a Nano9game with nano9rules for 1p designed by Alban Viard @2023

Contents

- 1 Track card
- 1 Care Plan card
- 4 Floor cards
- 3 Action cards
- 9 cubes in 6 colors (2 black cubes [Car cube and Parking cube], 1 yellow Time Spent cube, 1 dark green Money cube, 1 blue Popularity cube, 2 light gray Conveyor cubes, 1 natural Orderly/Nurse cube), 1 dark gray Unselected Section action card.

- 9 dice in 6 colors (5 brown Doctor/Patient dice, 1 natural Round die, 1 light green Gardens die, 1 mauve Entrance die, 1 gray Pillar die)

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 at the cafeteria of the clinic!!

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

One track used to track time spent, popularity, money, the number of doctors you have, the number of cars in your parking lots, and the number of parking spaces
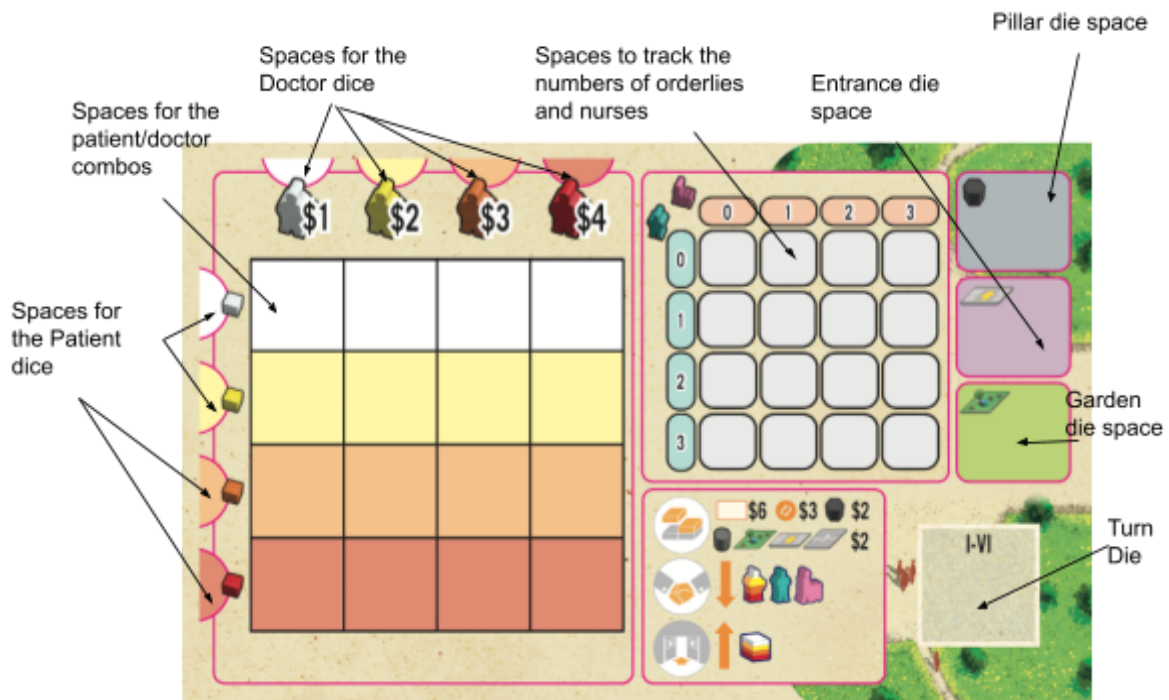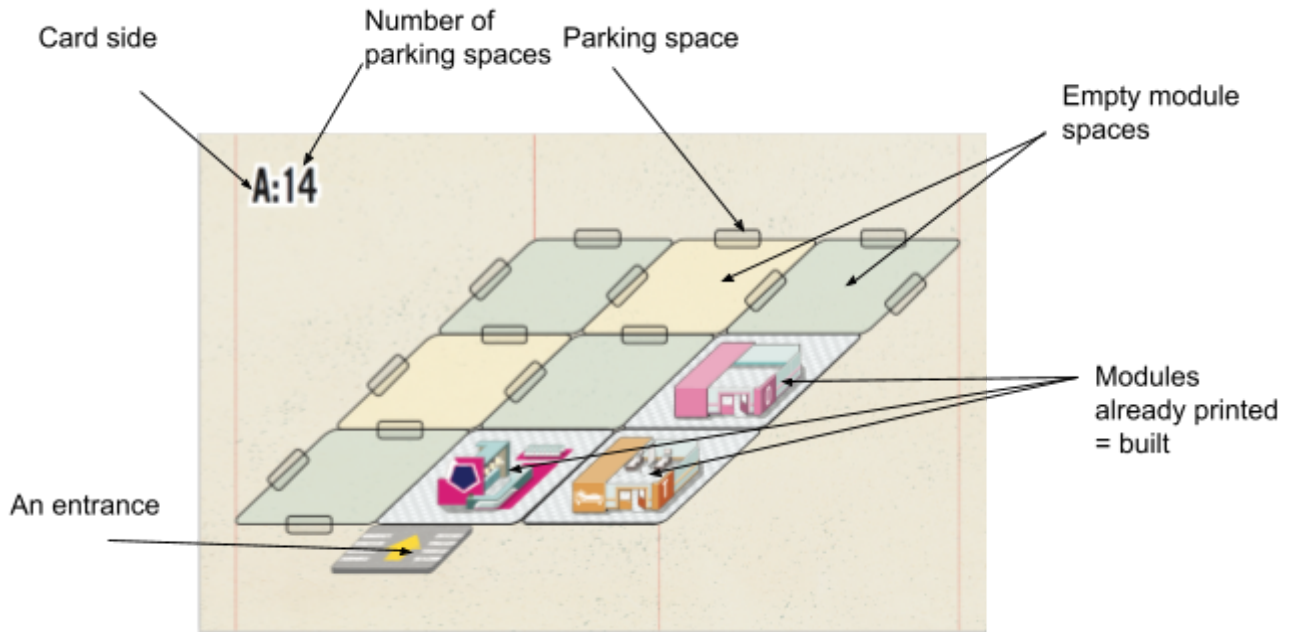
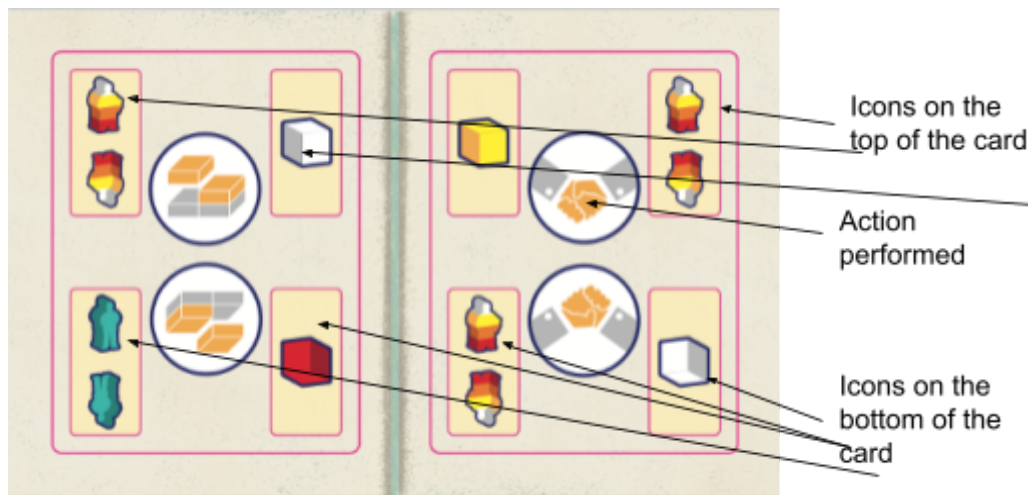Negative popularity for time spent

Car cube

Parking lot cube

Care Plan Card

Spaces for the patient/doctor combos

Spaces for the Doctor dice

Spaces to track the numbers of orderlies and nurses

Entrance die space

Pillar die space

Spaces for the Patient dice

Garden die space

Turn Die

Floor Cards

Card side

Number of parking spaces

Parking space

Empty module spaces

A:14

Modules already printed = built

An entrance

Action Cards

Icons on the top of the card

Action performed

Icons on the bottom of the card

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, the ideal patient for them. White doctors can treat white patients with no help; orange doctors can treat orange patients with no help. In Clinic Deluxe, nurses bridged the difference in color between doctor and patient. In Clin9ic….

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 Plan Care 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 color, you can place 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 red patient with no doctor.

You have 2 entrances to your clinic.

You have 2 orderlies and 1 nurse.

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

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

The Round die shows that it's Round 3.

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 Lot 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

A parking space is depicted on the Floor cards as a small rectangle on the border between two parallelogram spaces. The number on the upper-left corner of the card indicates the number of parking spaces you have when you start the game. You will be able to buy parking lots during the game to provide more parking. The

total number of parking spaces limits not only how many patients you can admit, but also how many staff members you can hire, because everyone must have a place to park their car. Otherwise, they 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. If 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 is which; if this makes you itch, perhaps you should get evaluated for OCD in your clinic....

Floor 4

Floor 3
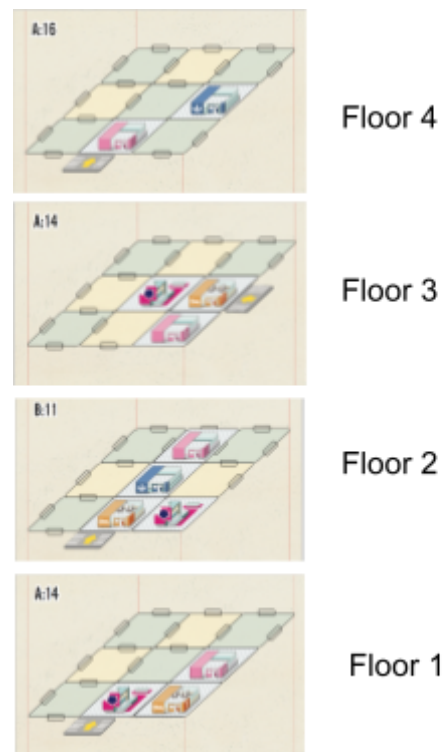
Floor 2

Floor 1

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 flip the card)

The example depicts a clinic with 4 floors. Floor 2 has been upgraded!

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. Treating a patient is the only way to earn money; and you can use money to gain popularity, which is the 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 need to use a pillar, instead, 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:

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

This clinic needs **3** pillars because there are two empty space beneath each unsupported module!
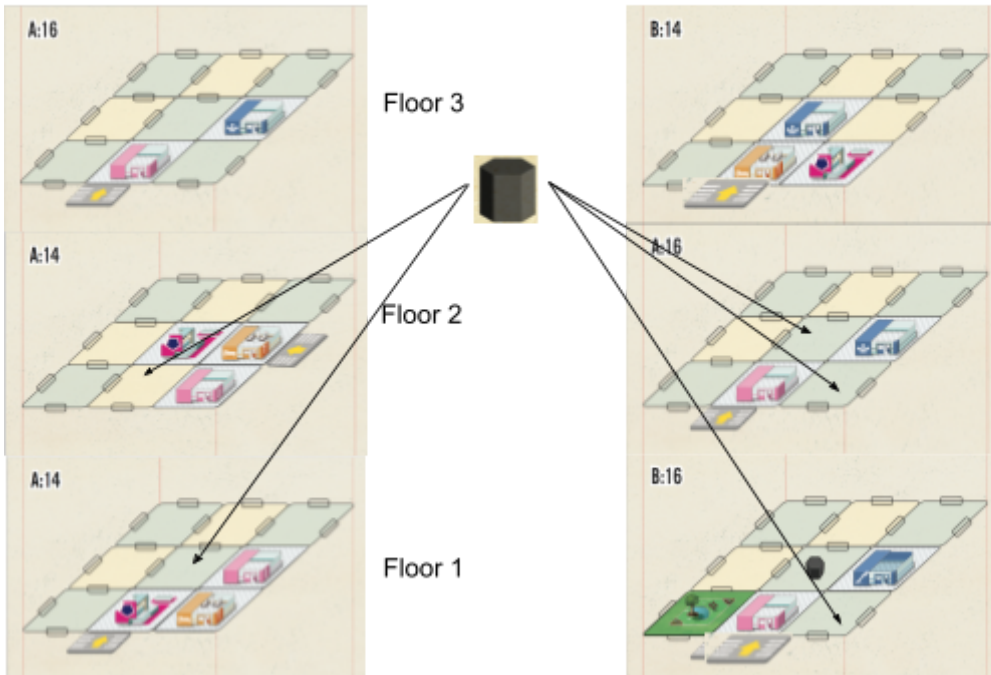
Gardens

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. Flip the **other 3 Floor cards** to face the same direction, shuffle them, and place them A side up off to the right.
3. Place the **Care Plan card** to the upper-right 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.
   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 side of this card: You have 0 gardens and 0 pillars.
   e. Place **1 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** to the upper-left 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.
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 following table:
7. ~~There are only 2 difficulty levels: Easy (use the 5 brown dice), Difficult (only use 4 brown dice)~~

Victory Condition	Easy	Medium	Difficult	Additional Setup
Number of Treated Patients	14	16	18	Place the other **natural cube** on **0** 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.*

	Number of Treated Patients	Number of Doctors	Number of Skilled Doctors*	Number of Staff	Popularity
Interne	<14	<8	<6	<12	<59
Doctor	14	8	6	12	<69
Chirurgien	15	9	7	13	<79
Chef de service	16	10	8	14	<89
Directeur des soins	17	11	9	15	<99

Directeur de Clinique	18	12+	10+	16+	100+

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

For example, if you want to play the popularity condition at the Difficult level, only use 4 Brown dice (place the 5th in the box) and Place the **yellow Time Spent cube** and **blue Popularity cube** on **0** of the track. You win the game is you reach 75

Setup example:
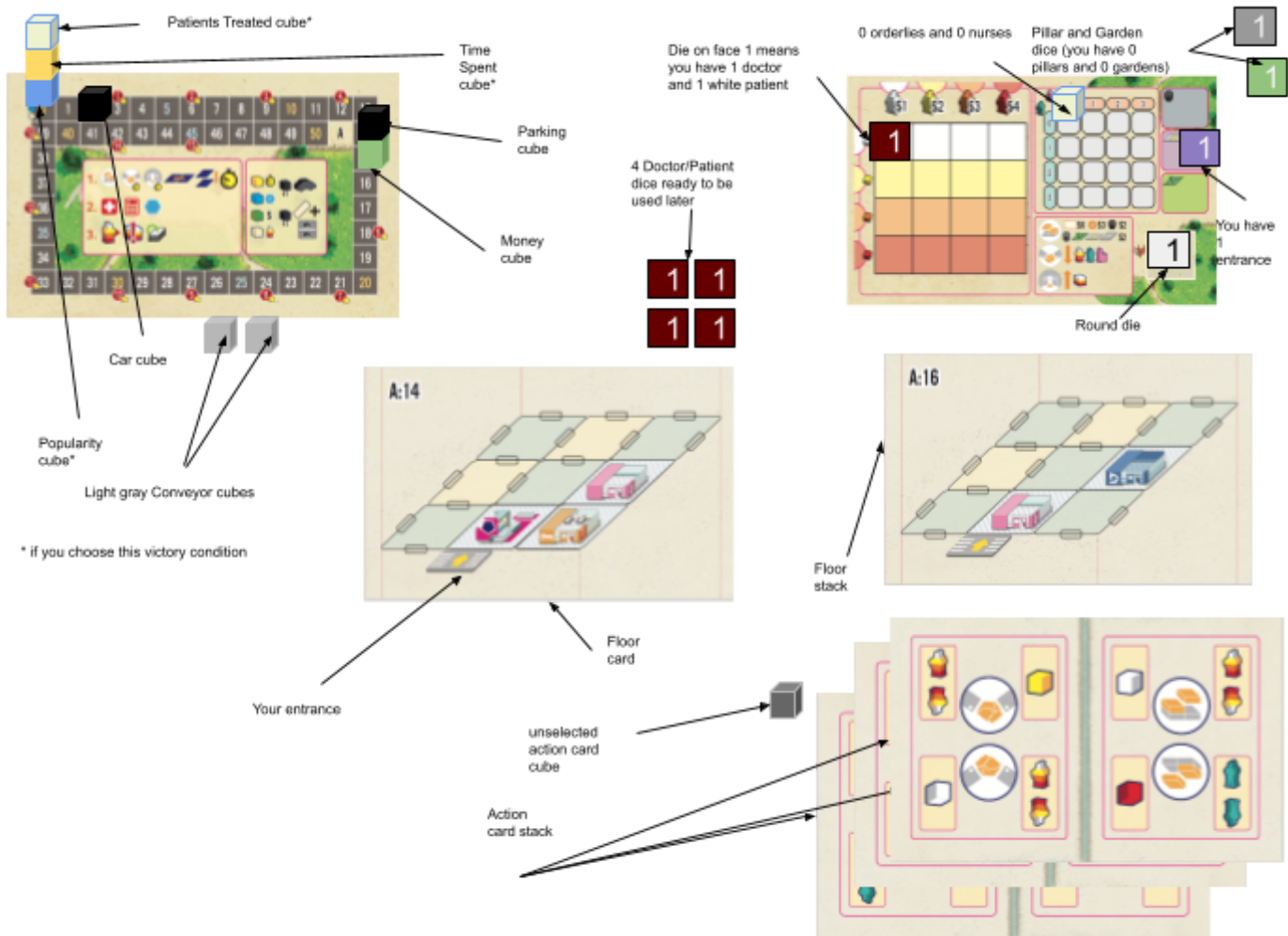
Playing the Game

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.

- Take all 3 Action cards, shuffle them (but do not flip any over) and place them in a pile 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.
    - 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.
    - look at the 3rd Action card (that is not the top Action card of the stack).
- 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.
    - 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.
- Take the third and final Action card and place it overlapping or underlapping the **right** side of the second Action card.
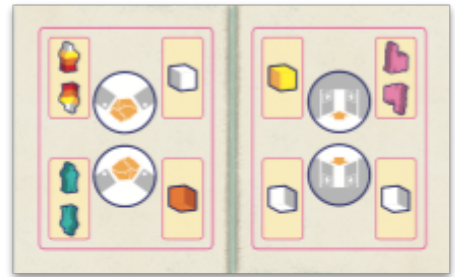 - You are allowed
    - to rotate it

At the end of this Arrange Your Actions process, you have an overlapping row of Action cards showing 4 sections.
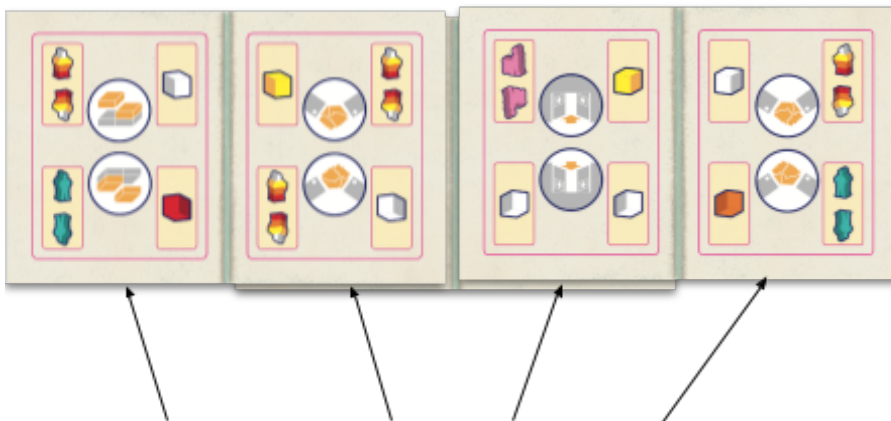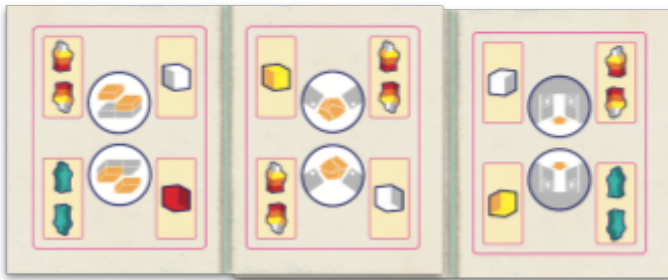
Example:

You draw the first card of the Action Card Pile and put it below your Floor 1 card. You may rotate it. In this example, you choose not to rotate it.

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.

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

You draw the last Action Card Pile and you must use the left part of this card to overlap or underlap the second Action card. You may rotate it before.

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

The 4 sections at the end of the drawing process.

Select Your Action Trio
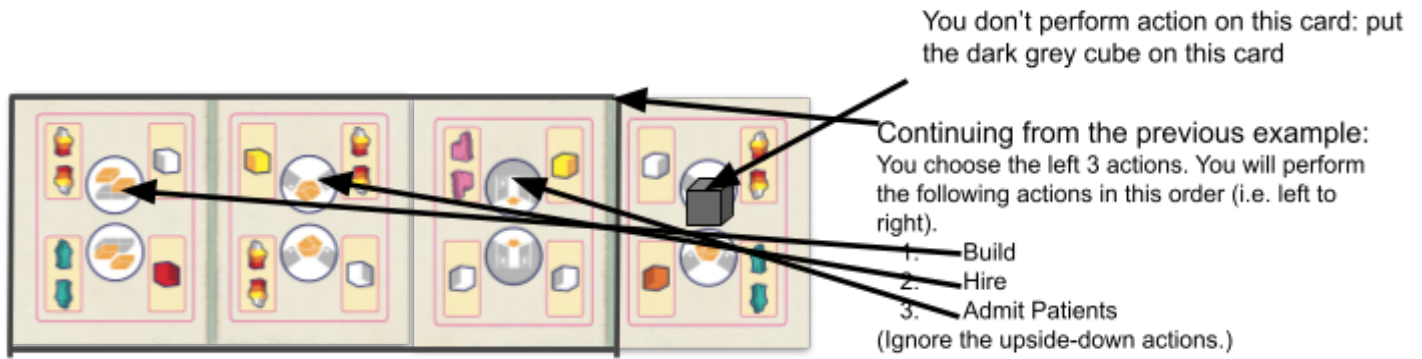
Now you have 2 options choices to perform 3 Actions:
- Use the left 3 sections (1-2-3) and forfeit section 4 for this round.
- Use the right 3 sections (2-3-4) and forfeit section 1 for this round.

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, 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 don't perform action on this card: put the dark grey cube on this card

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).
1. Build
2. Hire
3. Admit Patients
(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 it, you cannot build the new component and your building 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, if you have Gardens on Floor F, you must have Gardens to reach the 1st Floor. For example if you have a Garden on Floor 3, you must have at least 2 Gardens.

Conveyor

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 **adjacent*** pre-printed modules.

* **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.

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: $5
You start the game with one Floor called the 1st Floor on the side A. Pay $5, and put the first card of the Floor Pile just on the top of the 1st Floor. This is your 2nd Floor! It is fine if some printed modules have no modules below. You will be able to build Pillars before the end of the game to fix this Architectural issue :=)

- You can vertically align till 4 cards and then have 4 Floors, always built above the last Floor card.
- You do not add the number of Parking lots to your current Parking lot Cube on the track. I.E.: The Parking lots are only on the 1st Floor.
- ~~You do not add one more Entrance shown by the new Floor card.~~
- Each Floor has an Entrance, so you must update your number of Entrance by one with your Entrance die.
- If you see One Garden on the new Floor card, you add 1 Garden with Garden Die.
- If you now have a new printed module above a gray conveyor cube that worked as an Helipad, it does not work anymore as an Helipad, *till you move it.*

Upgrading a Floor

Cost: $3

- Flipping an already built Floor card
  - Pay $3 and flip one of your Floor cards to show the B-side. B-Side cards usually have more printed modules, more chances to have Gardens, Special very useful Modules or even Pillar.
  - You are allowed to see the B-side before buying to see if this B-side is fine for you. If you flip your 1st Floor card, check the number of Parking lots on the upper leftmost card and update it on the Track card with your Parking Lot Cube. Don't forget to update the number of Gardens and Pillars with the proper dice on your Car Care Plan card.
  - The B-Side of the Floor card shows less Parking Lot in the upper left corner. When you update your Parking Lot cube and it is now before the Car Cube, you must have the money to pay Parking Lot ($2 for each pair) to be able to flip over the card.
  - If you now have a new printed module above a gray conveyor cube that worked as an Helipad, it does not work anymore as an Helipad, *till you move it.*

In any case, you are now having more and/or different illustrations on the Floor cards:
- one new Garden: Add One Garden with your Garden Die on the Care Plan card
- more Treatment rooms: no need to track them, you will check how many you have when you perform 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 is a Treatment Room but with a Nurse inside during the Patient Care Phase.
- Laboratory: Allows one Doctor to gain 2 color skills during the Admin Phase.
- Triage: Reduce your Total Time spent by 3 Time at the end of Action Phase.
- Outpatient Service: Allow you to treat whatever Patient Cube with whatever Doctor Color but you earn less money 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).

 Action: Hire+Move

Hire:

For this action only, you look at the icons in the 3 lower sections. As you are performing the Hiring phase, you skip all other icons different from Staff Icons. Each section shows 2 boxes from left to right.

- If you have 1 Entrance, you can only hire the staff icon in the 1st box from the 1st section. If there is no staff icon, you can not hire anyone.
- If you have 2 Entrances, you can only hire the staff icons in the 1st and 2nd box from the 1st section.
- If you have 3 Entrances, you can only hire the staff icons in the 1st, 2nd and 3rd section and so on till you reach a 6th Entrance.
- All Staff hired in the 1st Section cost **$1**, Each staff hired in the 2nd Section costs **$2** and each staff hired in the 3rd Section cost **$4**.
- If you hire a Multicolored Doctor, you can choose which color of Doctor you would like ! Yes !!!
- Each Staff comes with a car, so you must move the Car Cube on the Track card. If the Car Cube reaches the Parking Lot Cube, you are parking your last car in your Clinic! Your Car Cube must never be farther than your Parking Lot Cube !
- Each Staff that has been hired must be registered in your Care Plan card with brown Dice. You can only use 4 dice, you can rotate the die up one number (max 6!). Each time you add a Doctor, you can either add one die in the right line or remove one die that is already in the matrix to have the correct number of Doctors (and Patients). See example A.
- You can combine one Brown Die you used to track the Doctor with one Brown Die you used to track the same color of Patient. See example B.
- If you can not track your new Doctors on the Care Plan card by arranging the brown dice, or if you don't have enough Parking lots on the Track card you can not hire the Doctor, and your action is lost.
- Orderly: The number of Supply Room limits the number of Orderlies you can hire in your Clinic. Each Supply Room can support one Orderly. So if you have 2 Orderlies, and 2 Supply Rooms, you can not hire a 3rd Orderly.
- Nurse: The Number of Treatment Room + Operating Room limits the number of Nurses you can hire in your Clinic. Each Treatment Room can support 1 Nurse. The Operating Room can support 1 Nurse. So if you have 1 Treatment Room and 1 Operating Room, you can not hire a 3rd Nurse.
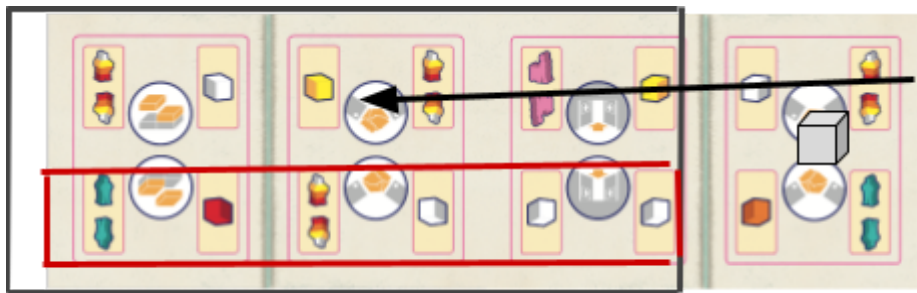
Hire action, performed as a 2nd action.

Follow up of the last example:

The 3 sections make 6 boxes from left to right:

- the 2nd, the 4th, 5th and the 6th box show Patient Cube Icons. As you are performing an Hiring Staff phase, you don't use them.
- the 1st and 3rd box show Staff Cubes, the Nurse only requires 1 Entrance, the Multicolored Doctor Icon requires 3 Entrances.

If you only have 1 or 2 Entrances, you can only admit the Nurse. As she is in the 1st box, you only pay $1.

If you have had 3 Entrances or more, you have more opportunities and can hire the Nurse for $1 and/or the Doctor for $2. You can choose which color of Doctor you hire!

It is not mandatory to admit all Staff you are allowed to. You are the CEO and you can decide who is the best for this Round to have on the boat!
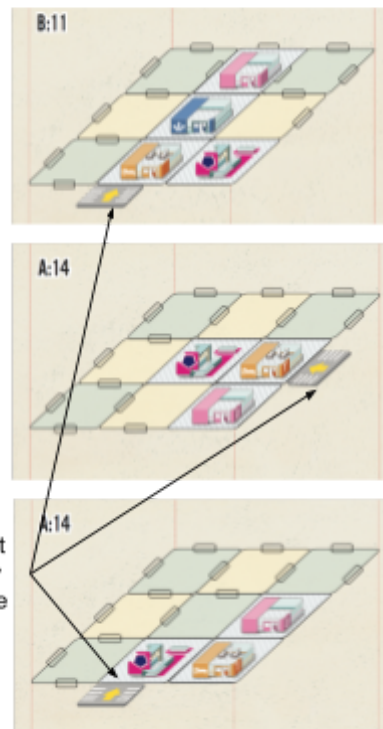
Follow up of the above example with this situation
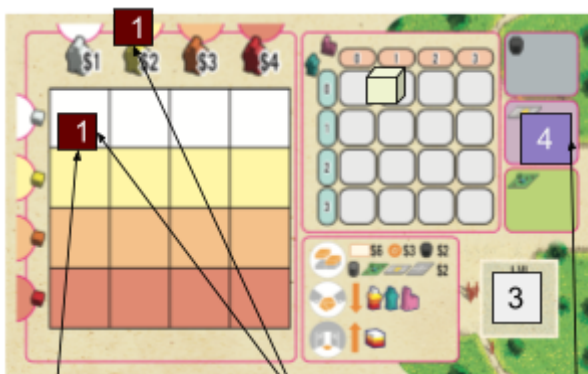
You have one White Patient. He is sleeping in the Treatment Room on the Floor 1.

You have 1 White Doctor and 1 Yellow Doctor. They are actually working both on the Floor 1. (in the Treatment Room).

You have 4 Entrances, which mean you bought 1 Entrance, additionally to those depicted on the Floor cards.

Example A: You have 5 Doctors, 1 White Patient and 1 Yellow Patients. But in Clin9ic, there are only 5 Brown Dice to track both Doctors and Patients. As you can not fire any Doctors or go out already admitted Patients, in same case, you won't be able to hire some Doctors.

With this Care Planification card, you can not admit 1 White Doctor, because you would need a 6th Brown die to put at the beginning of the Doctor patient column.

But you can admit one Yellow, one Orange, and one Red Doctor, just increase the dice by one !

Example B:(follow steps 1-2-3-4): You have one Yellow Patient. You hire one Yellow Doctor. You normally take one available Brown die and place it at the beginning of the Yellow Doctor column.

You can save one Brown Die by combining them and place only one Brown Die at the intersection of the Yellow Patient line and the Yellow Doctor column
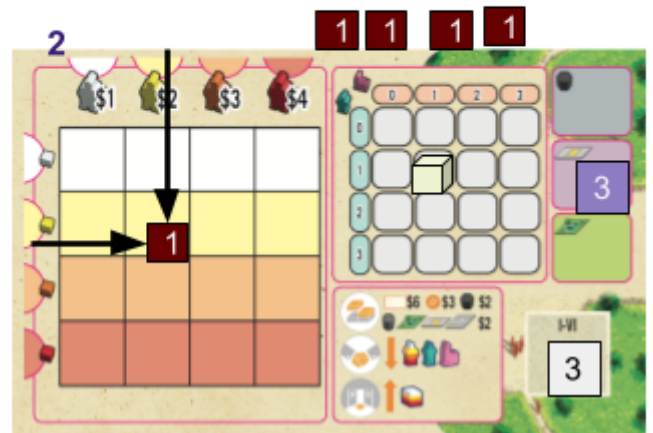
This option can be extended later in the game if you have another pair of Yellow's

Just increase by one the value on the die!

Move:

General overview:

Since the Staff and the Patients are not physically (with meeples) in your Clinic, you now must learn how to move them!

Some concepts:

There is a first Entrance included on your **1st** Floor card.

- This is where all your Staff and Patient cubes will enter.
- If you have Gray Conveyor cubes and if there are no printed modules above them, you can also enter on the module where the Gray Conveyor cube is. It works as a Helipad!
- You <u>never</u> use the Entrances that are printed on the 2nd, 3rd and 4th Floor cards.
- You move orthogonally and never diagonally.

Time Spent on the Track Time with the Yellow cube:

You move your Staff or your Patient Cubes and you spend:

- 0 Time to the Entrance of the 1st Floor.
- 0 Time from one Conveyor cube to the other Convery cube (if you have built both) !
- 1 time from the Entrance on the 1st Floor to the orthogonal adjacent printed module (you enter the Clinic).
- 1 Time to any Conveyor cube you have in your Clinic that works as a Helipad.
- 1 Time to one of the 4 adjacent parallelograms on the same floor, empty or with a printed module
- 1 Time to move up or down on the same module but on the Floor card that is up or down.
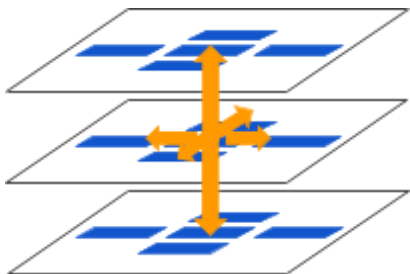
Remember: If you have in your Clinic, don't forget to reduce by 3 Time your TOTAL spent after moving the New Staff and the New Patients (min 0).

Doctor movement:

- Your Doctors that are tracked on the Care Plan card are already in your Clinic and are waiting to treat Patient Cubes in a Treatment Room or an Operating Room. You don't move these Doctors anymore. These Doctors, from previous Rounds, are currently occupying Treatment Rooms, Operating Rooms, Service Hubs.
- Each Treatment Room you have in your Clinic, can host 2 Doctors.
- Each Service Hub you have in your clinic can host 1 Doctor.
- You are only allowed to Hire 2 Patients per Treatment Room (+1 for the Operating Room) + 1 per Service Hub you have in your Clinic. You must also count the Doctors on the Care Plan card for your limit calculation.
- Each Doctor occupies the lowest Treatment Room+Operating Room+Service Hub, then the Treatment Room+Operating Room+Service Hub on the higher floor and so one to the highest Treatment Room.

Tips: So it is tough to have Doctors working on the 4th Floor, because they will only occupy these Rooms+Service Hubs if all Rooms+Hubs from all the Floors under are occupied!

- You are only allowed to hire Doctors that you will be able to move into Rooms+Hubs that still have "room" for them :=) (and also if you are able to track them with the brown dice you already use on the Care Plan card.
- If you have several possibilities to fulfill Treatment Rooms or Operating Room or Service Hub (when they are both on the same floor, you can choose the nearest in Time for you.

Exception: When you have the Outpatient Service blue special module in your Clin9ic, you MUST decide whether or not to use this module this round. If you decide to use this Module, it counts as one Room that MUST be filled with ONE doctor from the lowest Floor to the highest Floor when you hire and move the Doctors!

Note: Don't forget to move your Yellow Time Spent cube and your Brown Dice on the Track card and Care Plan card.

EXAMPLE#1

You have 3 Entrances, you decide to hire the Nurse for $1 and the Doctor for $2. (You want an Orange Doctor!
You pay $3, you add 3 Cars on the Track Planification Card (assuming your Black Car Cube is still before your Parking Lot Cube…) and you have enough money with your Green Money Cube.
You already have 1 Orderly, and 0 Nurse, you move your cube in the matrix to the (1;1), and you modify the Brown Die
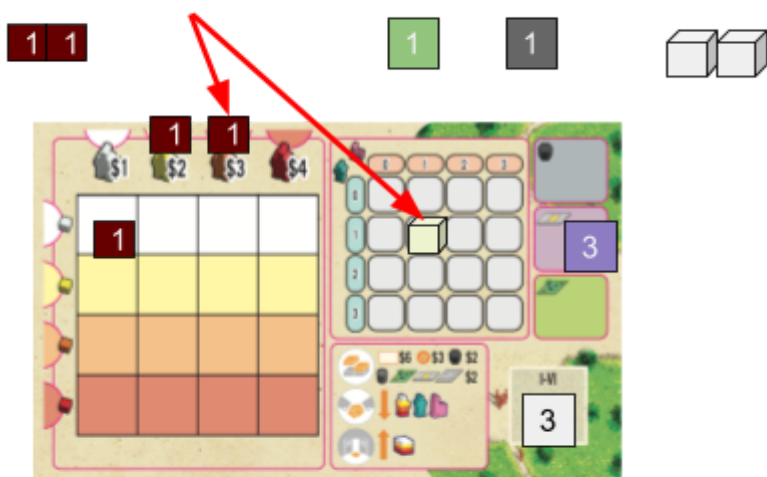
You must move these 2 New Staff in your Clinic. The Nurse is going to the Treatment Room of the Floor 1 and the Orange Doctor must go to the Service Hub on the First Floor, according to the moving rules.
You must use your Entrance on the Floor 1, as you don't have any Conveyor Cube. You spend 1 Time to move the Doctor to the Service Hub and 2 Time to move the Nurse to the Treatment Room.
You adjust the Yellow Time Cube on the Track Card.

EXAMPLE#2:

You already have 2 Doctors: One White and One Orange Doctor. You have one Treatment Room + 1 Service Hub on the 1st Floor Card, one Treatment Room+1 Service Hub on the 2nd Floor.

Your total possible number of Doctors is = 3 + 3 = 6.

The 2 Doctors on your Care Planification Card are on the 1st Floor because they always occupy the lowest to the highest floor. They are probably working in the Treatment Room (You will see that point during the Patient care Phase).

You can hire 4 Doctors. You want to Hire 2 Doctors, because the 1st Doctor that will be hired will have mandatory work in the Service hub and he is useless (probably drinking a coffee, smoking a cigarette or chatting with the youngest Nurse, recently hired…).

Assuming you have arranged the Action cards to hire 2 Doctors and you are able to track them with your Brown Dice on the Care planification card, you hire 2 Doctors: 1 Yellow and 1 Red Doctor! You still have 1 Brown die if you play the easy game or no more brown die if you play the difficult game.

Add 2 cars on the Track Card with your Black Car Cube .

You must move these 2 Doctors to fulfill the Treatment room + Service Hub from the 1st Floor, then you will start fulfilling the Treatment Room of the 2nd Floor. In this example, 1 Doctor must move to the Treatment Room or Service Hub on the 1st Floor (your choice depending on Time for you), the last one must be moved to the Treatment Room or Service Hub of the 2nd Floor.

You built one Conveyor, so your 2nd Doctor will enter the Clinic this way!

You spend 1 Time for the First Doctor (yellow arrow) who goes to the Service Hub of the 1st Floor and you spend (1+1) Time to move the 2nd Doctor who arrives in the Supply Room and move to the Treatment Room of the 2nd Floor (red arrow).
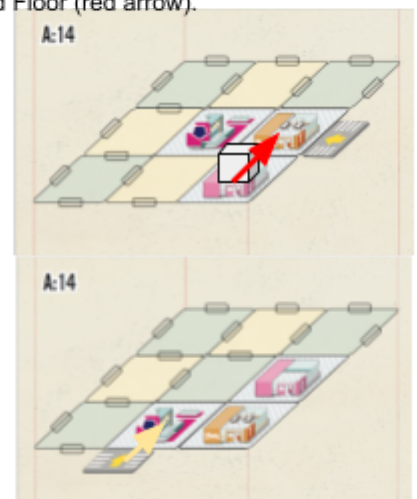

![Orderly icon] Orderly movement:

- Your Orderlies that are tracked on the Care Planification care are already in your clinic, and are busy in the Supply Rooms. You don't move these Orderlies anymore.
- Each Supply Supply Room can host 1 Orderly.
- The first Orderly is moved to the first Supply room you have in your Clinic from the 1st Floor card to the highest Floor card.
- You can not hire more than 3 Orderlies in the game.

EXAMPLE: You already have 1 Orderly on your Care Planification card, that means you have already moved her to the First Supply Room in last rounds. If you hire a 2nd Orderly, that means you have at least 2 Supply Rooms. You must move her to the 2nd Supply Room in your Clinic. You also move your cube in the matrix to (2;1) (red arrow), and also add a black car with your Black Cube Car.

You spend 3 Time to reach the Supply Room of the 2nd Floor (follow Pink arrows)

A better choice would have been to use your Conveyor cube which works as an Helipad because there is no printed module above. You would have spent 1 Time to reach the "Helipad" and another 1 time to go down (green arrows).
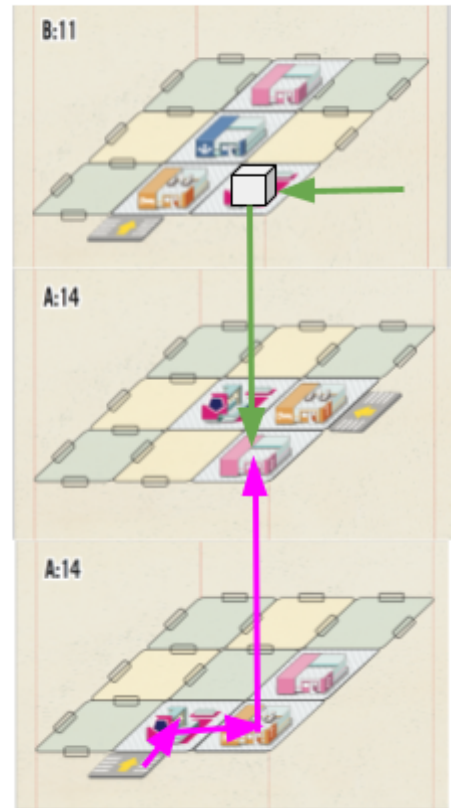

Nurse movement:

- Your Nurses that are tracked on the Care Plan card are already in your Clinic and are waiting to take care of them in a Treatment Room or an Operating Room. You don't move these Nurses.
- Each Treatment Room can host 1 Nurse.
- The first Nurse is moved to the first Treatment room you have in your Clinic from the 1st Floor card to the highest Floor card.
- You can not hire more than 3 Nurses in the game.

Example: You already have 1 Nurse on your Care Planification card, that means you have already moved her to the First Treatment Room. If you hire a 2nd Nurse, that means you have at least 2 Treatment Rooms. You must move her to the 2nd Treatment Room in your Clinic, to fulfill the Treatment Room from the lowest Floor to the highest Floor. You must move her to the 2nd Treatment Room in your Clinic. You also move your cube in the matrix to (1;2) (red arrow), and also add a black car with your Black Cube Car.

You spend 3 Time to reach the Treatment Room of the 2nd Floor (follow Cyan arrows) (1 time to enter, 1 time to reach the Conveyor Cube, 0 time to reach Floor 2 and 1 time to move to the Treatment Room)
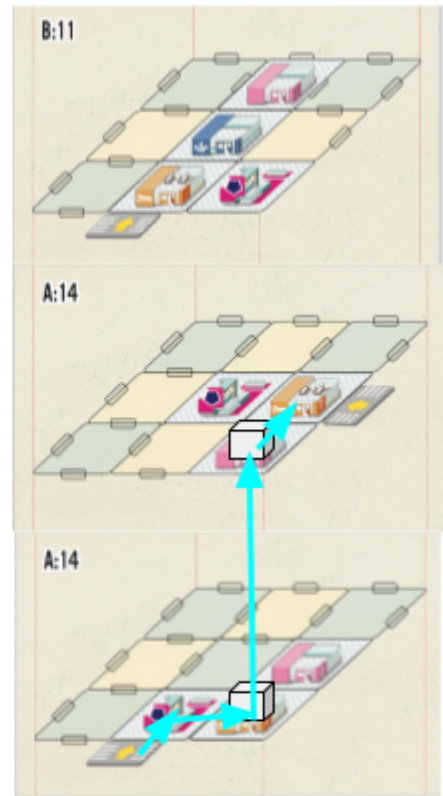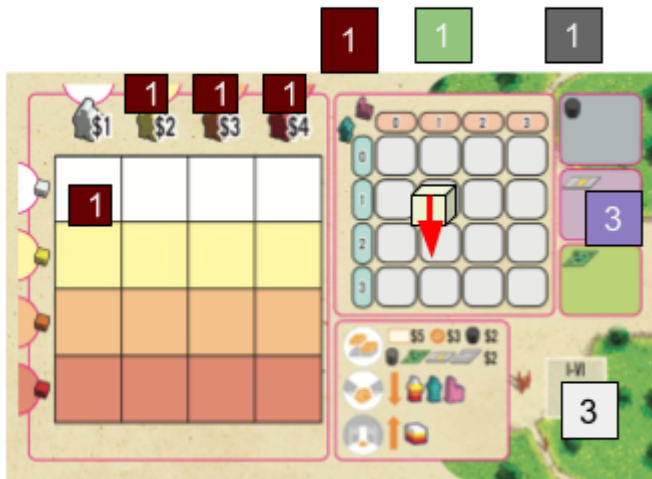
Action: Admit Patients+Move

Admit Patients:

For this action only, you look at the icons in the 3 upper sections from left to right. As you are performing the Admit Patients phase, you skip all other icons different from Patient Cube Icons. The 3 sections make 6 boxes.

- If you have 1 Entrance, you can only admit the Patient cubes in the 1st box from the 1st Section. If it is not a Patient cube, you admit 0 Patient.
- If you have 2 Entrances, you can only admit the Patient cubes in the 1st and 2nd box from the 1 section.
- If you have 3 Entrances, you can only admit the Patient cubes in the 1st, 2nd and 3rd box and so on…
- Among all Patients you will be allowed to admit, ~~you can choose which one you will really admit in your Clinic.~~ So Admitting a Patient is never mandatory. But for each Patient cube of those you are allowed to admit that you do not admit (for any reason), you lose **1** Popularity (adjust the Blue Popularity Cube on the Track card).
- Each Patient cube comes with a car, so you must move the Car Cube on the Track card. If the Car Cube reaches the Parking Lot Cube, you are parking your last car in your Clinic! Your Car Cube must never be farther than your Parking Lot Cube !
- Each Patient cube that has been admitted must be registered in your Care Plan card with brown Dice. You can only use 5 dice, you can rotate the die up one number (max 6!). Each time you add a Patient, you can either add one die in the right line or remove one die that is already in the matrix to have the correct number of Patients (and Doctors).
- You can combine one Brown Die you used to track the Doctor with one Brown Die you used to track the same color of Patient. See example B in the Hire Doctor section.
- If you can not track your new Patients on the Care Plan card by arranging the brown dice, or if you don't have enough Parking lots on the Track card, you can not hire the Patient, and your action is lost.

Admit Patients action, performed as a 3rd and last action.

Follow up of the last example:
There are 3 sections from left to right, that make 6 boxes, each box requires 1 Entrance.
- the 1st, the 4th and the 5th show Staff Icon. As you are performing an Admitting Patient phase, you don't use them.
- the 2nd, 3rd and 6th boxes show Patient Cubes, the White Patient require 2 Entrances, the Yellow Patient require 3 Entrances and the second rightmost Yellow Patient require 6 Entrances to be admitted in your Clinic.

If you have 2 Entrances, you can only admit the White Patient. It is not mandatory to admit all Patients you are allowed to. Each time you are refusing one patient, you lose 1 Popularity on the Track Card, adjust the Blue Popularity Cube.

Example C: You have 2 white Patients, 1 Yellow Patient and 2 Orange Patients. You have 1 Yellow Doctor 1 Orange Doctor and 1 Red Doctor in your Clin9ic!

If you admit one more White Patient, just increase the Brown die that tracks the number of White Patient to 3.
If you admit one more Orange Patient, just increase the Brown die that tracks the Orange Patient die to 2.
If you admit one red Patient, just move the Brown die that tracks the number of Red Doctor inside the matrix (see red arrow)!
If you admit one Red Patient, just move the Brown die that tracks the number of Red Doctor you have in the matrix (see red arrow)! After you do that, you can not admit one Yellow Patient, because that would require more Brown Dice than the game allows you to have!
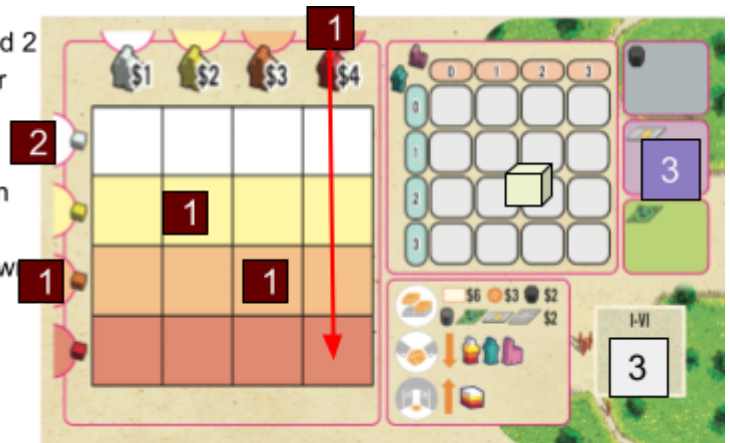
MOVE

 Patient Cube movement:

- Your Patient cubes that are tracked on the Care Plan card are already in your Clinic and are waiting to take care of them in a Treatment Room or an Operating Room. You don't move these Patients.
- Each Treatment Room can host 2 Patient cubes. If you have some Patients left on your Care Plan cards from previous Rounds (including the 1 White Patient you start the game with), that means they are already in Treatment Rooms and Operating Room from the lowest Floor to the highest Floor.
- You are only allowed to Admit 2 Patients per Treatment Room (+1 for the Operating Room) you have in your Clinic.
- Each Patient occupies the lowest Treatment Room+Operating Room, then the Treatment Room+Operating Room on the higher floor and so on to the highest Treatment Room/Operating Room..

Tips: So it is tough to have Patient Cubes on the 4th Floor, because they will only occupy these Rooms if all Rooms from all the Floors under are occupied!

- You are only allowed to admit Patients that you will be able to move into Treatment Rooms+Operating Rooms that still have "room" for them :=) (and also if you are able to track them with the Brown Dice you already used on the Care Plan card.

 Exception: When you have the Outpatient Service blue special module in your Clin9ic, you MUST decide whether or not to use this module this round. If you decide to use this Module, it counts as one Room that MUST be filled with ONE Patient from the lowest Floor to the highest Floor when you admit and move the Patients!

Example: Assuming you already have 1 Patient in your Care planification card and you have one Treatment Room on the 1st Floor, 1 Treatment Room on the 2nd Floor, 1 Operating Room on the 3rd Floor Card, and a final Treatment romme at the 4th floor.
Your total possible number of Patients is = 2 + 2 +1 = 7
Your 1st Patient is already in the Treatment Room of the 1st Floor. You can admit till 6 Patients but you have enough Entrances to reach the 4th box of the Action Cards!)
You only admit 3 new Patients (2 White and 1 Yellow) for some reason (not enough doctors ?). You must move these Patients to fulfill all Rooms of the 1st Floor, then you will start fulfilling the Rooms of the 2nd Floor. You won't be able to have a Patient in the Operating Room this Round.
The Yellow Patient is fulfilling the last place of the Treatment Room of the 1st Floor and spends 1 Time (Yellow arrow).
The 2 White Patients are going both to the same Treatment Room of the 2nd Floor. Each Patient spends 3 Time (White arrows).
Total Spent : 1 + 3 + 3 = 7
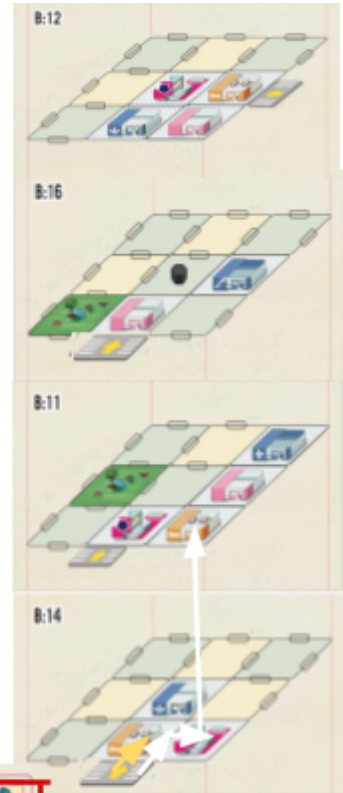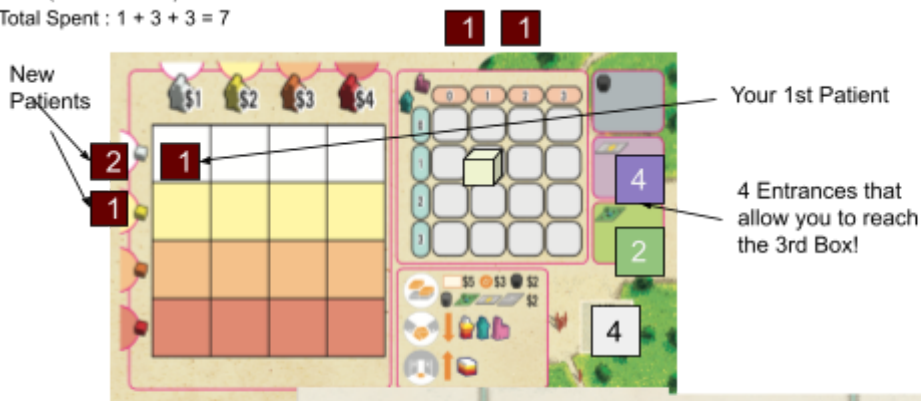
PS1: If you had decided to not use the OutPatient Service from the 2nd Floor, the last possible Patient would have mandatory been moved to the Operating Room of the 3rd Floor!

PS2: As you do not admit the 4th Patient in the 4th box (orange patient) you would be allowed to admit, you lose 1 PP. If you had decided to not admit the 2nd white, you won't be able to admit the yellow and you would have loose 3 PP.

Phase 2: Business

 Patient Care and Income

- You need to first check how many Treatment Rooms you have in your Clinic. Each Treatment Room is able to treat max 2 Patient Cubes.
- If you also have one Operating Room, you can treat one additional Patient.
- Each Patient of the same color as a Doctor Patient is considered as Treated (if you wish).
- If you had decided to use the OutPatient Service, any color of Doctor can treat any color of Patient!
- Each Nurse you have in your Care Plan card supports one color difference (up/down).
- The Operating Room is hosting an automatic Nurse.

- You can only use each Nurse once, each Doctor once.
- You must treat the Patient from the 1st Floor to the highest Floor.
- If you have several options, you can take the most profitable choice for you.
- Treating a Patient is not mandatory. Each untreated Patient counts for one Patient treated, so that helps you to treat other Patients on higher floors.
- Income:
  - For each White Patient treated, you earn $8
  - For each Yellow Patient treated, you earn $12
  - For each Orange Patient treated, you earn $20
  - For each Red Patient treated, you earn $32
  - Add a bonus of $1 for each Garden you have in your Clinic (check on the Care Plan card)!
- If you had decided to use the OutPatient Service, this module is used to treat one Patient with one Doctor. You only earn **$6** and you reduce your **Time by 1** with your Yellow Time Spent cube on the Track card.

When a Patient is treated, you remove one Car Cube on the Care Plan card, and you rotate the brown die down one number.
If you reach 0 Patient, you can put aside the Brown Die.
If required you need to use another brown die to still track the correct number of Patients and Doctors in this matrix.
If you can not track the correct number of each Patient and Doctor, the Patient is not treated, so pay attention how you are using the brown dice. See example.

If you have an Operating Room Special Module: You can treat one Patient Cube with a Nurse included in this Room. This Operating Room will cost you more during the upkeep phase (see upkeep phase).

The numbers in the table shows how many Nurses are required to treat the patient.
For example, all Brown Dice that are in the diagonal mean that you do not need any Nurses to treat your Patient. But if you have one Brown Die in the red circle, you need 2 Nurses to treat the Yellow Patient.
Please note that if you have one Brown Die with the face 3 in the blue circle, you will need 1x3 Nurses to treat all 3 Patients !

You have 2 White Patients with 2 White Doctors, and 1 Orange Patient with 1 Orange Doctor. You don't have any Nurse to help you!

You also have 1 Yellow Doctor and 1 Orange Patient (encircled in red). This pair could be treated in the Operating Room of the 2nd Floor.

You also have 1 White Doctor with 1 Yellow Patient (encircled in blue). You have one Nurse available. You can also treat this last Patient in the Treatment Room of the 3rd Floor ! The nurse that has been previously hired and moved to a Treatment Room can be used elsewhere it is needed in the clinic.

You earn

$8x2 (2 White Patients) + $12x1 (Yellow Patient) + $20x2 (2 Orange Patients) = $68
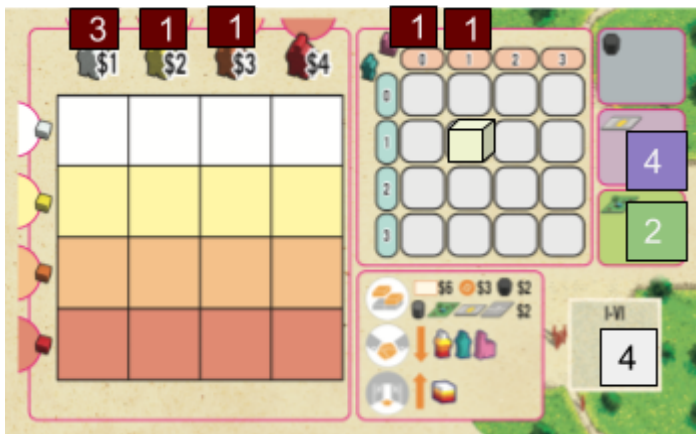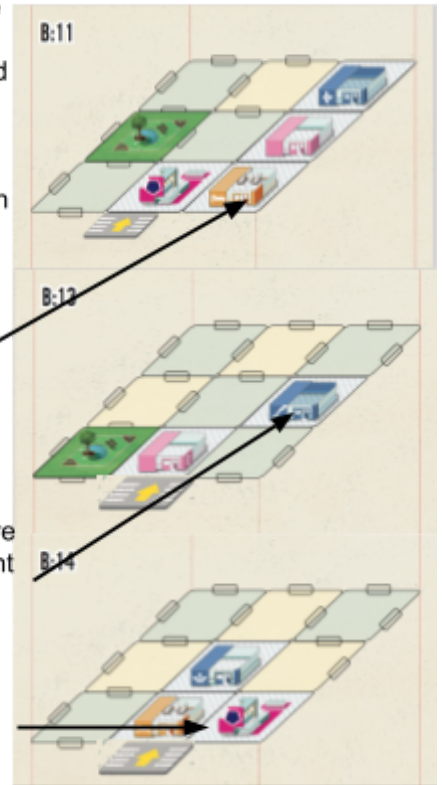You have 2 Gardens, you gain an additional $1x5x2 = $10
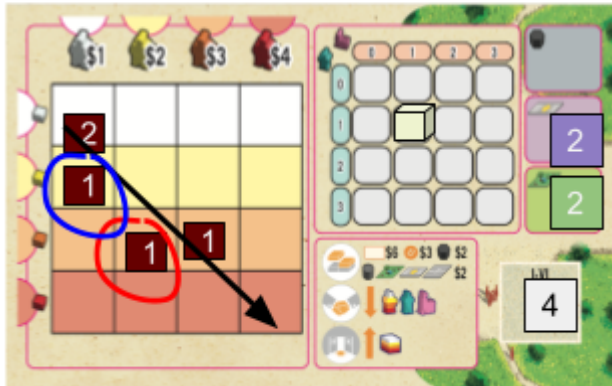
Your Treatment Room where you treat the Yellow Patient with the White Doctor +1 Nurse

Your Operating Room where you treat the Orange Patient with the Yellow Doctor.

The Treatment Room where you treat the 2 White Patients with the 2 White Doctors!

You remove the 2 White Patients, the Yellow Patient and the 2 Orange Patients.
You rotate the Brown Die that counts the number of White Doctor to 3
You move the Brown Die that counts the number of Orange Doctor to 1.
You have 2 Brown Dice that are ready to track more Patients and more Doctors next Round !

Remember: If you are playing the Number of Treated Patients Victory Condition, each time you treat a Patient, move one space your Natural Cube on the Track card.

Expenses

The Income from Patient care is used to FIRST pay your Expenses.
- For each printed tile you have in your Floor cards, you must pay $1 for upkeep. Each Orderly reduces your upkeep by $3. min $0. If you used the Operating Room, you have an extra cost of $2 (Total Upkeep costs are $3 then).

Don't forget that Each Gardens printed and each Garden you have in your Care Plan card cost you $1.
- For each Staff in your Clinic, you must pay the salary that is reminded 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 and Red Doctor, you must respectively pay a salary of $1, $2, $3 and $4.

If you don't have enough money from the money you earn this Round, use your Money Cube and then remove the natural cube from the Track card.

If you don't have enough money with your Money Cube, use your Popularity Cube at the rate of 1 Pop = $1

If you don't have enough Popularity to pay your Expenses, I.E. Your Popularity Cube and your Money Cube are on the 0 of the Track card, then it is fine, you stay at 0!
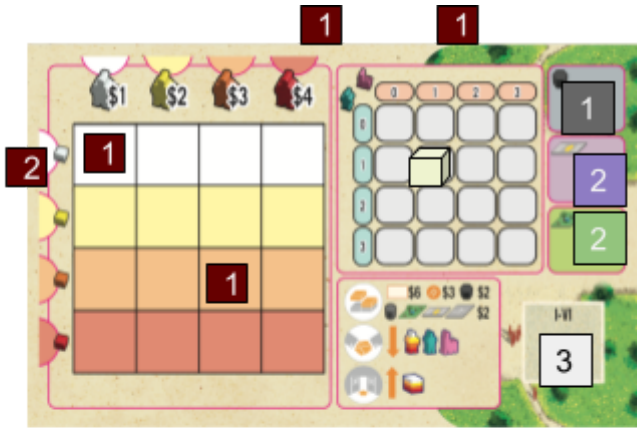
You have 11 printed illustrations on 3 Floors = $11 (assuming you did not use your Operating room on the 3rd Floor, probably because it is too high in this game so tough to have enough Patients from the lowest Floor to the 3rd Floor)
You have 1 Nurse and 1 Orderly = $1+$1
You have 1 White Doctor and 1 Orange Doctor = $1+$3
Orderly Upkeep = -$3
Total Expenses = $11+$2+$4-$3=$14

Gain Popularity

After paying your Expenses, and if you still have money from your Income-Expense, you can buy Popularity. Each Popularity costs $3 and you are now allowed to use the Money Cube. If you don't use all the money you earn this round, you must add this money with your Money Cube : just increase the money you have with your Money Cube.

If your Blue Popularity Cube is up to 70, or if your Yellow Time Spent cube is up to 50, restart from 0 and rotate your cube 45°!

You spent 72 Time = -24 Popularity
You reached 75 Popularity !
You have 14 Black Cars !

or flip the card and report all the other cubes at the correct place.

track card side B
You have **59** Popularity, $3, 12 Cars, 13 treated patients, 15 Parking lots and spent 19 Time

Example: Saying you earn $54 with the Patient Care and Income Phase this Round. You also have $15 to pay from the Expense Phase, you still have $39 ($54-$15)
On this Revenu, you decide to buy 9 Popularity. So you spend $27 (9x3) and 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 so you move your Green Money Cube to $15 ($3+$12).
You stack the Green Cub on the Black Card Cube

Phase 3: Admin

- Each Doctor is losing one color skill in your Care Plan card.
  Red→ Orange→ Yellow→ White→ Stay white.

Exception: If you have a Laboratory Special Module, one of your Doctor levels up twice color. Adjust the brown dice on your Care Plan card. You gain 1 Popularity

- Each Patient that you still have in your Care Plan card increases his illness by one color:

White→Yellow → Orange→ Red. One Red Patient dies. You immediately lose **2** Popularity , the red cube leaves your Clinic: Adjust the brown die and the Car Cube die on the Track card.
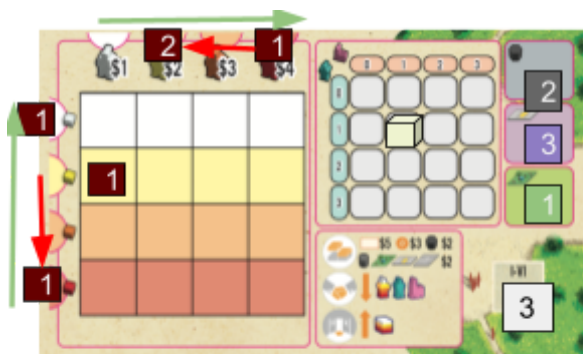
- You have 1 White Patient, 1 Yellow Patient and 1 Red Patient:
- Starting from the illest Patient to the least, move Brown dice from up to down !

- You have 1 White Doctor, 2 Yellow Doctors and 1 Red Doctor:
- Starting from the worst Doctor to the best Doctor, move Brown dice from right to left !

Exception: If you have one Laboratory, one of your Yellow Doctor is becoming Red!
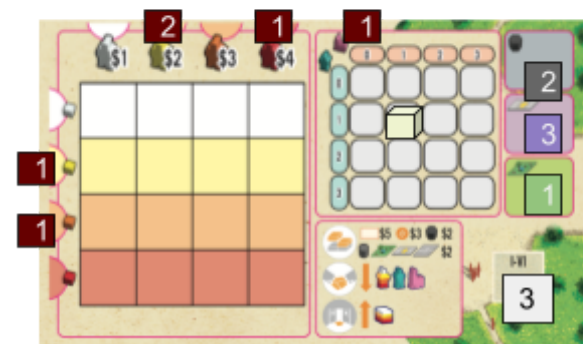

Your Red Patient dies, you lose **2** Popularity and you get back one Brown Dice that can be used to track Doctors now or Patients. You reduce your Black Car Cube by 1.
Your Yellow Patient becomes Orange
Your White Patient becomes Yellow

⟶ From the origin to the extremity of the arrow

⟶ Move Patient/Doctor in this direction.

One of your Yellow Doctor is becoming White, the other is becoming Red, (you gain 1 Popularity!) you rotate your Brown die and eventually use your spare Brown Dice, if you have some and needs.

Your Red Doctor is becoming Orange!
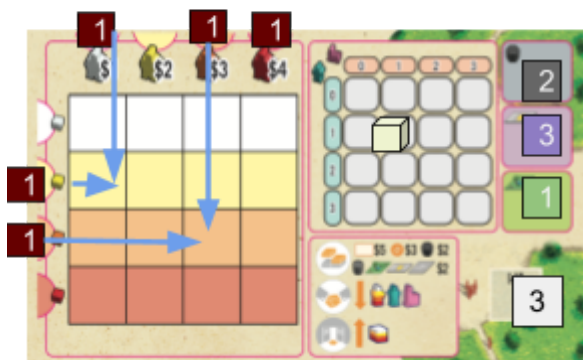
You can combine both Brown Dice to get one Brown die for each pair combined!
the white doctor with the yellow patient
the orange doctor with the orange patient.
You save 2 dice and they are placed next to the board.

This is the best way to track your Patients and Doctors in your Clinic, and you even have 1 Brown Die available for the next Round!

- Remove all Action cards and flip all of them, you will use the other side for the next Round.

- Rotate the die up one number. If you were playing the 6th Round, then the game is over, see End of Game.

This is the end of Round#2, rotate your Round Die Cube to 3.
You start Round #3 with:
15 Parking Lots
8 Cars
$7
10 Time
11 Popularity
8 Treated Patients

End of the Game

Depending on your victory conditions, you need to count different things:
- Number of Treated Patients: Check if your Natural wooden cube has reached the number of Treated Patients depending on the difficulty Level on the Track card→You win the game
- Number of Doctors: Count how many doctors you have in your Clinic with your Care Plan card —> You win the game
- Number of Skill Doctors: Count how many Yellow, Orange and Red Doctor you have in your Clinic with your Care Plan card —> You win the game
- Number of Staff: Count how many Doctors, Orderlies and Nurses you have in your Clinic with your Care Plan card—> You win the game

- **Popularity:** This Victory Condition is the real Clin9ic game and requires more practice and attention since 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 smallest yellow Negative point reached is negative Popularity.
    - Each Doctor earns you Popularity on the Care Plan card:
        - red=5
        - orange=4
        - yellow=3
        - white=2
        - Nurse=1
    - You must have as many Pillars as the number of modules that do not have a module below (see example). Exception: Gardens do not require Pillars below them.
        - 1 missing Pillar is 1 negative Popularity
        - 2 missing Pillars are 1+2 negative Popularity ,
        - 3 missing Pillars are 1+2+3… and so on…
    - You must have stacked Gardens from the 1st Floor to the highest Garden. That means you must have built extra Gardens to cover "empty" Gardens on lower Floors. For Each missing Gardens, you score -5 Popularity.
    - For each untreated Patient, you score -5 Popularity.
    - For each Treatment Room you have on Floor 2-3-4, you gain 4-6-8 Popularity.
    - If you reach the Victory condition depending on difficulty level, you win Clin9ic !

EXAMPLE:

Popularity: Your Blue Popularity Die is 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 Cube is on space 23 that means -7 Popularity

Untreated Patients: You still have 1 White untreated Patient = -5 Popularity

Gardens: You have 4 Gardens (check the Garden die), but you need to have Gardens above Gardens from the 1st Floor, that must have Gardens on space A-B-C). So you must have your Garden Die on 5, you are missing 1 Garden = -5

Pillars: You must have one Pillar on Space D-E-F-G, and in H to support your modules = 5 Pillars !
Your Pillar Die show 3 Pillars, you are missing 2 Pillars = 1+2 = - 3 Popularity

TOTAL: 40 + 2 + 5 + 4 + 8 + 4 + 8 - 7 - 5 - 5 - 1 - 3 = 51 Popularity!
As a side note, you treated 17 Patients in this game… Remaining money does not