CLINIC
DELUXE EDITION

BIOHAZARD

Introduction

To conclude the **Clinic: Deluxe Edition** series, I wanted to focus on the disposal and recycling of all the refuse produced when patients are treated. This final, lone expansion is compatible with all expansions, because it merely depends on having nurses and orderlies, which are part of the base game! If you can include **Janitors** from **The Extension**, you can experience my full vision. I know the janitors already have a lot of challenging work, but as CEO of my own game, I am now adding a new role to their job description: They must tend to biohazards!

Biohazard

Components

- 1 double-sided Biohazard board
- 80 double-sided Biohazard tiles
- 20 Syringe tiles

Setup

1. Place the Biohazard board near the Main board.
   - If you are playing **without Janitors** (from **The Extension**), place the board A side up.
   - If you are playing **with Janitors** (recommended!), place the board B side up.
2. Pile the Biohazard tiles near the Main board to form the **Biohazard pool**.

Playing the Game
Phase 0: Planning

In this short new phase, each player simultaneously and secretly places 2 of their Action tiles face down on the 0 space of their color at the bottom of the Biohazard board. These 2 Action tiles will be unavailable to you in Phase 1!

Phase 1: Actions
Move
Dispose of Biohazards
Nurses, orderlies, and janitors have a new movement option before their normal move: disposing of biohazards. This involves moving to a biohazard, collecting it, taking it to an entrance, rushing it to the Biohazard board (for just 1 ⏱), and returning to the entrance, and each nurse/orderly/janitor can repeat this cycle as many times as you like before performing their normal move. Here are the specifics:

- A nurse can carry 1 Biohazard tile at a time.
- An orderly can carry 1 Biohazard tile at a time.
- A janitor can carry 2 Biohazard tiles at a time.

While performing their **Dispose of Biohazards** movement, the time spent for each round trip to move to, collect, and dispose of biohazards is divided by 3 (*you want to dispose of biohazards as quickly as possible!*), **rounded down**. **Each trip**; this is to your advantage!
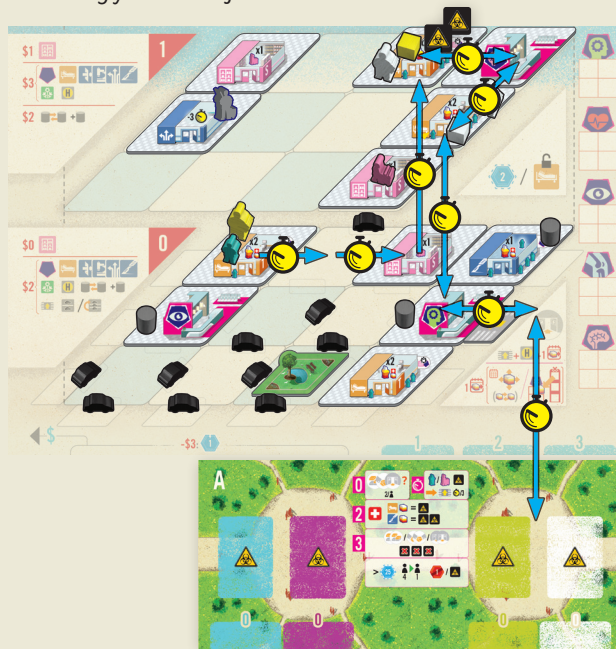
Biohazards you deliver to the Biohazard board go on the *Biohazard Depository* of your color.

Example: *The nurse moves 3 spaces to a treatment room with 2 biohazards in it; 3 ⏱. The nurse picks up 1 biohazard, then moves 4 spaces to an entrance; 4 ⏱. A quick round trip to deposit it on the Biohazard board counts as 1 ⏱. 3 + 4 + 1 = 8; 8 ÷ 3 (rounded down) = 2 ⏱.*

Now the nurse returns to the treatment room for the other biohazard; 4 ⏱. Again, 4 spaces back to the entrance; 4 ⏱. 1 ⏱ to pop over to the Biohazard board. 4 + 4 + 1 = 9; 9 ÷ 3 = 3 ⏱.

Finally, the nurse returns to the same treatment room one more time, but this time as a normal move to help treat a patient, or at least respect the module capacities — in any case, not to dispose of biohazards. Thus, these 4 spaces take the usual 4 ⏱. The nurse spent a total of 9 ⏱ moving this round.

Example: *Instead, the janitor could have moved 5 spaces to the same treatment room; 5 ⏱. Able to carry 2 at once, the janitor could do it all in one trip: 4 ⏱ to the entrance, 1 ⏱ to dispose of the biohazards and return to the entrance; 10 ÷ 3 = just 3 ⏱ spent, as compared to the nurse's 5 ⏱ total to do the same — and the janitor came from farther away! Janitors are very good at clearing your clinic of biohazardous waste!*

Phase 2: Business
Patient Care and Income

Each patient of any type (normal, elder, baby...) treated in a treatment room or double treatment room (**5th Extension**) generates 1 Biohazard tile. Place the tile in the module where the patient was treated.

Each patient treated in an operating room generates 2 Biohazard tiles. Place the tiles in the module where the patient was treated.

Patients treated anywhere else do not generate Biohazard tiles.

There is no limit to the number of Biohazard tiles that can accumulate in a module.

If you run out of Biohazard tiles, flip some to the **×2** side to free some up. If you still manage to run out, use a suitable substitute.

Phase 3: Admin

1. Everyone simultaneously reveals the 2 Action tiles they placed face down on the Biohazard board.

    a. If your tiles were a pair of identical actions, recycle up to 3 biohazards from your Biohazard Depository: Return up to 3 biohazards to the supply. This can be a **×2** and a "×1" or three "×1" tiles.

    If your tiles were not identical, your Biohazard Depository is unaffected.

    b. In reverse turn order, anyone with **more** points than indicated on the Biohazard board (side A: **25**; side B: **15**) is penalized for their biohazards: **−1** popularity for each biohazard in your Biohazard Depository (yes, **×2** tiles are **−2**).

Syringe Tiles

What are the 20 Syringe tiles for? They are included to spur your own creativity! Use them to design your own expansion, or to modify an existing expansion with your own rules. You can be the designer of a little piece of **Clinic: Deluxe Edition!** I would be thrilled to read your variants in the BGG forums, and I will happily answer any questions you may have about balancing your rules (if I can!).

ALBAN VIARD STUDIO GAMES

Capstone Games

LudiCreations