CLINIC
COVID-19 PANDEMIC

1-4 Players

This expansion for Clinic Deluxe (but also playable with the original Clinic) is a cooperative variant created during the pandemic that covered the Earth starting in 2020. 100% of the profits collected were donated to the **Institut Pasteur** (Pasteur Institute) in Europe, and to the **Salk Institute for Biological Studies** in the United States to help them find a vaccine against COVID-19.
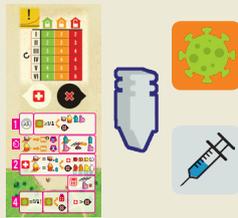
At the end of these rules, you will find the solo variant of this cooperative mode, as well as the list of donors who contributed.

Cooperative Goal

For the group to win, at the end of the game, there must be more patients cured of COVID-19 than dead from it.

Components

- 99 COVID-19 tiles
- 1 double-sided Propogation board
- 1 syringe
- 1 syringe tile
- These rules

Overview

Except where stated otherwise, the rules of the base game apply.

You can add different expansions from The Extension as you please. Apply any rules modifications stated herein, but otherwise the original rules apply.

Setup

Place the Propogation board to the right of the main board. Because contagious transmission of COVID-19 is not perfectly understood, agree on the following:

- A Contagion level: Low or High. The more contagious the virus is, the more quickly the cases multiply during the game. Flip the Propogation board to the appropriate side.

- A Self-Isolation level of the population: Poor, Medium, or Good. With poorer self-isolation, the more new patients the virus reaches per round.

The combination of the two will indicate a specific column on the Propogation board. Each row of that column has a number. Stack that many COVID-19 tiles per player on (or near) the matching space of the Round track on the main board.

Pile the remaining COVID-19 tiles near the main board as part of the general supply.

Example: *You have chosen to play low Contagion and good Self-Isolation levels, so you look at the Good column and stack the indicated COVID-19 tiles per player on each space of the Round track. You are playing a 2-player game, so Rounds I – VI get 4, 4, 6, 6, 8, and 8 COVID-19 tiles, respectively.*

Designer's Note: *The easiest combination is low contagion with good self-isolation; the most difficult is high contagion with poor self-isolation.*
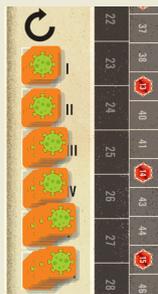
Playing the Game

Phase 1: Actions

Action: Build

Each player **must** choose this action **at least once** each round. This means you cannot perform only Build and Hire actions.

[New] New COVID-19 Infections

This new phase takes place after the third action (and after new patients schedule appointments for the third time), and before **Move**.

Now you must accept new infections. Take all of the COVID-19 tiles for the current round from the Propogation board, and distribute them however you agree amongst the players (remember, everyone is working together); however, **each player must take at least 1**. Apply each tile you receive to a different person in your clinic (patient, doctor, nurse, orderly, or anyone added from an expansion); however, you cannot give COVID-19 to a zombie.

- If you give COVID-19 to a doctor or patient, place the tile under them to show they are infected.

- If you give COVID-19 to an elder (from The Extension), they immediately die, with all the usual consequences; however, place them in the **All of the Deceased** area of the Propogation board, and return the COVID-19 tile to the supply.

- If you give COVID-19 to a pregnant woman (from The Extension), she immediately leaves as if she had ended the Business phase untreated, with all the usual consequences; however, place her in the **All of the Deceased** area of the Propogation board, and return the COVID-19 tile and her car to the supply.

- If you give COVID-19 to anyone else (nurses, orderlies, janitors [from The Extension]...), they must go into quarantine for a fortnight. This means that you place them and their COVID-19 tile beside your player board (this takes 0 time), but leave their car where it is:

This is on-site quarantine. They will return to work in Phase 3: Admin.

Note: In the rare case in which all of the people in your clinic already have COVID-19, you must give any remaining tiles to other players. If all people in all clinics already have COVID-19, put any remaining tiles in the **All of the Deceased** area of the Propogation board.

Move

People in your clinic who are uninfected move as usual.

Infected patients also move as usual: They must go either to outpatient services, or to a treatment room/operating room/ICU (from The Extension) for their original affliction.

Infected doctors are **unable to treat patients**, and must seek treatment from a healthy doctor exactly like an infected patient; however, because they are not associated with any particular service, any treatment room will do.

Module Capacity

For capacity purposes, infected doctors are patients, which means, for example, that a treatment room can accommodate 2 patients, or 2 infected doctors, or 1 patient and 1 infected doctor; as well as 2 healthy doctors and countless nurses. If you don't have enough beds for the infected doctors, move them to service hubs, where they will languish and deteriorate until treated... or worse.

Phase 2: Business

Patient Care and Income

Infected doctors must be treated like infected patients, and cannot work!

Outpatient Services

In addition to the normal rules, any healthy doctor can treat an infected patient/doctor for the usual $6, but the healthy doctor becomes infected. Simply move the COVID-19 tile from under the patient/doctor to under the treating doctor.

Treatment Rooms

Uninfected patients get treated as usual.

Infected patients can be treated both for COVID-19 and their original affliction in a single treatment. Infected doctors also can be treated both for COVID-19 and the extreme stress of the situation in a single treatment.

Thus, infected patients and infected doctors are both treated like patients, but patients who are 1 level of severity worse than their color indicates. For example, an infected white patient/doctor must be treated by a [healthy] yellow doctor, or a white doctor with 1 nurse, or an orange doctor with 1 nurse, or a red doctor with 2 nurses. Similarly, an infected red patient/doctor could be treated by a red doctor with the help of 1 nurse.

Treating an infected patient/doctor successfully earns you income according to their unmodified color. For example, although an infected orange patient/doctor can be treated by a red doctor with 0 nurses, you still earn the usual $20 for an orange patient.

Note: All the usual bonus income for things like gardens, or satellite TV (from The Extension) apply.

Important:

- Each infected patient you cure goes to the **Patients Who Survived COVID-19** area of the Propogation board to help the group win.

- Each infected doctor you cure stays in the treatment room, and can work again next round, but does not count toward victory.

- Either way, return the COVID-19 tile to the supply.

Expenses

Pay Your Employees

You must still pay your employees in quarantine!

Facility Upkeep

Orderlies in quarantine are not working, and thus are not reducing your upkeep costs.

Phase 3: Administration

Pay Your Employees

8. Infected doctors are not working, and do not level down.

9. Infected doctors and infected patients worsen at the same rate as patients (yes, that means red infected doctors die, and you get −5 popularity, and an orange infected doctor becomes a red infected doctor, etc.). **All patients** (infected or not) **and doctors**

who die go to the **All of the Deceased** area of the Propogation board. Return COVID-19 tiles of the dead to the supply.

9½. For each person in quarantine beside your board, return their COVID-19 tile to the supply, and return them to your clinic, starting from an entrance or helipad (0 time to get there, as usual).

Phase 4: Contagion — NEW!

If you are playing **Low Contagion** level, each player must take **1** COVID-19 tile from the supply and place it in one of their pre-admissions spaces. The next patient admitted to this service automatically contracts the disease, and must be placed on this tile.

If you are playing **High Contagion** level, each player must take **2** COVID-19 tiles from the supply and place each on one of their pre-admissions spaces for **a service hub they have**; each tile will automatically infect an incoming patient. If there are already patients there, choose among them; otherwise, the next new patient there goes directly on the tile.

End of the Game

You all win if the total number of patients in the **Patients Who Survived COVID-19** area of the Propogation board is **greater** than the total number of people (patients and doctors) and COVID-19 tiles in the **All of the Deceased** area of the Propogation board. If the totals are the same, or the All of the Deceased total is greater, you all lose.

If you win, you may evaluate popularity points to see which player did the best, but what does a personal victory matter when no vaccine has been found? If you do evaluate popularity, remaining infected patients and staff do not lose you popularity.

Solitaire Mode

The only difference is that in order to win, there must be a total of at least 20 Patient cubes on the Propogation board at the end of the game, and more patients in the **Patients Who Survived COVID-19** area than total patients, doctors, and COVID-19 tiles in the **All of the Deceased** area.

Donors

Thank you to those who helped make donations to **Institut Pasteur** (Pasteur Institute) in Europe, and to the **Salk Institute for Biological Studies** in the United States!

Name Name

Name Name