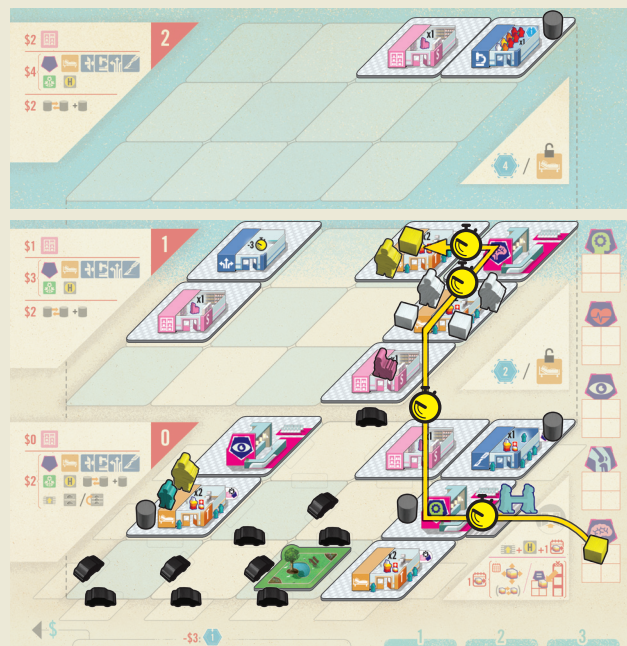
Move

A stretcher bearer team will never be inside your clinic without a patient. Until that time, the team waits outside your clinic (e.g. at an entrance) to help someone from pre-admissions.

A stretcher bearer team carries 1 patient for that patient's entire movement into your clinic from pre-admissions. This means that the team and patient will move as a unit to an entrance or helipad from your pre-admissions without spending any time, and then move as usual from there as a unit. Once they arrives at the patient's destination, unload the patient and divide the time the team and patient spent getting there by 3 (round down).

Example: The stretcher bearer team picks up a yellow Neurology patient to deliver to the further Neurology treatment room on Floor 1.

- *0 🕐 to move from pre-admissions to the entrance.*
- *1 🕐 to move from the entrance into the clinic.*
- *1 🕐 to move from the service hub to the full treatment room directly above.*
- *2 🕐 to move to the available treatment room.*

Total: 4 🕐, but stretcher teams are thrice as fast as patients. 4 🕐 ÷ 3 = 1⅓ 🕐, and we round it down to 1 🕐. Even if it had been 5 🕐 ÷ 3 = 1⅔, it would have rounded down to 1 🕐.

Phase 2: Business Expenses

Pay Your Employees

You must pay each stretcher bearer team $1.

Phase 3: Admin

Your Player Board

Move each stretcher bearer team to be outside your clinic again (e.g. at an entrance) for 0 🕐.

End of the Game

Each stretcher bearer team earns you 2 popularity.

New Appointments

Components

- 1 double-sided Appointments overlay (B side)
- 4 Pediatric Service Hub Module tiles
- 4 Pediatric Treatment Room Module tiles

Setup

Place the Appointments overlay covering the "notepad" of the main board, B side up.

Note: On the B side, each service has a different set of spaces. Also note that there is a new service, Pediatrics; simply ignore it (unless you are also including the Pediatrics expansion). Each player can only build 1 pediatric service hub.

Main Board
Appointments
For each available service (depends on the player count):
- Draw 1 patient and place them in the rightmost space on the "notepad", even if that space does not have a red border.

Playing the Game
Phase 3: Admin
Main Board
Appointments: Return the patient in the rightmost space (marked with a red ✖) of each service to the patient pool. For services that do not have a space like this, do not return any patients to the patient pool (some patients are truly patient!).

Round VII

Components

- 1 Round Track overlay
- 1 double-sided Nurse and Orderly Display overlay (A side)
- 28 patients *(4 red, 4 orange, 8 yellow, 12 white)*
- 4 doctors *(1 orange, 1 yellow, 2 white)*
- 4 nurses
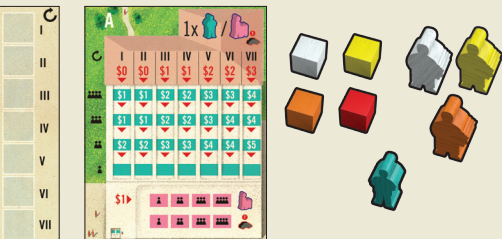
Setup

Patient and Doctor Pools
Create the patient pool by putting the following patients in the Patient Pool bag, according to the number of players:

	👤	👥	👥👥	👥👥👥
🔴	2 (1+1)	4 (2+2)	7 (4+3)	10 (6+4)
🟠	4 (3+1)	10 (8+2)	15 (12+3)	20 (16+4)
🟡	8 (6+2)	16 (12+4)	24 (18+6)	32 (24+8)
⚪	12 (9+3)	24 (18+6)	35 (26+9)	46 (34+12)

Create the doctor pool by putting the following doctors in the Doctor Pool bag, according to the number of players:

	👤	👥	👥👥	👥👥👥
🟠	1	2	3	5 (4+1)
🟡	2	4 (3+1)	5 (4+1)	7 (6+1)
⚪	4 (3+1)	6 (5+1)	10 (8+2)	12 (10+2)

Main Board
Nurse and Orderly Display
Place the Nurse and Orderly Display overlay, A side up, covering the Nurse and Orderly Display of the main board.

Other
Place the Round Track overlay covering the Round track.

End of the Game
After 7 rounds, the game ends.

New Special Modules

Components

- 3 Resuscitation Module tiles
- 3 Emergency Room Module tiles
- 3 Radiology Module tiles
- 3 Finance Module tiles
- 1 Special Module Rules Reminder overlay

Setup

Module and Tile Displays

Place the Special Module Rules Reminder overlay covering the Special Module area.

Choose whether you will play using **4 random types** of special modules, or **all 8** types:

- **4 random**: Randomly select 4 different types of special modules. Return the other 4 types to the box.
- **All 8**: Include all of the types (and even the ICU if you like).

Either way, stack a certain number of Special Module tiles per the usual rules.

Note: In a 1-player game, you will still end up with only 2 [different] tiles either way you go.

The Modules

Resuscitation

Construction: Cannot be built adjacent to another special (blue) module.
Operation: Must have an adjacent service hub on the same floor to operate.
Capacity: 2 doctors, 1 patient of the affiliated service, any number of nurses.
Function: During Phase 2: Business, 2 doctors may treat 1 patient matching the color of 1 of the doctors (the other doctor's color is irrelevant). Nurses must be present if the patient matches neither doctor; however, you only need enough nurses for 1 of the doctors. If the patient is thus treated, earn 50% more than the total income (considering gardens and such) from this patient (rounded down).

Emergency Room

Construction: Cannot be built adjacent to another special (blue) module.
Operation: N/A
Capacity: 1 patient, any number of nurses.
Function: During Phase 2: Business, 1 or more nurses may advise 1 patient, improving the patient (see table below).

You earn income equal to the **difference** between the two levels, as follows:

		Income
▢ ➡ ▢		**$0 ($8 – $8)**
▢ ➡ ▢		**$4 ($12 – $8)**
▢ ➡ ▢		**$8 ($20 – $12)**
▢ ➡ ▢		**$12 ($32 – $20)**

Then immediately move the patient to a treatment room (it must be specifically a treatment room) for any service, for 0 🕐. If you cannot do this because all are at capacity, get −1 popularity and return the patient to the patient pool.

Radiology

Construction: Cannot be built adjacent to another special (blue) module.
Operation: Must have an adjacent service hub on the same floor to operate.
Capacity: 1 doctor, 1 patient of the affiliated service.
Function: During Phase 3: Admin, if there are both a doctor and a patient here, the doctor levels up twice: red stays red, orange becomes red, yellow becomes red, white becomes orange. The patient worsens as usual!
Note: This module helps the doctor, not the patient. You get 1PP in reverse order.

Finance

Construction: Cannot be built adjacent to another special (blue) module.
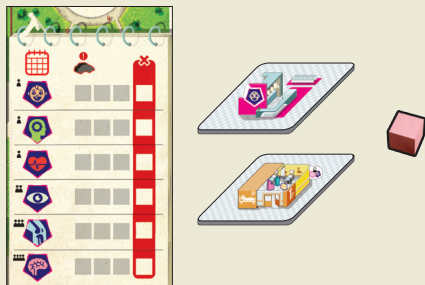**Operation:** N/A
Capacity: 3 doctors.
Function: During the Gain Popularity step of Phase 2: Business, if you have 3 doctors here, each 1 popularity costs you $2 instead of $3.

Pediatrics

Components

- 12 babies
- 4 Pediatric Service Hub Module tiles
- 4 Pediatric Treatment Room Module tiles
- 1 double-sided Appointments overlay

Setup

Place the Appointments overlay covering the "notepad" of the main board; agree whether you use the A side or the B side.

Note that there is a new service, Pediatrics, which is included at all player counts. Also note that on the B side, each service has a different set of spaces.

Module and Tile Displays

Include the Pediatric Service Hub Module tiles, per the usual rules, when you set up the service hubs. They are available at all player counts.

Patient and Doctor Pools

In addition to the patients for your player count, add 3 babies per player to the Patient Pool bag:

🔲	3	6	9	12

Playing the Game
Phase 1: Actions

Execute Actions
Action 1: Build

To treat babies, you need a Pediatric Treatment Room adjacent on the same floor to a Pediatric Service Hub, with a Supply Room adjacent (possibly above or below the Pediatric Treatment Room), as well.

Each player can build only 1 pediatric service hub and only 1 pediatric treatment room. Although there are no other particular construction rules for a pediatric treatment room, to be available for use it must be adjacent to a pediatric 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 pediatric treatment room (it does not have to be beside the pediatric treatment room).

Immediately after you build a pediatric treatment room, you get a one-time bonus action to build a supply room, which must be adjacent to the pediatric treatment room. You must still pay for the supply room. If you don't build the supply room immediately, the opportunity is wasted.

Action 3: Admit Patients

Your board has no pre-admissions area for pediatrics. Instead, babies you admit must go directly to an entrance or helipad.

Parking a Car
Although babies don't typically drive cars, someone has driven them to your clinic so each baby comes with a car, as usual.

Taking a Car
When a baby leaves your clinic, a car goes with it, as usual.

New Patients Schedule Appointments
For each available service (depends on the player count) except Pediatrics:

- Draw 1 patient.
- If the patient is not a baby, place them in the rightmost space on the "notepad", even if that space does not have a red border.
- If the patient is a baby, place them in the rightmost empty space of the Pediatrics row. If you can't, because there are no available spaces in the Pediatric row, return the baby to the Patient Pool bag, but do not draw a replacement.

Move
Module Capacity
A pediatric treatment room can hold 1 baby, 1 orderly, and infinite nurses.

Phase 2: Business
Patient Care and Income
In each pediatric treatment room, if there is an orderly and a nurse, the baby is successfully treated, and you earn $17. The usual modifiers (such as gardens) apply.

Treatment Rooms
Return the baby to the Patient Pool bag, and return a car to the parking lot on the main board.

Expenses
Facility Upkeep
Each orderly in a supply room reduces your total upkeep by $3 (minimum $0); however, orderlies in treatment rooms do not. They were busy with babies.

Phase 3: Admin
Main Board
Appointments: Return the patient in the rightmost space (marked with a red ✖) of each service to the patient pool. If you are using the B side of the Appointment overlay, for services that do not have a space like this, do not return any patients to the patient pool (some patients are truly patient!).

Your Player Board
After patients worsen, each baby on your player board becomes a white patient; return the baby to the Patient Pool bag.

Coffeemaker

Components

• 8 Coffeemaker tiles
• 1 Vending Machine board

Setup

Place the Vending Machine board near the main board.

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

Playing the Game
Phase 1: Actions

Execute Actions
Action 1: Build

A coffeemaker costs $2 to build in any module on any floor of your clinic. It counts as 1 of the 2 components you can build by choosing this action, and you are only allowed to build 1 in a single action.

Move

Entering a module with a coffeemaker in it takes 0 ⏱ or the usual 1 ⏱ — your choice! Nobody's forcing you to drink the coffee.

Phase 2: Business
Expenses

Facility Upkeep
There is no upkeep cost for coffeemakers.

CEO

Components

• 4 CEOs
• 1 Hiring Rules Reminder board
• 1 CEO's Desk board

Setup

Place the CEO's Desk board near the main board.

Fill each space on it for rounds III – VI with 1 CEO.

Playing the Game
Phase 1: Actions

Execute Actions
Action 2: Hire

Once you have 3 service hubs in your clinic (they don't need to be different), CEOs are also available to hire; however, each clinic can only have 1 CEO.

If you select the Hire action, you may hire new employees by paying the costs indicated for their spaces. You can select any **2** of the following **3** options:
• Hire 1 doctor **or** hire 1 janitor **or** buy 1 capsule **and/or**
• Hire 1 nurse **or** orderly **or** secretary **and/or**
• Hire 1 stretcher bearer team **or** CEO

Example: You could hire 1 doctor and 1 CEO, or you could hire 1 orderly and 1 CEO; however, you could not hire a janitor, a nurse, and a CEO, even if you have enough money, because you would be selecting 3 options. You also could not hire a nurse and a secretary, because you would be selecting 2 from the same option.

Move
Module Capacity
Supply rooms can hold 1 orderly and 1 CEO.

Once your CEO is in a supply room, you can fire any number of your orderlies (from zero to all!), no matter where they are in your clinic. Fired orderlies take 0 ⏱ to leave, and take a car with them, of course. Return the orderlies to the box; return the cars to the parking lot on the main board.

Phase 2: Business
Expenses

Pay Your Employees
You must pay your CEO $6 (once hired).

Facility Upkeep
If you have a CEO, skip this step. That is to say that facility upkeep is $0 while you have a CEO, thanks to some clever contracts drawn up behind closed doors....

Phase 3: Admin
Rounds III – VI: If this round's CEO was not hired, return that CEO to the box.

End of the Game

Your CEO is worth 9 popularity.

Events

Overview

Each round, a different Event card will modify the rules of the current round.

Components

- 24 Event cards (2 each of 12)
- 1 Front Page board
- 8 Nurses

Setup

Place the Front Page board near the right side of the main board.

Shuffle the Event cards. Place 1 Event card face **up** on each of slots I – II of the Front Page board. If the card in slot I is the *Vicious Rumors* event, replace it with a new one from the deck.

Place 1 Event card face **down** on each of slots III – VI. Return the rest of the Event cards to the box.
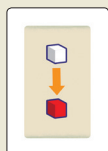
Playing the Game
Phase 3: Admin

Miscellaneous
Remove the Event card for the round just completed from the Front Page board. In Rounds I – IV, reveal the Event card for 2 rounds from now. *Example: At the end of Round II, remove the card from slot II, then reveal the card in slot IV.*

Events affect all players.

Event Card Clarifications

Heart Attack — Immediate: 1 of your white patients becomes red.

Medical Convention — Immediate: 1 of your doctors levels up twice: red stays red, orange becomes red, yellow becomes red, white becomes orange.

Arson — Immediate: Destroy one of your treatment rooms, and any other components in it (coffeemaker, ironic fire extinguisher, etc.); return them to the supply. All patients that were in it die, and you get −5 popularity; for each, remove the patient from the game and return a car to the parking lot on the main board. All of your staff that were in the room move outside your clinic (e.g. to an entrance) for 0 ⏱; you must move them back into your clinic during the Move step at the end of Phase 1: Actions.

Strike — Immediate: Move all orderlies outside your clinic (e.g. to an entrance) for 0 ⏱.

Phase 1: Actions, Action 2: Hire: Any orderlies you hire join the strike outside your clinic (e.g. at an entrance).

Phase 1: Actions, Move: You cannot move orderlies.

Phase 2: Business, Pay Your Employees: Pay your orderlies, even though they're not working.

Phase 2: Business, Facility Upkeep: Orderlies do not reduce your total upkeep, because they're on strike.

Phase 3: Admin, Miscellaneous: Unless next round's event is the same, the strike has ended; next round, you must move your orderlies back into your clinic as if they were just hired.

Costly Popularity — **Phase 2: Business, Gain Popularity:** Each 1 popularity costs $4.

Cheap Popularity — **Phase 2: Business, Gain Popularity:** Each 1 popularity costs $2.

Wear and Tear — **Phase 2: Business, Expenses, Facility Upkeep:** After reducing your total upkeep with your orderlies, increase your total upkeep 50% (round up).

Mechanical Failure — **Phase 1: Actions, Move:** Your conveyors are broken down; everyone must walk and take the stairs to get where they are going!

Staffing Shortage — **Phase 1: Actions, Action 2: Hire:** Nurses and orderlies cost 50% more (rounded up) to hire.
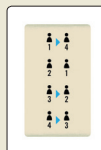
Vicious Rumors — Immediate: Each player moves 1 place later in turn order, except for the player last in turn order, who becomes first.

Emergency Staffing — Immediate: Each player gains 1 nurse from the box, and of course 1 car. The nurse waits outside your clinic (e.g. at an entrance) to enter during Phase 1: Actions, Move.

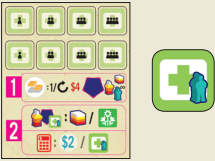**Patients Panic** — Immediate: Each player returns 2 patients for 0 ⏱ to their pre-admissions area matching the patients' services. If your pre-admissions areas are too full to accommodate 2 patients, just return as many as you can (1 or even 0).

Medical Scanner

Components

- 8 Medical Scanner tiles
- 1 Medical Scanner Rules Reminder board

Setup

Place the Medical Scanner Rules Reminder board near the left side of the main board, just left of the Action 1: Build icon.

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

Playing the Game

Phase 1: Actions

Execute Actions
Action 1: Build

A medical scanner costs **$4** to build in a service hub on any floor of your clinic. It counts as 1 of the 2 components you can build by choosing this action, and you are only allowed to build 1 in a single action, and only one in each service hub.

Move
Module Capacity

A service hub with a medical scanner no longer can hold infinite doctors; instead, it can hold 1 doctor, 1 patient, and any number of nurses.

Phase 2: Business
Patient Care and Income

Each service hub with a medical scanner allows 1 doctor to treat 1 patient just like in a treatment room; however, the medical scanner acts like a nurse when treating the patient, so you need 1 nurse fewer.

Example: *A red doctor in a service hub with a medical scanner and a yellow patient would need 1 nurse (in addition to the medical scanner) to treat the yellow patient.*

Expenses
Facility Upkeep

Upkeep for each medical scanner is $2 (in addition to the $1 upkeep cost of the service hub hosting it).

Beds

Components

- 8 Bed tiles
- 1 Bed Rules Reminder board

Setup

Place the Bed Rules Reminder board above the main board, near the Action 2: Hire icon.

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

Playing the Game

Phase 1: Actions

Execute Actions
Action 1: Build

A bed costs $1 to build in a treatment room on any floor of your clinic. It counts as 1 of the 2 components you can build by choosing this action, and you are only allowed to build 1 in a single action. Each treatment room can hold only 1 Bed tile (providing a total of 3 beds).

You cannot build a bed in a treatment room that has a workaholic doctor in it.

Move
Module Capacity

A treatment room with a bed can hold +1 doctor and +1 patient, so 3 doctors, 3 patients, and any number of nurses.

Phase 2: Business
Expenses
Facility Upkeep

There is no upkeep cost for beds.

Morgue

Components

- 4 Morgue tiles

A Few Crucial Gameplay Concepts

Modules

Note that the Morgue tile does not have a checkered floor, and is not a tile that represents the interior of your clinic, so it is not a module.

Setup

Construct Your Initial Clinic

You must also build a morgue in a 2 × 2 set of empty ground-floor spaces. Note that the Morgue tile is just a little smaller than a 2 × 2 area so it does not obstruct the parking spaces surrounding it (just like the garden is a little smaller than a 1 × 1 area for the same reason).

Playing the Game

Phase 1: Actions

Execute Actions
Action 1: Build

General Construction Rules
Note: Because the morgue is not a module, you cannot build anything above it.

Action 2: Hire
Note: The parking spaces adjacent to the edges of the Morgue tile **are** available.

Action 3: Admit Patients

Parking a Car
Note: The parking spaces adjacent to the edges of the Morgue tile **are** available *(for some of your -patients, it could even be considered a shortcut)*.

Phase 3: Admin

When a patient dies, if you have a space available in your morgue (you have 4 to start with):

- Send the patient to an empty space in your morgue for 0 🕐.
- Do **not** apply the penalty of −5 popularity for letting a patient die. *In their grief and gratitude, the family somehow hasn't noticed your negligence....*
- Earn $32 directly to your savings (it cannot be used to buy popularity).
- The late patient's car must remain parked forever.

Once your morgue is full (has 4 deceased patients), patient death returns to the usual rules:

- Remove the patient from the game.
- Get a penalty of −5 popularity for letting a patient die.
- Earn nothing.
- Return the late patient's car to the parking lot on the main board.

Surgeon

Components

- 4 surgeons
- 1 double-sided University overlay
- 1 Hiring Rules Reminder board
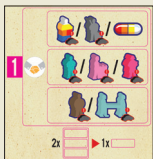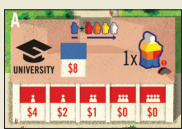
Setup

Place the University overlay covering the University of the main board. If you are playing with the Workaholic Doctors expansion included with the base game, use the B side; otherwise, use the A side.

Patient and Doctor Pools

Create the doctor pool by putting the following doctors in the Doctor Pool bag, according to the number of players:

	👤	👥	👥👥	👥👥👥
🔵	1	2	3	4
🟣	1	2	3	4 *(if you are playing with Workaholic Doctors)*
🟠	1	2	3	4
🟡	2	3	4	6
⚪	3	5	8	10

Doctor Display

Fill each space of the University from the left, up through the number of players, with a random doctor drawn from the bag. Rearrange them according to the diagram on the university: **blue**, purple, red, orange, yellow, white. Just skip any colors you didn't draw.

Note: The university can never have more than 1 surgeon; if you draw additional blue doctors, simply return them to the bag after filling the university. The university can never have more than 1 workaholic doctor; if you draw additional purple doctors, simply return them to the bag after filling the university.

Playing the Game

Phase 1: Actions

Execute Actions
Action 2: Hire

Surgeons always cost $8 to hire (as do workaholic doctors), as indicated on the University overlay.

If you select the Hire action, you may hire new employees by paying the costs indicated for their spaces. You can select any **2** of the following **3** options:

- Hire 1 doctor/surgeon **or** hire 1 janitor **or** buy 1 capsule **and/or**
- Hire 1 nurse **or** orderly **or** secretary **and/or**
- Hire 1 stretcher bearer team **or** CEO

Example: You could hire 1 surgeon and 1 CEO, or you could hire 1 surgeon and 1 orderly; however, you could not hire a surgeon, a nurse, and a CEO, even if you have enough money, because you would be selecting 3 options. You also could not hire a surgeon and another doctor, because you would be selecting 2 from the same option.

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

Move

The surgeon can only treat patients in an operating room; if no operating room is available, the surgeon must move to a service hub to await a suitable patient.

Phase 2: Business
Patient Care and Income

Operating Rooms

In each operating room, 1 surgeon can treat 1 patient, and operates (heh heh) like a red doctor plus a nurse. This is in addition to the built-in nurse of the operating room, so it's as if you had 1 red doctor and 2 nurses there.

Note: A surgeon cannot treat a patient anywhere else!

Example: Your surgeon is in your operating room with a white patient. Your surgeon needs one nurse present to assist, because the surgeon counts as red + nurse, but the operating room also has a built-in nurse.

Expenses

Pay Your Employees

You must pay each of your surgeons $6.

Gain Popularity

Each surgeon earns you 2 popularity. Yes, this is every round, for free (their salaries notwithstanding).

Phase 3: Admin

Main Board

Surgeons do not level up, and other doctors do not become surgeons.

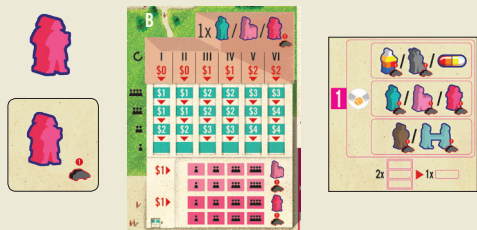### Your Player Board

Surgeons do not level down.

End of the Game

Each surgeon is worth 6 popularity.

Secretaries

Components
- 9 secretaries
- 1 Bonus tile
- 1 double-sided Nurse and Orderly Display overlay (B side)
- 1 Hiring Rules Reminder board

Setup
Place the Hiring Rules Reminder board near the Hire column of the main board.

Bonus Tiles
Shuffle the Bonus tile together with the others, and proceed as usual.

Main Board
Nurse and Orderly Display
Place the Nurse and Orderly Display overlay, B side up, covering the Nurse and Orderly Display of the main board.

Playing the Game
Phase 1: Actions

Execute Actions
Action 2: Hire

If you select the Hire action, you may hire new employees by paying the costs indicated for their spaces. You can select any **2** of the following **3** options:
- Hire 1 doctor **or** hire 1 janitor **or** buy 1 capsule
  and/or
- Hire 1 nurse **or** orderly **or** secretary
  and/or
- Hire 1 stretcher bearer team **or** CEO

Example: You could hire 1 doctor and 1 secretary, or you could hire 1 stretcher bearer team and 1 secretary; however, you could not hire a doctor, a secretary, and a stretcher bearer team, even if you have enough money, because you would be selecting 3 options. You also could not hire a nurse and a secretary, because you would be selecting 2 from the same option.

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

Action 3: Admit Patients

Secretaries in service hubs allow you to manipulate the appointments for those services. Each secretary in a service hub provides you +2 QP (queue points) that can only be used related to the service provided by that hub:

- Moving horizontally in that service's row on the notepad (if another patient is in the target space, they swap places as usual).
- Moving vertically from an adjacent service to this one (swapping if applicable, as usual).
- Moving vertically from this service to an adjacent one (swapping if applicable, as usual).

Any other move on the notepad must come from your normal QP (1 + entrances + helipads).

Admitting patients, even from the secretary's service, must come from your normal QP. *These secretaries like computer screens more than humans: They only want to rearrange appointments and play Klondike solitaire; they don't want to deal with actually admitting patients.*

Move
Module Capacity
A service hub can hold infinite doctors, infinite nurses, and 1 secretary.

Phase 2: Business
Expenses
Pay Your Employees
You must pay each of your secretaries $1.

End of the Game
Each secretary is worth 2 popularity.

Variant 1: Greater Demand

Small City is growing quickly, and demand for healthcare grows with it. While you dream about the gleam of the silver this will bring you, don't forget that it's just the lining around a dark and menacing cloud: For greater demand to become profit, you must treat all those extra patients! Can you keep up when the patients just keep coming, right up to the end of the game? **20% more patients** means 20% more profit to the blithe optimist, but it means 20% more potential pitfalls to the pure pessimist.

Components

• 20 patients (*2 red, 4 orange, 6 yellow, 8 white*)

Setup

Patient and Doctor Pools

Create the patient pool by putting the following patients in the Patient Pool bag, according to the number of players:

	👤	👥	👥👥	👥👥👥
🟥	**2** (1+1)	**3** (2+1)	**5** (4+1)	**8** (6+2)
🟧	**4** (3+1)	**10** (8+2)	**14** (12+2)	**20** (16+4)
🟨	**7** (6+1)	**15** (12+3)	**22** (18+4)	**30** (24+6)
⬜	**10** (9+1)	**22** (18+4)	**32** (26+6)	**42** (34+8)