



HEALTHY HEART HOSPITAL

Don't miss a beat!

STAFF TRAINING MANUAL

INTRODUCTION

People are grumbling about the quality of their health care, but they still show up at Healthy Heart Hospital hoping they made a smart decision. Much has been said about the previous administration's haphazard management of Healthy Heart. In an effort to save the hospital, you and your allies among its leading physicians have staged a "Clinical Coup" and taken over the hospital to restore its prestige. However, actually managing things from the inside is never as easy as it appears from the outside, and juggling the responsibilities at Healthy Heart Hospital can quickly turn even the noblest healer into a money-grubbing pragmatist cynically looking for a place to hide the victims of your "care".

Does your team have what it takes to bring Healthy Heart Hospital back to its former glory without becoming Hard-Hearted in the process?



OBJECTIVE

Healthy Heart Hospital is a cooperative Hospital Management game, where you collectively must maximize profits over the course of six rounds.

How to Win:

Make it to the end of the 6th round before you go bankrupt (have less than 0 money) or get arrested; then, evaluate your performance on page 13.

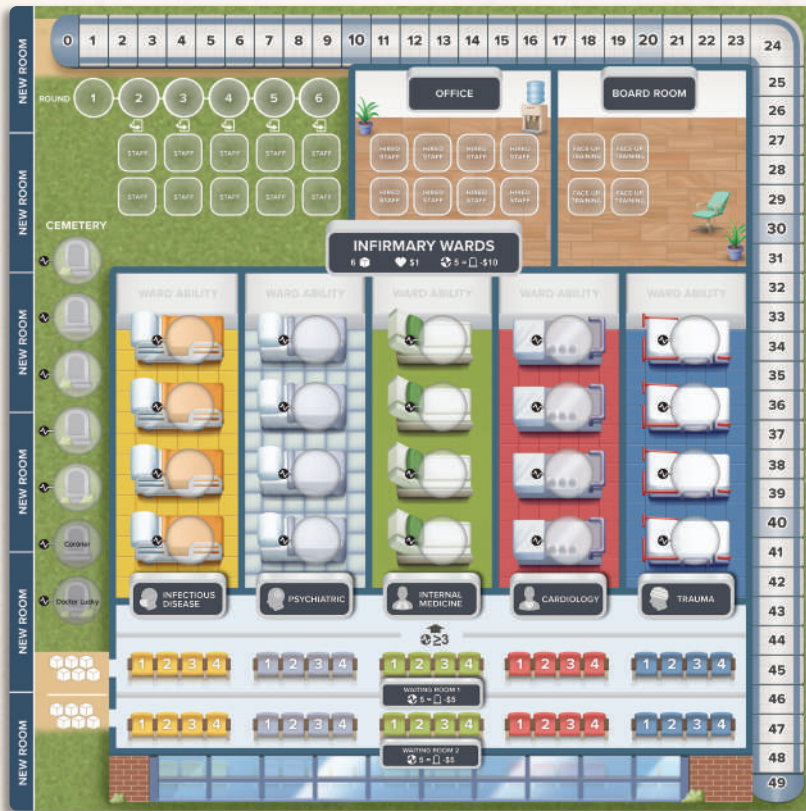
How to Lose:

All players immediately lose if either **one** of these conditions occur:

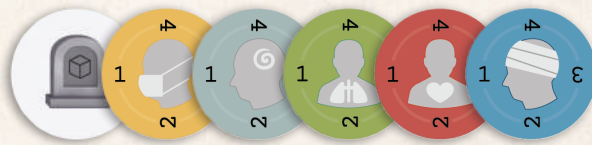
The Hospital's **money drops below zero**. (You go bankrupt and the Hospital fades into dust - along with the remains of everyone you let down.)

You **cannot hide a dead body**. (There are no empty spaces to place it, so you get arrested as you walk down the road trying to find a place for it...)

COMPONENTS



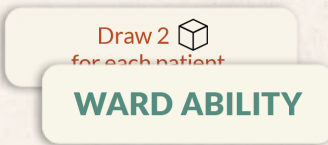
1 Game Board



30 Patient Markers



10 Medical Action Tokens



8 Ward Ability Tokens



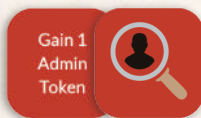
2 Money Trackers



5 Administrative Action Tokens



18 Training Markers



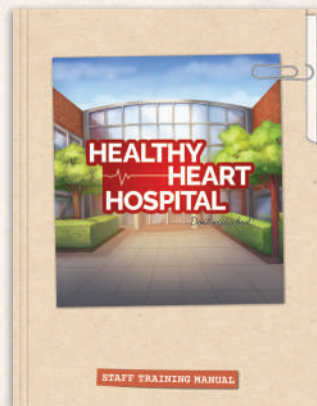
12 Staff Markers



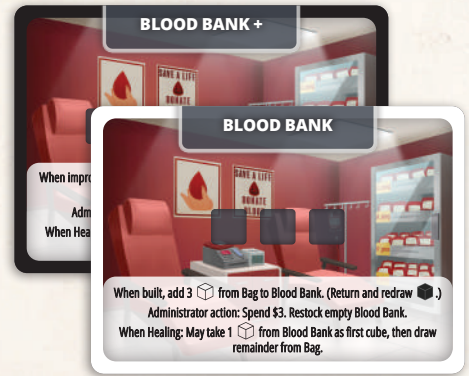
1 Round Marker



1 Cloth Bag



1 Rulebook



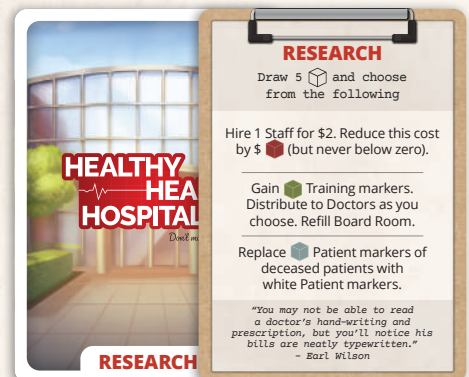
14 New Room Cards



7 Administrator Cards



14 Doctor Cards



20 Research Cards



88 Wooden Cubes (8 black and 16 of each other color)

SETUP

The 3rd Edition of Healthy Heart Hospital includes the content from the Nurses expansion, updated for 3rd Edition. For a simpler game, remove the Doctor, Administrator, and New Room cards with the symbol on the right from the game before setup.



Place the game board at the center of the play area.

Place the round marker on space 1 of the round track.

Form a supply next to the game board with the following:

- Administrative action tokens

- Medical action tokens

- New Room cards

- Research cards in a shuffled face-down pile.

- Ward Ability tokens in a shuffled face-down pile.

- Place the 10 white Patient markers in a pile.

Shuffle all 20 Training markers face down.

- Reveal 4 random Training markers face up and place them in the board room as indicated.

- Place the rest of the Training markers in the remaining board room area, face down.

Place 1 random Staff marker face down on each Staff Space. Return the remaining 2 to the box without looking at them.

Place 1 random Ward Ability token face up on each Ward Ability space.

Shuffle the 20 non-white Patient markers inside the cloth bag. Draw 5 of them randomly and place each in their matching-color Infirmiry Wards. Place them in the topmost empty space(s), with the "3" of each Patient marker facing left (pointing to the EKG icon). After doing this, remove all remaining Patient markers from the bag. Sort and stack them by color beside the game board.

Choose any 1 New Room card and place it with its "Basic" side (white border) face up beside any New Room space (on the left of the game board). Apply its immediate effect (if any).

Place all 88 cubes into the bag and shuffle them. Draw 6 random cubes from the bag per Waiting Room and place each on the first available space in the Waiting Room that matches their color. Return any black cubes or cubes for which there are no free spaces back to the bag (cubes are only returned to the bag in this way during setup).

Each player takes **1 Doctor** card (*randomly or by mutual agreement*) and places it face up in front of themselves.

One player takes **1 Administrator** card (*randomly or by mutual agreement, in addition to their Doctor card*) and places it face up in front of themselves. This player will control the Administrative actions for the first round. Return all remaining Doctor and Administrator cards to the box.

Based on the **player count**, use the table below:

- Place a number of Administrative action tokens on the Administrator card as shown.


- Each player gains Medical action tokens.

- Place the Money tracker with the "\$" side showing face up on the appropriate space of the Money track.

# OF PLAYERS	# OF MEDICAL ACTION TOKENS GIVEN TO EACH PLAYER	# OF ADMINISTRATIVE TOKENS PLACED ON THE ADMINISTRATOR CARD	STARTING MONEY
2	4	2	\$15
3	3	1	\$15
4	2	2	\$15
5	2	1	\$10

Solo play: When you play solo, set up the game for 2, 3, or 4 players. You control all Doctors and the Administrator.

BLOOD BANK



When built, add 3 from Bag to Blood Bank. (Return and redraw .)
 Administrator action: Spend \$3. Restock empty Blood Bank.
 When Healing: May take 1 from Blood Bank as first cube, then draw remainder from Bag.




3



WARD ABILITY

HEALTHY HEART HOSPITAL
The Heartland!




RESEARCH

WAITING ROOM
 ♥+1 🏠-\$8



When only level 5 automatically from Waiting Room, Patient dies at start of Patient Phase and back to Waiting Room immediately.



NEW ROOM (0-24)

NEW ROOM (25-31)

NEW ROOM (32-41)

NEW ROOM (42-43)

NEW ROOM (44-49)

ROUND HHH 2 3 4 5 6

CEMETERY

OFFICE (Hired Staff)

BOARD ROOM (Transfer 2 patients, Healing 1 after healing, Treatment Rooms)

INFIRMARY WARDS (6 🏠 \$1 5 = 🏠 -\$10)

INFECTIOUS DISEASE (Ignore first black draw for this Ward.)

PSYCHIATRIC (Don't draw if only 1 patient in this Ward.)

INTERNAL MEDICINE (1 free Transfer to Treatment Room after draws.)

CARDIOLOGY (Draw 2 for each patient.)

TRAUMA (Gain \$2 if this Ward is empty.)

WAITING ROOM 1 (5 = 🏠 -\$5)

WAITING ROOM 2 (5 = 🏠 -\$5)



10


11

9



10


Gutz Galigan
 Head Nurse of Internal Medicine



After healing an **Internal Medicine** patient, may re-Bag 2 .

Once per game as a free action, assign 1 face-up Training Marker to this nurse.

Dr. Acula




ADMINISTRATOR

Perform the Hire Staff action twice. Flip this card.
 OR
 Move all Ward Ability tokens one Ward to the right. Place the rightmost Ward Ability token on the leftmost Ward. Flip this card.



Doctor Smiles
 Chief General Practitioner








+1 when healing any non-Ward patient.
 After healing, may place 1 black cube from that draw into the bag to gain \$1.

(Setup shown for 2 players)

KEY CONCEPTS

Illnesses

The 5 different Illnesses that can be treated in Healthy Heart Hospital are represented by 5 colors:

-  Infectious Disease: yellow
-  Psychiatric: gray
-  Internal Medicine: green
-  Cardiology: red
-  Trauma: blue



Patients

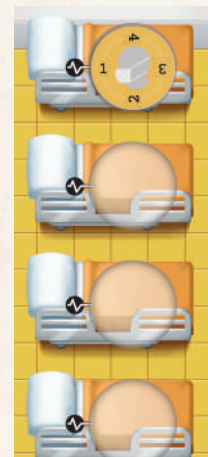
Each Patient is represented by 1 marker  or a set of same-color cubes .

The **color** of a Patient indicates their **Illness**, and they can only be placed in an area that **matches their color**.


For example: Only yellow "Infectious Disease" Patients can be placed in the 'yellow' Infectious Disease Ward.

Patient markers are a limited resource! You **cannot** perform any action that requires you to take a Patient marker of a color that is not available in the supply.


"Due to budget cuts, Healthy Heart Hospital can only support so many Patients in different areas - the rest of you are gonna have to wait it out as cubes..." - Doctor Aorta

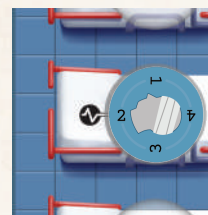


Illness Level

The **Illness level** of a cube Patient is equal to the **number of their cubes** .

For example: A 3-blue-cube Patient has level-3 Trauma.

The **Illness level** of a marker Patient is tracked by **rotating** (and flipping) the Patient marker itself. The number touching the EKG icon  tells you the Patient's Illness level. To the right is a level-2 Trauma Patient.



Cubes

Discard: Anytime you discard a cube, place it in a pile of discarded cubes beside the board.

Re-bag: Choose any cube - from those drawn for the current action only - then place it back into the bag. You can never Re-bag cubes from the cube discard pile.

For example: If you are eligible to Re-bag 2 cubes for an action, choose up to 2 cubes - of any colors - that were drawn during this action, then place them back into the bag.

Examining the bag's contents: Players may look at and count the cubes in the bag at any time, except while drawing.

Empty bag: If you ever need to draw cubes and the bag is empty, place all discarded cubes back into the bag and continue drawing.

Black cubes: While using the Heal action, black cubes drawn subtract from the appropriate color you are trying to get. At most other times (Research, New Patients Arrive, Visit the Wards), black cubes force you to discard the black cube and draw 2 more cubes instead. This will repeat if more black cubes are drawn.


Curing Patients

Anytime a Patient's Illness level drops below 1, they are completely cured! Discard all of their cubes or return their marker to the supply.

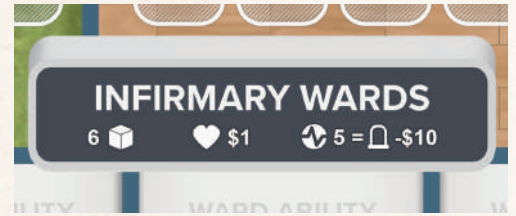
Rules on cards or tokens take precedence over rules in this rulebook.

Patient Death

Patients on the game board die as follows:

If a Patient reaches an Illness level of  5 in an Infirmary Ward or Waiting Room, they die.

Patients on any installed New Room cards to the left of the game board die differently (see pages 12, 14, and 15 for details about Treatment Rooms and the Emergency Room).



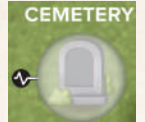
Hide The Bodies

When a Patient dies, you must:

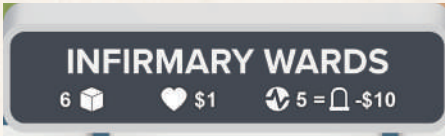
A) Put the body somewhere and B) Lose money due to settlement costs.



A) The level-5 Illness side of a Patient marker shows a tombstone also. Place the marker tombstone-side to the left on any available empty Tombstone in the Cemetery (or Morgue if installed).



If a cube Patient dies, discard all of its cubes, take a white Patient marker from the supply and place it on any available empty Tombstone space in the Cemetery (or Morgue if installed).



Example: When a patient dies in the Infirmary Wards, lose \$10.

B) Lose Money equal to the cost showing where the Patient died.

If there is no empty space to place a dead Patient, you immediately lose the game. The Cemetery can hold up to 5 Patient markers. The Coroner or Doctor Lucky spaces may only be used if the appropriate staff/character is hired/in play.

Money

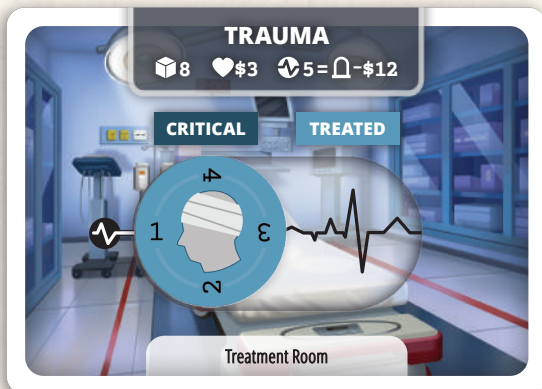
Track the Hospital's Money using the Money tracker on the Money track. If your Money exceeds \$49, flip the \$ marker to show +\$50. For example, \$62 would be represented by the +50 marker shown on the "12" space. In the unlikely event that you need it, use the other Money tracker in the same way to track funds from \$100 to \$199. If you ever have **less than** \$0, all players immediately lose the game! *If you have exactly \$0, keep playing but find a way to make some money quickly!*

New Rooms

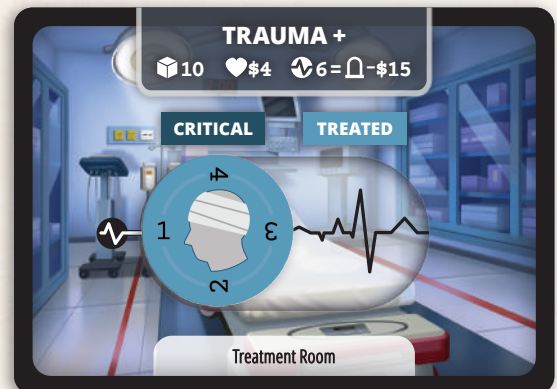
You start the game with 1 New Room card placed to the left of the game board. During each Patient Phase, you install 1 new New Room card. Only 6 New Room cards can be placed during the game. New Room cards are initially placed showing their "Basic" side.

Some game effects allow you to **improve** a "Basic" New Room card. You may only improve a New Room card that has already been added to the game board. Flip the New Room card to show its "+" improved side. *Any Patients on it are transferred to the improved side.*

Apply its new immediate effect (if any). See page 14 for details about specific Rooms.



Basic



Improved

SEQUENCE OF PLAY

Healthy Heart Hospital is played over a series of **rounds**; each round has 2 **phases**:

Player Action Phase: Use action tokens in any order.

Patient Phase: Update the board for the next round.

ACTIONS

Use action tokens to perform the following actions:

Medical Actions



Heal a Patient



Transfer a Patient

Administrative Actions



Hire Staff



Research



Administrator Action

All players use their own action tokens to perform actions until they run out of tokens to use or choose to forgo their unused actions. Players can perform actions in **any order**, passing turns back and forth, but each action must be finished completely before starting the next one. To perform an action, you must use one of your **unused action tokens** - of the required type - by flipping it over to its gray 'used' side. (Some actions like "Heal a Patient" require you to use a Medical action token, while others, such as Research, require you to use an Administrative action token.)

For example, in a 2-player game, Andrea (with current control of the Administrator) decides to do 1 Administrative action for Research, then 1 Medical action to Transfer a Patient from the Waiting Room to a ward. Bob then uses 3 Medical actions to Heal patients. Andrea then transfers a critical patient to the Operating Room for 1 Medical Action, then Heal the patient 2 times for 2 Medical actions, completely curing them. She then uses her second Administrative action to Hire Staff. Bob has 1 Medical action left, which he uses to Heal one more patient.



Heal a Patient

Do **all** of the following in order:

Flip 1 **Medical** action token to the used side.

Choose **any** alive Patient that is **not in a Waiting Room**.

If this Patient is in a **Treatment** Room, move them to the **Treated** side of the card.

Draw a number of cubes from the bag equal to the number shown in that room or ward. After seeing your result, you may draw voluntary bonus cubes (see *Cube Drawing Bonuses* below).

For example: In the Wards, you draw 6 cubes (+ possible bonuses).

Adjust the Patient's Illness level:

Count the number of cubes drawn that match the Patient's **color**.

Subtract the number of black cubes drawn.

Decrease the Patient's Illness level by the result. *If there are more black cubes than cubes of the Patient's color drawn, the result will be a negative number. In this case, the Patient's Illness level **increases**.*

Check if they are healed (see Curing Patients, page 6) or if they died (see Patient Death, page 7).

Clarifications

You may Heal the same Patient multiple times during the same round (using a Medical Action token each time). Ignore Ward Abilities when Healing Patients.

Cube Drawing Bonuses

Some Doctors and Training markers allow you to draw bonus cubes. If you have any bonus cube drawing opportunities, you may use any of them, but choose to use them one at a time. When you decide to use each individual bonus, you must draw all cubes that bonus provides. After seeing the results of a bonus draw, you can then decide to use another bonus or not (if you have any remaining).

Re-bag cubes (*optional, but only if allowed by an ability*) and discard any remaining cubes (See page 6).

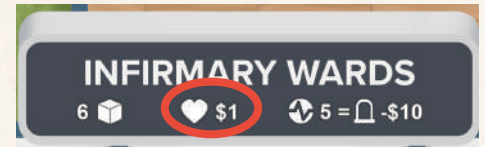
Gain Money (if applicable)

For each Illness level reduction (if any), gain Money as shown in that room or ward.

You do not gain Money for levels that reduce the Illness level below zero.

For example: If you reduce the Illness level by 3 for a level-2 Patient in the Wards, you only gain \$2.

You do **not** pay any money if the Patient's Illness level increases, but if the patient dies, you must pay that cost as normal (see Patient Death, page 7).



Example: Gain \$1 per Illness level reduced.

Doctor Abilities

Each Doctor has 2 different abilities as shown on their card. Unlike Administrator actions, Doctor Abilities can be applied multiple times each round, but only once per action.

Healing a Patient Example

You play Doctor Nowitz. For your Heal a Patient action you flip 1 of your unused Medical action tokens and select the gray Patient with Illness level 4 in an Infirmary Ward.

You draw 6 cubes out of the bag:

1 gray cube decreases the Patient's Illness level by 1, while the 2 black cubes increase it by 1 each. This results in a net increase of Illness level by 1, which would cause the Patient to die (reaching Illness level 5 in the Wards).

You decide to use Doctor Nowitz's ability to draw 2 more cubes. You draw blue and gray. Your total draw looks like this:



This at least prevents the Patient from dying, but does not heal them either (2 gray - 2 black = 0).

Nowitz has a Psychiatric Training marker, which allows an additional Training bonus draw. You are lucky and draw another gray cube.



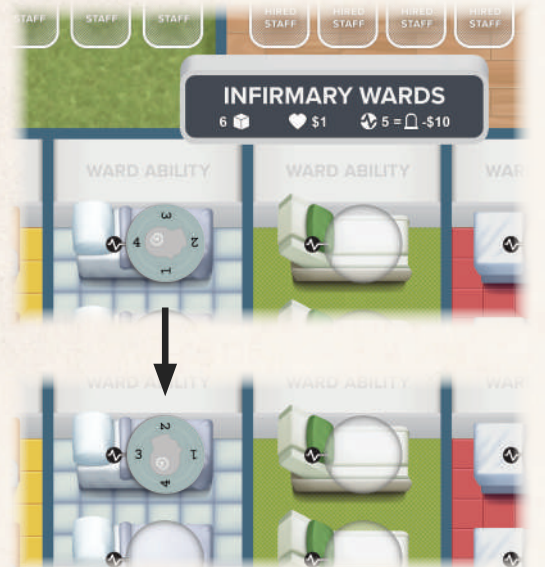
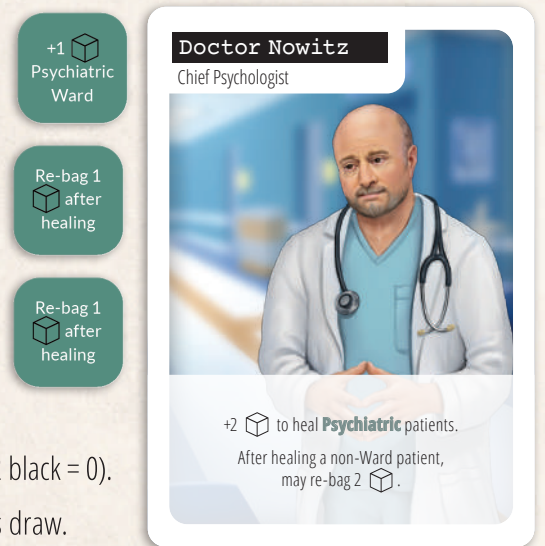
Having used all your bonuses, there is nothing more you can do. Your Patient is healed by 1 Illness level (3 gray - 2 black = 1). You set the Patient's Illness tracker to level 3 and gain \$1 (because the room shows \$1).

Before you end the action, you may use your other 2 Training markers to Re-bag 1 cube each from your draw back to the bag.

Since there is a yellow Infectious Disease Patient in the game that needs your attention on your next Heal a Patient action, you decide to put the 2 yellow cubes back into the bag and discard the rest.



This ends your action.





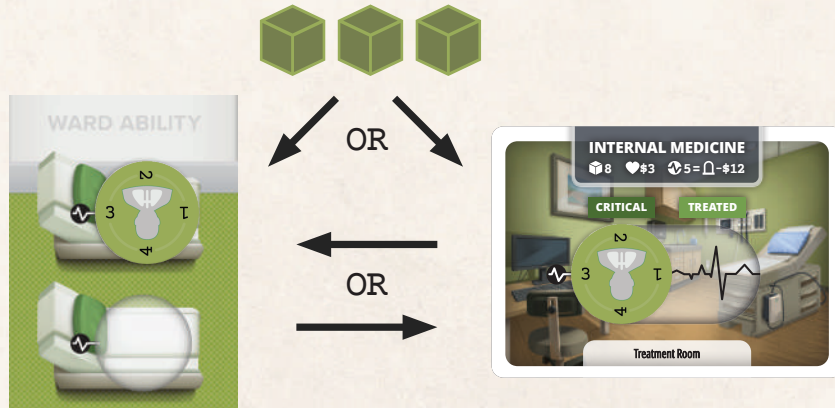
Transfer a Patient

Do **all** of the following in order:

Flip 1 **Medical** action token to the used side.

Choose any **1 alive** Patient. (*You cannot Transfer dead Patients--nice try.*)

Move that Patient to any matching color Ward or New Room that **has space** for them.



Only Patients of **Illness levels 3 and 4** may be transferred from the Waiting Rooms to a **Ward**.

When you Transfer a Patient out of the Waiting Room, they turn into a Patient marker:

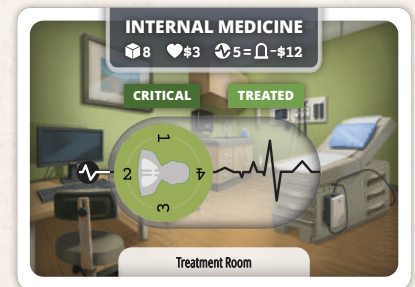
Replace all of the Patient's cubes with 1 **matching-color** Patient marker from the supply (*maintain their Illness level and discard the cubes*).

Patient markers are limited: If the required Patient marker is not available in the supply, you cannot transfer this Patient here!

You can transfer Patients of any level from Treatment Rooms to the Wards or vice versa.

You cannot use the Transfer a Patient action to move patients to or from the Emergency Room, Morgue, or Cemetery.

Treatment Room cards only have space for 1 Patient marker each. When you Transfer a Patient to a Treatment Room, place them on the Critical side of the card.

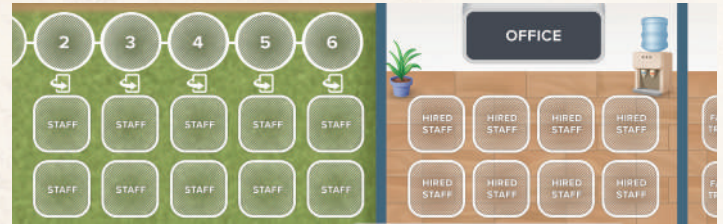


The Waiting Room is a one-way street - you can transfer Patients from it, but never to it.





Hire Staff




Do **all** of the following in order:

Flip 1 **Administrative** action token to the used side.

Pay \$5.

Choose 1 **face-up** Staff marker from below the round track. (*Cats cannot be hired, but they are cute!*)

Place it in the Office, on an empty Staff space, then:

If it shows this symbol , the Staff provides a **constant benefit** until the end of the game.

Otherwise, the Staff provides a 1-time effect: **immediately** perform it. See page 14 for all Staff effects.



Research


Do **all** of the following in order:

Flip 1 **Administrative** action token to the used side.

Draw 1 card from the Research deck. *If the deck is empty, shuffle all discarded Research cards to form a new deck.*

Draw 5 cubes from the bag. If you draw a black cube, discard it and draw 2 more cubes. *Do this until all drawn black cubes are discarded and replaced.*

Choose 1 benefit from the Research card based on how many cubes of the required color you drew.

For example: You drew 2 red cubes and 3 green cubes. You choose the benefit "Gain  Training markers.", so you gain 3 Training markers to assign to various Doctors. *If you drew no cubes that match any required colors for the Research card - sorry, your research failed - just like everything else around here...*

Discard the card and cubes.

Training markers can permanently improve your skills and can sometimes be gained through Research. Markers gained can be chosen from either face-up (your choice) or face-down (random), but face-up are only refilled after choosing all markers from that action. They can be assigned to any Doctor. Each marker is a permanent bonus that may be used once for each action that Doctor performs, if applicable. (See *Cube Drawing Bonuses*, page 8).



Administrator Action

Do **all** of the following in order:

Flip 1 **Administrative** action token to the used side.

Choose 1 action on the **face up** Administrator card to perform. (*If it's already face down, you cannot perform this action.*) Some Administrator abilities are reactions. These also require you to flip an Administrative action token.

Flip the Administrator card face down.

Each Administrator has 2 different actions of which you can use only 1 per round by spending an Administrative action token. Flip the Administrator card face down, to show that you cannot use any more actions from this card this round. Actions that say "**Reaction**" may be used during other actions (including other character's actions), but still **require you to flip both the token and card.**

PATIENT PHASE

Once all available action tokens are used, or all players choose to forgo their unused actions, proceed with the Patient phase. Perform these steps in order.

1. Treatment and Emergency Room Patients

Treatment Room: All Patients on the **critical** side of a Treatment Room die (*regardless of Illness level. See Patient Death, page 7*). All Patients on the **treated** side of their Treatment Room are **moved to the critical side** of their room. *A patient in a Treatment room must be Healed (whether successful or not) each round at least once to avoid death in this manner.*

Emergency Room: All Patients left in the Emergency Room at this time **die** (See Patient Death, page 7).

2. Install New Room

Choose 1 New Room card and add it to the left of the game board on its "Basic" side.

3. Restock Cubes

Place all discarded cubes back into the bag.

4. New Patients Arrive

New Patients show up in both Waiting Rooms as follows:



Perform these steps for each waiting room, one after another.

Draw 6 cubes from the bag. If you draw black cube(s), discard them and draw 2 more cubes for each black cube drawn. Repeat if more black cubes are drawn.

Place all drawn cubes in the chosen Waiting Room: 1 cube on each matching-colored spot. If there are extra cubes that you cannot place onto a matching-color spot, do **not** attempt to place them in the other Waiting Room.

If there is available space in the Emergency Room, immediately transfer the 5-cube patient there for free, discarding excess cubes.

If there is not space in the Emergency Room (or it hasn't been built yet), the Patient immediately dies, costing you \$5 (*see page 7*). Discard **all** cubes of this color from this waiting room and from your drawn cubes.

5. Visit the Wards

In any order, activate each Ward, one at a time. To activate a Ward, do the following:

Activate the Ward's Ability

The Ward Ability only affects Patients in its Ward, and it may modify step 2 below - so be sure to follow the Ward Ability first!

Draw 1 cube for **each** Patient in that Ward, **one Patient at a time**. If you draw a black cube, discard it and draw 2 more cubes. Do this until all drawn black cubes are discarded and replaced. For each cube you draw matching the Patient's color that you are drawing cubes for, immediately increase their Illness level by 1. A Patient that becomes Illness level 5 or higher immediately dies.

6. Housekeeping

If it is the 6th round, immediately proceed to Victory and Defeat below, ignoring further steps.

Flip the Administrator card face up and pass it, together with all Administrative action tokens, to the next player in clockwise order. That player now controls the Administrator.

Flip **all** used action tokens to their unused side.

Advance the round marker to the next space.

Flip the 2 Staff markers below the round marker face up (they are now available to hire).

Begin the Player Action Phase of a new round!

VICTORY AND DEFEAT

How to Lose:

All players immediately lose if any **one** of these conditions occur:

The Hospital's money drops **below zero** (*you go bankrupt and the Hospital fades into dust, along with the remains of everyone you let down*).

You **cannot hide a dead body** (*there are no empty spaces to place it, so you get arrested as you walk down the road trying to find a place for it...*)

How to Win:

Make it to the end of the 6th round without losing (see above); then, evaluate your performance below.

Check how much money your hospital earned to see how well you did!

\$0-19: Regrettable. *Healthy Heart Hospital has coped under your leadership, but barely. Your board of governing physicians has as many detractors as supporters, and the future looks rough.*

\$20+: Inconsequential. *Healthy Heart Hospital has struggled to a better place and garnered some respect in the community. There has clearly been a turnaround from the previous leadership, but skeptics are still watching closely.*

\$40+: Notable. *Healthy Heart Hospital has risen to a position of prestige and has taken its place as a respected institution in the community. Civic leaders acknowledge your success and wish for its continuation and betterment in the future.*

\$60+: Prosperous. *Healthy Heart Hospital has returned to its Glory Days as a modern medical center and pride of the community. Once again, it is a shining jewel in your metropolis and a respected center of medicine.*

\$80+: Triumphant. *Healthy Heart Hospital becomes a model medical center and a beacon of hope for the community, state, and nation. Its renown brings the bright promise of a glorious future as a medical Mecca.*

VARIANTS

For an additional challenge or different areas of tension, change the setup of the game with one or more of the following:

Start with \$0, but your first room starts on the Improved side.

Begin the game with 2 New Rooms instead of 1, but the game ends after 5 rounds instead of 6. Remove the last two Staff markers from the board as a reminder (without revealing them).

Start the game with 1 fewer Patient marker of each color in the supply.

Start the game with 2 fewer cubes of each non-black color.


Reveal 1 staff token per round instead of 2. Remove the extra staff markers from the board, unseen.

Don't play with an Administrator (*this can be easier to learn, as it removes several rules from consideration, but it can be particularly difficult as it also removes those avenues of improvement*).

Remove all Ward abilities. During Visit the Wards, for each patient, draw cubes equal to the number of empty beds in that ward (discarding black and drawing 2 more as usual). If a matching color cube is NOT drawn, increase the patient's illness by 1 level. (*If the wards are empty, the patients get more attention and are less likely to get worse. If the wards are completely full, the patients are guaranteed to get worse each round.*)

CLARIFICATIONS

Staff Index

Once hired, the effects of the following Staff markers remain active until the end of the game (shown by a  surrounding the text on the marker).



Lawyer: Reduce the amount of Money you lose by \$2 for **each** Patient that dies.



Chaplain: Once per round, flip the Administrator card face up. This allows you to use one of its abilities again, but you must spend another Admin action token as normal.



Intake Nurse: Patients of **any** Illness level can be transferred from the Waiting Rooms to the Infirmary Wards.



Janitor: Once per round, discard a just-drawn black cube without applying its effect (do not draw a replacement).



Coroner: The Coroner makes the Coroner tombstone space available once hired. It can hold 1 dead Patient marker.

The effects of the following Staff markers are applied only **once**, immediately when that Staff is hired.



Intern: Choose any 1 alive Patient - from any area - and reduce its Illness level by 3. Do not gain any Money for this. (*This may cure them, see page 6.*)



Bureaucrat: Improve 1 New Room card already in play to the left of the game board for \$0.



Manager: Return any 1 Ward Ability token on the board to the supply. Its effect no longer applies.



COO (Chief Operations Officer): The Administrator gains 1 additional Administrative action token to use for the rest of the game (*taken from the supply*).



CFO (Chief Financial Officer): Gain \$10.



Cat: Cats cannot be hired, but they are cute! (*...and take up space!*)

New Room Clarifications

New Rooms can sometimes be Improved through the "Research" Administrative action.

Treatment Rooms: There are 5 Treatment Room rooms: **Infectious Disease, Psychiatric, Internal Medicine, Cardiology, and Trauma.**

Each Treatment room can hold **1 Patient** that matches the color of the room, of Illness level 1, 2, 3, or 4. When any of these are **Improved**, they may now hold a Patient up to Illness level 5.

When you transfer a Patient to one of these rooms, convert it to a Marker if needed and place it on the **critical side** of the card. Patients on the critical side of the card die in the patient phase, so make sure to treat them each round!

When using a Heal action in a Basic Treatment Room, draw 8 cubes, and gain \$3 for each illness level healed. When using a Heal action in an Improved Treatment Room, draw 10 cubes, and gain \$4 for each illness level healed. You do not lose money if the patient gets worse, unless they die, in which case you will lose \$12 or \$15, respectively.

Emergency Room: The Emergency Room holds up to 1 cube Patient - *of any color* - but **only** Patients with an exact **Illness level of 5**. When this room is Improved, it can hold up to 3 Patients (*of any colors, and still only Illness level 5 Patients*).

The **only time** a Patient may be moved to the Emergency Room is during the Patient Phase (*New Patients Arrive, page 12*).

If a Patient in the Emergency Room is healed **below 5 cubes**, immediately move them to a matching-colored space in the Waiting Room. (*They were on the road to recovery, but your hospital became overloaded...*) Patients in the Emergency Room **cannot die during a Heal action** (*their Illness level will always be 5 cubes or less, do not add cubes if the patient gets worse*), but they die during the Patient Phase if they are still in the ER.

Blood Bank: When performing the Heal a Patient action, instead of drawing the first cube from the bag, you may take **one** cube of your choice from the Blood Bank.

(Basic): When built, draw 3 random cubes from the bag and place them on the Blood Bank. Draw 1 replacement cube for each black cube that is drawn and return the black cube to the bag.

When the Blood Bank is empty, you may use 1 Administrative action token and spend \$3 to refill it with 3 random cubes (re-draw black cubes in the same manner).

(Improved): When improved, discard any remaining cubes on the Blood Bank first, then draw 5 random cubes from the bag and place them on the Blood Bank. Draw 1 replacement cube for each black cube that is drawn and return that black cube to the bag.

When the Blood Bank is empty, you may use 1 Administrative action token and spend \$5 to refill it with 5 random cubes (re-draw black cubes in the same manner).

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STANDARD HOSPITAL PROCEDURE

PLAYER ACTION PHASE

(Actions may be taken in any order)

Medical Actions:

Heal a Patient

- Flip 1 **Medical** token.
- Choose an alive non-Waiting-Room Patient.
- Draw cubes. Draw bonus cubes (optional).
- Adjust Illness level (*matching color*  gets better, *black*  gets worse).
- Re-bag cubes (*optional*) and discard remaining cubes.
- Gain Money.

Transfer a Patient


- Flip 1 **Medical** token.
- Choose any 1 alive Patient (*from Waiting Room must be level 3+*).
- Move them to a **matching-colored** room (*If cubes, convert into marker*).

Administrative Actions:

Hire Staff

- Flip 1 **Administrative** token.
- Pay \$5.
- Choose 1 **face-up** Staff marker.
- Place it in the Office and apply its effect.

Research

- Flip 1 **Administrative** token.
- Draw 1 Research card.
- Draw 5 cubes from the bag (*black*  = draw +2).
- Choose 1 benefit to perform.
- Discard the card and cubes.

Administrator Action (if face up)

- Flip 1 **Administrative** token.
- Choose 1 action on the Administrator card to perform.
- Flip the Administrator card face down.

PATIENT PHASE

(Must be done in sequence)

Treatment / Emergency Room Patients


- Critical Treatment Room Patients die.
- Treated Treatment Room Patients move to Critical.
- All Emergency Room Patients die.

Add 1 New Room


Re-Bag

- Place all discarded cubes back into the bag.

New Patients Arrive

- For each Waiting Room:
 - Draw and place 6 cubes (*black*  = draw +2).
 - 5+ cubes of one color, they die, unless Emergency Room available (immediate transfer as 5-cube patient). Discard excess cubes.

Visit the Wards

- For each Ward:
 - Activate Ward Ability.
 - For each Patient in that Ward, draw 1 cube (*black*  = draw +2). Matching color = +1 Illness level.

Housekeeping

- If it is the 6th round, the game ends.
- Flip the Administrator card face up. Pass Admin card and tokens clockwise.
- Flip all used action tokens to their unused side.
- Advance the round marker to the next space.
- Flip the 2 Staff markers below the round marker face up.

STAFF ONLY