

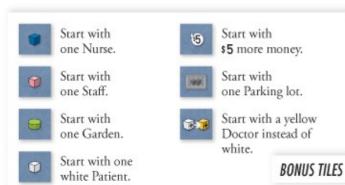


PLAYERS: 2-4 GAME TIME: 30 MINUTES / PLAYER

Your Town Center is flourishing, but as the city grows, the need for emergency medical care grows with it. Fortunately, you and your business partners have the wherewithal to build a clinic to help those in need of more than first aid. You quickly get a pre-admissions facility built to help process and route the different cases into the appropriate queues. Unfortunately, just before groundbreaking, your differing views of the ideal clinic cause a schism between you, and you go your separate ways, with patients already lining up in pre-admissions. Each of you decides to build the clinic of your dreams, trying to hire doctors, nurses, and maintenance staff, and build new modules, specialized services, and even parking, in order to meet the needs of the patients ailing in pre-admissions. This is your Clinic! Build it however you like to give patients the care they need, so you can make your Clinic the most popular one in town!

COMPONENTS

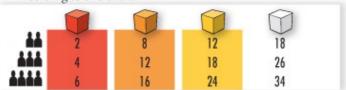
- 4 reversible Player Boards
- Common Board with different types of buildings related to the Clinic
- 56 parallelogram tiles representing Modules (Rooms, Services, Offices, Special Modules)
- 18 Entrance / Helipad tiles
- 12 Action tiles
- 7 Bonus tiles
- 185 8mm wooden cubes (Staff, Cars, Nurses, and Patients in 4 colors of illness)
- 70 10mm wooden cubes (player cubes, Doctors in 4 colors of capacity)
- 1 turn order marker
- 12 green discs for the Gardens
- 20 grey discs for Elevators / Corridors
- 24 Parking Lots to park the Cars
- 51 coins (yellow = \$1, orange = \$5, red = \$25)
- 5 +50 Popularity Points tiles
- 4 rules reminders
- 1 rulebook



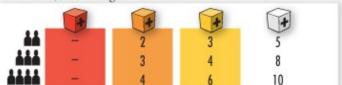
SETUP

In the setup steps below, always refers to the number of players.

- Reduce the number available of the following Specialty Module types to 1:
 - Operating Room, Extreme Consultation, Laboratory, Waiting Room
- Agree whether to play the 3x3 or 4x3 side of the Player Board.
- 3. Each player:
 - · Take a Player Board, flipped to the correct side.
 - Take 5 large cubes in your player color, \$15, 3 action tiles (Build, Admit Patients, Hire), 1 Medicine Service Module, 1 Room, 1 Office, 1 Entrance Arrow, 1 white Doctor cube, 1 black Car.
 - On each of the following locations, place one of your color cubes:
 - · 0 hours on the hours Time tracker
 - · 0 minutes on the minutes Time tracker
 - The matching space on the Pre-Admissions area on the Common Board.
 - · 0 on the Popularity track.
 - The turn order track, in a randomized order.
- Make ¹/₄ + 1 of the Bonus tiles available for the players.
- 5. In reverse turn order, each player takes one Bonus tile.
- Everyone simultaneously: Build your initial clinic according to the Building Rules.
- Create a pool (load a cup) with Patients (small cubes), according to this chart:



 Create a pool (load a second cup) with Doctors (large cubes), according to this chart:



- For each service open (see the Patient Services portion of the Pre-Admissions area on the Common Board), draw 1 Patient (small cube), and put it on the first space.
- 10. University Setup: Draw enough Doctors (large cubes) to fill the University according to the number of players (at the start of the game, ♣ + 1 Doctors). Then, in the order of reds first, then oranges, yellows, and whites, place one drawn Doctor in each University space on the Common Board, left-to-right, until you fill the spaces according to the number of players.
- Fill the Nurse spaces on the Common Board according to the number of players.
- Place 2 x ♣ pink Staff cubes in the Staff box on the Common Board.

3 PLAYER GAME SETUP EXAMPLE



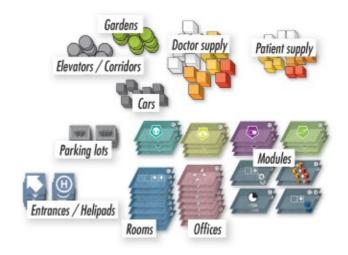












GENERAL

- The term adjacent in this game always means orthogonally adjacent, unless specified otherwise.
- Patients (small cubes) are white, yellow, orange, or red. Red are in the most critical condition.
- Doctors (large cubes) are also white, yellow, orange, or red. Each color of difference between the Doctor and the Patient requires 1 Nurse (small blue cube). Example: A red Doctor can treat a red Patient on her own, but would need 3 Nurses to treat a white Patient. An orange Doctor would need 2 Nurses to treat that same white Patient.
- Each Doctor can treat one Patient per round.
 - Doctors and Nurses must be paid.
- Doctors and Nurses increase your Popularity if they treat Patients.
- When Patients or Doctors change color, their replacements come from the box, not from the pools.
- Staff (small pink cube) maintain the Clinic's Modules and Gardens, and must be paid.
- Note that all Doctors, Nurses, Patients, and staff spend time moving. The more time spent, the less popular your Clinic will be!

PLAY

The game lasts 6 rounds, as tracked with the Round marker on the board. Play is a mix of simultaneous choices and actions that proceed in turn order, as shown on the turn order track. Each round is divided into several phases. First, there are three **Action phases**, then **Movement**, **Business**, and **Administration**, as follows:

1. ACTION: Select and execute an Action.

- Everyone simultaneously: Secretly select an action tile that you haven't already used twice this round. Then, reveal your action tile.
- In the following order, each player executes her chosen action:
- Players who chose to **Build** (in turn order: least popular to most popular).
- Players who chose to **Hire** (in turn order: least popular to most popular).
- Players who chose to Admit Patients (in turn order: least popular to most popular).
- For each Pre-Admissions service open, which doesn't already have 4 Patients queued up, draw 1 Patient (small cube), and add it to the queue (start with the topmost queue, and work your way down).
- 2. ACTION: Select and execute an Action (like above).
- 3. ACTION: Select and execute an Action (like above).
- 4. MOVE according to the Movement Rules (see page 5).
- Agree whether to do this simultaneously or in turn order.
- Moving a cube into the Clinic takes 5 minutes.
- Moving a cube from one Elevator / Corridor exit to another on the same line takes no time.
- Moving a cube to an adjacent space takes 5 minutes.
- At the end of this phase, each Waiting Room subtracts 15 minutes from the time you spent (minimum 0).

5. BUSINESS

- + Patient Care Income
- Expenses
- Gain Popularity
- Consultation Income

6. ADMINISTRATION

- Advance the Round marker.
- Return any Patients that are on the 1st space in their Patient Services queue to the pool.
- · Doctors at University progress:



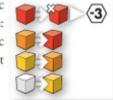
- Fill empty spaces in the University, according to the number of players, following the University Setup rules.
- Remove any Nurses left unhired from the board. They are no longer available for hire.
- For each Doctor in a Laboratory in your Clinic (each Lab can only have 1 Doctor):
 - The Doctor progresses, and you earn 1 Popularity:



 All Doctors in Clinics, but not in a Laboratory, regress:



- Each Patient left in your Clinic and Pre-Admissions area worsens:
 - Red ones die. Your Clinic loses 3 PP for each red Patient that dies.



- · Others worsen one level
- Reset turn order: Least Popular first, most Popular last.





All Doctors in Labs progress and give +1 PP; all other doctors in the Clinic regress. So, the white in the Lab becomes orange (+1 PP); the other whites stay the same, and the yellows become white. All Patients in the Clinic and on the Pre-Admission board follow the rule, and the red Patient dies (-3 PP).

General rule: Some tiles are in limited supply, so first built, first served.



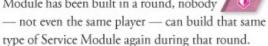


Build up to 2 components according to the Building Rules (see page 6), and pay the appropriate costs. For all of the building options, f refers to the floor number; ground floor is 0, the one above that is 1.

Module (parallelogram)

- Office Module costs \$f.
- All other Modules cost f + 2.
- When you build a Room Module, you may build an Office Module as a bonus action (you still must pay for it).
- Types of Modules:
 - Service Module (Psychiatric, Ophthalmology, Medicine, Surgery, Cardiology) treats Patients with those needs, and attracts Patients with those needs. No copycat: Once a particular type of Service Module has been built in a round, nobody





 Room Module holds 2 Patients, and must be built adjacent to a Service Module.



Office Module serves adjacent Rooms, and must be staffed to work. It can hold 1 Staff.



- Specialized Module: Each one breaks a normal rule of the game. No copycat: Once a particular type of Specialized Module has been built in a round, nobody - not even the same player - can build that same type of Specialized Module again during that round.
 - Operating Room: It's as if this Module has a permanent Nurse cube; however, it can hold only 1 Patient, 1 Doctor, and any number of Nurses at a time. It must be built adjacent to a Service Module. It can only host Patients from the Pre-Admissions queue of that Service.
 - Extreme Consultation: Accept a Patient from any queue directly to this Module (which means you won't need to spend time moving the Patient during the Move phase). Requires 1 Doctor of any color.



- Laboratory: Upgrade up to 1 Doctor, increasing Popularity. The Doctor can stay there as many turns as you wish.
- Waiting Room: Save 15 minutes each round during the Move phase.



Entrance / Helipad (1)





- Entrance costs f + 2.
- Your first Entrance gives you +2 queue points when you take the Admit Patients action.
- Each additional Entrance gives you +1 queue point when you Admit Patients.
- Your first Entrance must point into a Service Module. Subsequent entrances may point into any Module.
- · You may build a new Entrance on any ground floor space, or atop the highest Module of a portion of a building (as a Helipad). It's OK if there are other parts of the building that are taller.

Parking Lot | Well | Well

- Building a +2 Spaces Parking Lot costs \$2.
- Upgrading a +2 Spaces Parking Lot to a +3 Spaces Parking Lot costs \$2.
- · This provides parking spaces beyond the 1 per empty edge already available on the ground floor.
- Building / upgrading this grants you an immediate onetime bonus action to move Cars to it.



Garden ()



- Garden costs f + 2.
- No construction can occur above a Garden.

Elevator / Corridor



- · Elevator / Corridor costs \$2; the first time, you will place 2 discs for \$2 total, but subsequent times, you will only place 1 disc for \$2.
- · Elevator / Corridor reduces the time it takes to serve Patients, and thus increases your Popularity.
- · Two grey discs in an orthogonal straight line permit more efficient movement between those two discs: Movement between them takes 0 minutes! (These do not need to be adjacent; think of them as shortcuts from point A to point B.)
- The first Elevator / Corridor you build must be 2 discs; subsequent ones extend that in any of the 6 directions by adding 1 disc.

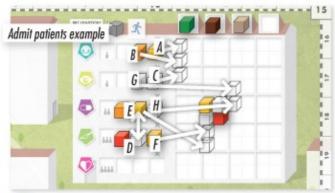
ADMIT PATIENTS



 The number of queue points you have is equal to the number of Entrances you have, plus 1.



- Use queue points to move Patients from the Patient Services queues to your Pre-Admissions (maximum: 4 in each).
- Each step "forward" in a queue costs 1 queue point.
- Going from 1st (rightmost) in a queue to your column costs 1 queue point.
- You may also move each Patient headed to your Pre-Admissions one time to an adjacent queue for 1 queue point, by swapping it with whatever is in the same position in the adjacent queue, even if that's nothing (shift Patients to the right to close any gaps).
- You are not allowed to move Patients from other players' columns to your column.
- You can only move Patients to your Pre-Admissions; any queue points not used for this purpose are forfeit.
- Each Patient you move to your Pre-Admissions comes with a Car (black cube) that must immediately be parked on the ground floor of your Player Board. You cannot admit a Patient if there's nowhere for him to park.



Green has 2 Entrances, so he has 3 moves. If he takes the red Patient, that uses all 3 of his moves. Instead, he takes A, and B automatically moves to the right. Then he can take B, and still have 1 move to take C.

Brown also has two Entrances. Her Medicine Service is full, but she wants E and F. So, she swaps D with E for 1 move, then takes F, then E.

Natural has 1 Entrance, so he only has 2 moves. He takes G and H.

Remember – each Patient you take means another Car you must park!

HIRE



- Pay the costs listed on their respective spaces in order to hire:
 - · Doctors from the University and/or
 - 1 Nurse or 1 Staff member.
- Place new hires near an Entrance.
- Each new hire comes with a Car (black cube) that must be parked.
- You cannot hire someone if there's nowhere for her to park.

BUILDING RULES

- A Building is any contiguous combination of Modules, containing at least one Service Module.
- Once you build a separate Building, you are not allowed to merge it with another.
- Modules of the same type can never be adjacent (e.g. Specialized can't be adjacent to Specialized, Room to Room...)
- . Each floor of a building can only have one Service Module.
- A Service Module can never be built in the same position as the same type of Service Module on the floor below.
- Rooms must be adjacent to both a Service Module and an Office Module in order to host Patients. If the Room is not adjacent to a Service Module, you can not move Patients into the Room, but can still admit Patients on the Pre-Admissions.
- . One Office can support several Rooms that are adjacent to it.
- In order to build on a position above the ground floor, the same position on the floor below it must have a Module.



During setup, you built the Medicine Service (with an Entrance), Room, and Office. You decide to Build for Action 1, and consider your options:

- You cannot build at F unless you build at E first.
- You could build a Garden or a Parking lot at B or C. Because there's already a Car there, you can't build a Module at B or C..
- You could build an additional Entrance into your building, into the Room, for \$2.
- You could build a Room at E, then move up to 4 patients per turn from the Medicine Pre-Admission Queue. If you build a Room at E (or D), you must also build another Office adjacent to it as a bonus action, because it must be adjacent to an Office. If you build the Room at E and the Office at F, this would cost \$2 for the Room + \$1 for the Office.
- You could build a Room at A. Because it's already adjacent to an Office, you wouldn't have to build another as a bonus action, but you may choose to build one above it anyway (\$2, because it's Floor 2). A Room at A couldn't hold Patients yet, because there are no Services on Floor 2.
- You could build a Medicine (or other opened Service) at G to start a second building; then, you could build a Room at H and get a bonus action to build an Office at J for \$2+\$2+\$0=\$4.
 Then you could add an Entrance into G for \$2.
- You could build a Helipad at I for \$4.

MOVEMENT RULES

- Admitted Patients must be moved into one of the following, or their severity will increase:
 - Service Module matching the service for which they were admitted.
 - Operating Room that provides that service.
 - Extreme Consultation.
- Doctors may move to Room, Laboratory, or Operating Room Modules, or return to a Service Module.
- Staff should move to Office Modules in order to enable adjacent Rooms to serve patients.
- Nurses should move to Operating Room or Room Modules, in order to assist Doctors, or return to a Service Module.
- Each Room Module is limited to 2 Patients, 2 Doctors, and any number of Nurses.
- "Leftover" Doctors must move to Service Modules, because those rooms have unlimited capacity. They cannot be left outside the clinic.
- Patients you don't want to treat may stay on the Pre-Admissions area of the Common Board, but you must still park their Cars.
- Even if you have multiple Buildings, you must use the original entrance until you have built another entrance.



You want to Admit 1 yellow Medicine Patient and one orange Eye Patient. You also have hired a new white Doctor and a new Staff member. 5 people in your clinic + 4 new people = 9 Cars, but you have 11, because you still have 2 Patients in your Pre-Admissions column.

- You move the new Doctor to the Lab: 5 minutes to enter the Clinic + 0 minutes by Corridor to the Operating Room + 0 minutes by Elevator to the Lab = 5 minutes.
- You move the orange Eye Patient to the Eye Services Room on the left: 5 to enter + 0 by Corridor to the Room = 5 minutes.
- You move the Staff person to the empty Office on the top floor:
 to enter + 0 to Operating Room + 0 to Lab + 5 to Office =
 10 minutes.
- You move the yellow Medicine Patient to the Room with a white Doctor on the floor above him: 5 to enter + 5 to climb a flight of stairs up = 10 minutes.
- You have a Waiting Room, so the time you spent moving people is: 5 min. + 5 min. + 10 min. + 10 min. 15 min. = 15

15n 15n

 So, you move your cube +15 minutes on the time tracker.



BUSINESS

PATIENT CARE AND INCOME

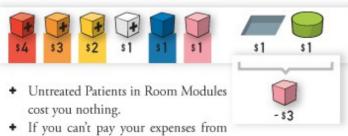
- . Each Doctor can treat 1 Patient in the same room.
 - If the Patient's condition is precisely as critical as the Doctor can handle (their colors match), no Nurses are required.
 - If the Patient's condition differs from what the Doctor can handle, 1 Nurse is required for each shade of difference
- If the Patient is treated successfully, you earn the following (+ \$2 for each adjacent Garden, if it's a Room Module i.e. it has windows):



- Each successfully treated Patient takes his Car and goes home (out of the game).
- Each Patient in Extreme Consultation with a Doctor pays
 \$6, then takes his Car and leaves the game (return the Car to the supply).

EXPENSES

· Pay expenses according to the following schedule:



- your income, you can pay from your funds.
- If you still can't pay your expenses, you can sell Popularity at \$1 per Popularity.
 - If you do not have enough Popularity, reduce your Popularity to 0 and ignore the excess expenses.

GAIN POPULARITY

 In player order: If you profited this round, you may use income you earned this round (and only income) to buy Popularity at \$3 per Populari-



SELL PP

ty. If you land on the same Popularity as another player (or players), be sure to put your marker on top of any others on that space: You have slightly **less** Popularity than anyone who reached that Popularity before you!



The white Doctor needs a Nurse to help treat the yellow Patient, so they just wait. The yellow Doctor can treat the orange Patient with the help of the Nurse, which earns you \$20 (the Garden is too far away to give you a bonus); the orange Patient gets in his Car and leaves. Remove the orange Patient and one Car of your choice from your board.



Total expenses	\$17	Profit	+\$3
\$14 - \$3×2 = \$8		Expenses	-\$17
Maintenance & upkeep		Patient care	+ \$20
Staff salaries	\$2		
Nurse salary	\$1		
Doctors' salaries	\$6		

Although you could buy 1 PP with your \$3, you decide to put it in your piggy bank for later.

ADMINISTRATION

See page 3 for the detailed Administration rules.

All Doctors in Labs progress and give +1 PP; all other doctors in the Clinic regress. So, the white in the Lab becomes orange (+1 PP); the other whites stay the same, and the yellows become white. All Patients in the Clinic and on the Pre-Admission board follow the rule, and the red Patient dies (-3 PP).

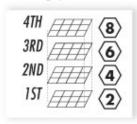


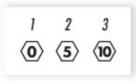
END OF THE GAME

 Doctors: Earn Popularity Points (PP) according to the following schedule:



 Building: Each room scores according to its floor. Then, earn a Building bonus, depending on the number of Buildings you have:





+ Penalties:

 Each Patient you still have in Pre-Admission and in your Clinic decreases your Clinic's Popularity:



 Each full 15 minutes you have on the time tracker is -1 Popularity.

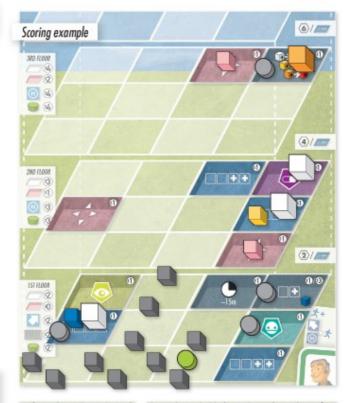
CREDITS

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Graphic design: Sampo Sikiö (samposdesign.com)

Illustrations: Da Fanny





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5		
0	and X	2
	29.	R
	c1	42
	Score track	12.7
	White Doctors	3× 2 = 6
	Orange Doctors	$1 \times 4 = 4$
	Nurses	1× 1 = 1
	2nd building bonu	s 5
		+0+2+2 = 4
	Yellow Patients	$1 \times -4 = -4$
	Time spent	8× -1 = -8
	Total	50