

A CO-OP SIMULATION  
FOR A STAFF OF 1-5 PLAYERS

by

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**NELSON**

# HEALTHY HEART HOSPITAL

*Don't miss a beat!*





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Examples are in blue shaded boxes like this.

Special cases are in red shaded boxes like this.

Text in gray shaded boxes, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a rule.

### INTRODUCTION

Welcome to Anytown, U.S.A., where people grumble about the quality of their health care but still show up at Healthy Heart Hospital hoping they made a smart decision. Much has been said (and even more has been written) 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 recent "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?



**COMPONENTS**

Each game of Healthy Heart Hospital includes all of the following:

- 1 rule book (you're reading it)
- 1 game board
- 10 New Room cards
- 25 Ambulance cards
- 10 Doctor cards
- 5 Administrator cards
- 88 wooden cubes (16 each of the different maladies: blue, red, yellow, gray, and green; and also 8 black)
- 1 counter sheet\* containing:
  - 6 Administrative Action tokens



9 Medical Action tokens



2 Money track markers (1 and 10/+100)



2 Prestige track markers (1 and 10/+100)



12 Tombstone markers



1 Priority marker  
(for use with Administrator Balihou)



5 Operating Room (O.R.) markers  
(EKG/Flatline: 1 each of the 5 colors)



40 Bed tokens (8 each of the 5 colors, half are 1-2s and half are 3-4s)



22 Training markers



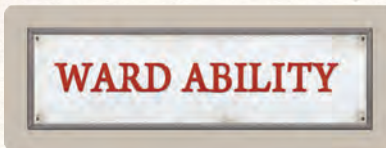
11 Now Hiring markers  
(6 Office Staff, 5 Parking Lot Staff)



1 Chief of Staff Action token



9 Ward Ability tokens



You need 1 opaque container (not provided) such as a coffee mug or a bedpan

If any of these pieces are missing or damaged, please email us at [info@victorypointgames.com](mailto:info@victorypointgames.com)




**VICTORY AND DEFEAT**

The game ends in one of three ways:

- There are no Ambulance cards in the Draw Pile at the end of the Ambulance Phase, in which case you “win” (see pg. 16);
- You went broke (see pg. 5); or
- There was no place to hide your last dead patient (see pg. 15).

**SET UP**

1. Place the game board in the center of the table.
2. Randomly select 5 bed tokens and place them in the color Infirmiry Ward that they indicate. Flip the bed token to the 2 or the 3 side, depending on if the 1/2 or 3/4 token was drawn. If you draw 5 tokens of the same color, discard the last drawn token and draw again until you draw a different color.
3. Take the Ward Ability tokens, and randomly distribute one to each ward. The remaining abilities are set aside.
4. Place all the cubes  in an opaque container (called the *Cube Cup*).
5. Choose (either randomly or by mutual agreement) 4 Doctors and 1 Administrator. Divide them up between the players as evenly as possible.
6. Shuffle the Ambulance cards. Deal 18 cards, face down, into the Draw Pile Area of the game board and return the remaining 7 cards to the box.
7. Randomly place the 22 Training markers face down in the Training Pool space. Flip 2 Training markers face up at random.
8. Randomly place the 11 Hiring markers face down in the Job Line Area of the game board, one Hiring marker per space on the track.
9. Take the 8 Medical Action tokens and give 2 to each Doctor. Give the player with the Administrator the Chief of Staff token and 1 Administrative Action token. These are the player's Personal Action tokens.
10. Place the Ten Money marker in the “00” box, and the One Money marker in the “5” box on Money track. That is, you start the game with \$5 in your Hospital's account.
11. Place the Ten Prestige marker and the One Prestige marker in their respective zero boxes on the Prestige track. You start the game having just taken over a troubled Hospital. You have no Prestige points to start with, and that is the game's measure of victory!
12. Set aside the 40 Bed tokens, the 5 O.R. markers, and the 12 Tombstone markers. This “stock” of pieces enters play when required.
13. Set aside the 10 New Room cards. They might enter play later.
14. Set aside any unassigned Administrative and Medical Action tokens (these might enter play later).

Play begins with the first Turn.

In a five player game each person will have one character. If less are playing some will have to control multiple characters.

If Dr. Glass is in the game, she also receives an Administrative Action token at this time.

If Administrator Balihou is in the game she receives the Priority token at this time.













### THE FIVE CUBES OF LIFE (AND DEATH)

Take a look at those chairs in the Waiting Room /Triage Area. Each chair represents one patient! So there is space in there for up to ten patients, exactly two in each of the five basic malady colors.

The number of cubes representing a patient indicates their Illness level; the more cubes they have, the worse their condition is, as follows:

#	Illness level
1 	Symptoms
2 	Stable
3 	Failing
4 	Critical
5 	Dead (or Coma if in an Improved O.R., or the E.R. )
6+ 	Dead

“Triage” means sorting victims into three basic categories of medical priority in order to increase the number of survivors: 1) the least sick or injured, who receive little attention (as they can wait); 2) the most sick or injured for whom little can be done, who are given little attention as they will likely die anyway; and 3) those with mid-level sickness or injury who can be saved with effort, who are given immediate and full attention.

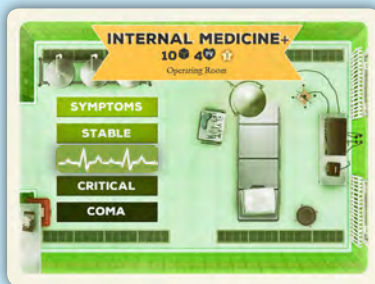
If you admit a patient with four cubes into the Infirmary Wards, its four cubes in the Waiting Room /Triage Area are discarded and a like-colored Bed token showing a “4” Illness level number is added to an empty space in its like-colored Ward Area.



This Internal Medicine “cube” patient’s condition is Failing.



The same Internal Medicine patient once moved to the Internal Medicine Ward is represented by this Bed.



Here the patient is represented by the EKG marker placed on the Failing space on the Internal Medicine O.R. card.

So, as you assess your patients in the Waiting Room /Triage Area, you need to do Triage (see Sidebar). If you let your patients just sit there in the Waiting Room /Triage Area, every turn they will gain more cubes until, at last, they hit the fateful number of five and die. That’s bad.

Therefore, you will want to move the patient(s) with the most cubes (four, or maybe three), out of the Waiting Room /Triage Area and into the Infirmary Wards so that they will stop automatically gaining cubes every turn (and thus dying from your inattention). Patients with the least cubes (one, or maybe two) should be okay if you cannot take them in right away, but expect their condition to deteriorate before you get to them!

#### The Five Cube Concept Outside of the Waiting Room / Triage Area

As patients move around the Hospital, they retain their Illness color and level at their new location.

Thus, you will be able to move “cube” patients from the Waiting Room /Triage Area to the Infirmary Ward Area (see pg. 10). That patient receives a like-colored Bed token with a number equal to the number of cubes it had when you admitted it, and its cubes are discarded to the Cube Discard pile. Place that Bed token in an available space in its malady’s like-colored Infirmary Ward. If no spaces are left, that patient cannot be moved there!

Similarly, when a patient is moved into an Operating Room (see pg. 10), replace its Bed token or Cubes with an Operating Room (O.R.) marker, EKG side up, placed down on the same value Illness level space on the Room’s operating table.

#### When the Cube Cup is Empty

If you ever find the Cube Cup empty and need to draw more cubes, immediately add all of the cubes from then Cube Discard pile to it.

#### Handling Cubes

When cubes are “discarded” they don’t go back to the Cube Cup. They are placed in a separate Cube Discard pile.

When cubes are “returned” to the Cube Cup, they are never taken from the Cube Discard pile, but from the cubes drawn for the current Action or Event. Note that “Restock” (Housekeeping Phase, Step 6) is a different term and affects all cubes in the Cube Discard pile.

Players may look at and count the cubes in the Cube Cup at any time during the game.

In the rare case that you have to add more cubes to a cube patient because of a failed Heal Action, first take cubes from the Cube Discard pile, then from the Cube Cup. If you run out of matching cubes, use proxies, but remove them from the game once they are no longer needed (patient is healed or dead).



## **MONEY AND PRESTIGE RESOURCES**

Another key concept in Healthy Heart Hospital is the Money and Prestige resources. Their current values are indicated by the positions of their markers on their respective tracks.

### **Working the Resource markers**

The placement of their markers (1 and 10) along their tracks indicates the current amount of each of these resources you have.

If you ever have more than 100 points in that resource, flip the 10 marker over to its "+100" side and keep moving it up its 10 track.

### **Staff Wants to be Hired by a Prestigious Hospital**

As you acquire Prestige, you also unlock new Staff Hires in the Job Line on the game board. That is, during the Housekeeping Phase you will check your current Prestige and for any of the Hiring markers for which you have reached the indicated number of Prestige points or greater, flip those Hiring marker face-up; they are now available for you to Hire (see pg. 12).

No Hiring markers are ever flipped back to their revealed side, even if your Prestige dropped below their requirement.

### **Alternate Funding**

When you spend Money (to Build / Improve, Hire, settle a death claim, or some other occurrence), adjust the Money markers on the Money track accordingly.

If you do not have enough Money to pay the entire cost, you may (if this is a voluntary expenditure, such as Building / Improving or Hiring) or must (if this is an involuntary expenditure like a death) also spend Prestige points to make up the difference.

It takes 2 Prestige to generate \$1 in this manner.

The opposite is not true. If you need to lose Prestige and do not have enough, it does not cost you Money. Instead, ignore excess Prestige losses.

### **Going Broke**

If you do not have enough resources to spend, you cannot make that voluntary expenditure (and must wait until you can afford it). If this is not a voluntary expenditure and it causes you to lose all of your Money and Prestige, your team immediately loses the game (see pg. 16).

If you currently have \$26, the Ten Money Marker would be in its "20" box and the One Money Marker would be in its "6" box to indicate this.

If you currently have \$97 and earned \$5 more, you would flip the Ten Money Marker over to its +100 side and place it in its "00" box and the One Money Marker would be in its "2" box. You would read those markers as \$102.

Sacrificing your Prestige for Money is a hard road.



**Game Turn:** A Game Turn consists of all 3 Phases (see right). A game of Healthy Heart Hospital usually has 8 Game Turns, followed by a final Ambulance Phase (a partial 9th Game Turn).

**Player turn:** Players perform a number of player turns during the Player Phase (see right). A single player turn usually consists of 1 player performing 1 Action.

## SEQUENCE OF PLAY

Healthy Heart Hospital is played over a series of Game Turns, with each Game Turn consisting of three Phases:

### The Turn Sequence

#### 1. Ambulance Phase:

- A. Reveal the top two Ambulance cards
- B. New patient cubes enter the Waiting Room /Triage Area
- C. Make the Rounds of other patients currently admitted to the Infirmary Wards
- D. If there are no more Ambulance cards in the Draw Pile, the game ends

#### 2. Player Phase:

Players take turns conducting Actions until all available Action tokens (Medical, Administrative, or Chief of Staff) are Used, or all players choose to forgo their Unused Actions. The Actions Doctors /Administrators can take during their turn include:

- Transfer a Patient
- Heal a Patient
- Build or Improve New Room
- Hire Staff
- Assign Staff
- Conduct Research
- Train a Doctor
- Administrator Special Actions

#### 3. Housekeeping Phase:

Pieces are tidied up and prepared for the next Game Turn. You must complete each Step before commencing the next.

1. Check to see if any Office Staff Hiring markers with a Housekeeping effect are in play and apply their benefits at this time.
2. Update the Job Line.
3. If the Emergency Room has been built, and patients are in the Emergency Room, they die.
4. If the Clinic has been built, and there are patients in the Clinic, their Illness level decreases by 1. Collect \$1 for each patient fully recovered.
5. If any Operating Room markers are showing their Flatline side, increase the patients Illness level by 1. Then Flip all Operating Room markers to their Flatline side.
6. Restock all discarded cubes back into the Cube Cup.
7. Flip all Used Action tokens to show they are once again Unused for use next Game Turn.

The Chaplain, and Chief of Finance Officer come into effect at the start of the Housekeeping Phase (see pg. 14).





## THE AMBULANCE PHASE

Reveal the top two cards from the Draw pile one at a time and place them, face up, in the Discard piles to the left and right of the Waiting Room /Triage, marked Left Triage Entry and Right Triage Entry respectively. Draw one card after the other, placing the 1st to the left and the 2nd to the right.

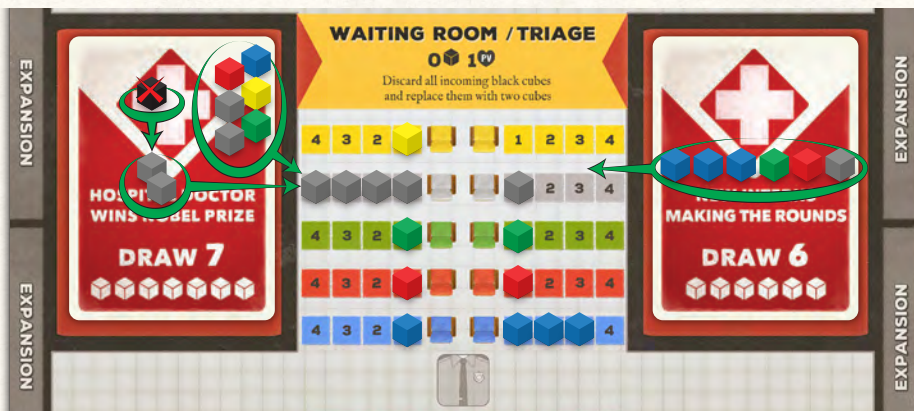
Follow the instructions of each card drawn by adding its designated number of cubes to the Waiting Room /Triage Area of the Hospital. Follow this by “making the Rounds” (see below).

### Adding Cubes to the Waiting Room / Triage

For each Ambulance card drawn, draw at random from the Cube Cup the number of cubes indicated on the Ambulance card and place them on the card. Discard all of the black cubes that are drawn and replace them with two more draws from the Cube Cup, placing them on the card as well. If a replacement cube is also black, it too must be replaced in this manner until all black cubes drawn are discarded and replaced.

Move the cubes from the card to the closest chair spaces in the Waiting Room /Triage Area that match the cube color; i.e., cubes from the Left Triage Entry will move to the chairs on the left side of the Waiting Room /Triage Area, while those from the Right Triage Entry will move onto chairs on the right side of the Waiting Room /Triage Area.

Note that each chair can hold only four cubes; if you must add a fifth cube to it, and there is no Emergency Room or space in the Emergency Room, that patient has died (see pg. 15). Discard the five cubes associated with that patient and any cubes of that color still on the Ambulance card. If there is an Emergency Room with free space, a patient with exactly five cubes (no more or less) will automatically be moved to it (see pg. 10).



### Making Your Rounds, or Hey, I'm Dying Over Here!

After receiving the new arrivals (above), you must perform the “Rounds” and check all of the patients in the Infirmiry Wards .

You perform a Round by designating those patients, one at a time, and drawing one cube for each:

- When you draw a black cube while making the Rounds, discard it and draw two more cubes for that patient until all black cubes drawn are discarded and replaced.
- For each cube you draw that is the same color as that patient’s malady, their condition deteriorates and their Illness level is immediately increased by one. Adjust that patient’s game piece accordingly.
- Any other malady color has no effect.

Cubes drawn for the Rounds are discarded to the Cube Discard pile.

### Game End

If there are no more Ambulance cards in the Draw pile, the game ends. Proceed to page 16.

If the Security Guard marker is in the



Parking Lot Area, you may return one of the drawn Ambulance cards, face down, to the bottom of the Draw pile and draw again. The Security Guard marker is “spent” and returned to the front of the Job Line, available to rehire (see pg. 18).



Administrator Derring allows you to put a set of drawn cubes back to the Cube Cup and redraw (see pg. 13)

If the ward ability token of a Ward reads “Automatically gets worse,” instead of drawing cubes, all patients in this Ward immediately increase their Illness level by 1 . Adjust that patient’s game piece accordingly.

**ROUNDS:** Note that in this game “Rounds” is solely used as a thematic term for the Doctors visting their patients. It should not be confused with the term “game rounds” often used in other games.



These are Unused Action tokens.

Medical Action    Administrative Action



These are Used Action tokens.

Medical Action    Administrative Action



Personal Action tokens are placed on the Doctor's card. They can only be used by that Doctor.

Shared Action tokens are placed in a common pool near the game board. Any Doctor can use them, but they stay in the common pool and may be used by a different Doctor next Game Turn.

Doctor Bonuses: Bonuses printed on the Doctor cards.

Token Bonuses: Bonuses provided by Training and Hiring markers assigned to the Doctor or the location he operates in.

For example, Dr. Aorta, Head of Cardiology, is healing a patient with a level 4 Cardio problem in the Cardiology Operating Room (that patient's red Operating Room marker is on the operating table there in space 4, currently showing its Flatline side).

The first thing to do is to flip the Operating Room marker to show its EKG side and get that patient's heart beating again!

Dr. Aorta will be able to draw up to 10 Healing cubes: 8 for the Operating Room Area that the patient is in and then optionally +2 for the Doctor's Cardiology Bonus.

## PLAYER PHASE

The Player Phase is the heart of Healthy Heart Hospital. It is the time when players take turns healing the sick and (possibly) administering the Hospital.

Each Doctor / Administrator takes an Action during a player turn. They may do so in any order they choose. They will continue to do so until either there are no Unused Action tokens remaining, or all players choose to forgo their Unused Actions.

### Conducting a Player Turn

On a player turn, you conduct one Action. In order to do so you must spend one of the available Unused Action tokens by flipping it to its Used side.

You can always conduct Actions from your Doctor's available Personal Action tokens (typically, your Medical Action tokens).

You can also opt to use any available Shared Action tokens (any Action tokens not owned by a Doctor, such as those gained from the Break Room) or Money, but these are community resources and other players should agree to your using them. If this cannot be resolved amicably, the player controlling the Administrator has the final say in the matter.

After performing an Action, its corresponding Medical, Administrative or Chief of Staff Action token is flipped from its Unused side to show its Used side. Thus, each Action token can only be used once per Game Turn.

Medical Only Actions:

- Heal a Patient

Medical / Administrative / Chief of Staff Actions:

- Transfer a Patient
- Build or Improve a New Room for which the Doctor has a Discount. That Doctor must use their Personal Action token.

Administrative/Chief of Staff Actions:

- Conduct Research
- Build or Improve a New Room
- Hire Staff
- Assign Staff
- Train a Doctor

Chief of Staff Actions:

- Administrator Special Actions



### Healing Patients

You must use 1 Medical Action token (only) to perform one Heal Action on a single patient. You may attempt to Heal the same patient multiple times in a Game Turn until it is either discharged from the Hospital (i.e., cured) or dies (see pg. 15).

To try to Heal a patient, follow the procedure below:

First, designate the patient being treated. If this patient is in an Operating Room, flip its Operating Room marker over to show its EKG side if it is currently showing its Flatline side (this is vital information during Step 5 of the Housekeeping Phase; completely neglecting a Flatline patient will automatically increase their Illness level).

Second, you must draw the number of Healing cubes for patient as shown in its Area (e.g., 0 in Waiting Room / Triage; 6 in the Infirmary Wards, etc).

Third, you may add Healing Bonuses to that number of Healing cubes, as listed below:

**Doctor Bonuses:** Some Doctors receive bonus cubes when treating a patient under certain circumstances. These bonuses are indicated on the Doctor cards themselves.

**Token Bonuses:** Various Training and Hiring markers also provide bonus Healing cubes under specific circumstances.



If you can apply multiple bonuses, you may use them one at a time, and decide for each one after seeing the result from the previous draw. When you use a bonus you must draw all cubes that bonus provides.

Fourth, examine the cubes drawn and apply these results:

- Each cube matching that malady's color potentially reduces the patient's Illness level by 1
- Each black cube potentially increases the patient's Illness level by 1
- All other-color malady cubes drawn have no effect
- Subtract the number of black cubes drawn from the number of matching color cubes drawn and decrease patient's Illness level accordingly by the sum. Note that the sum might be a negative number, thus increasing the Illness level.

Fifth, you may return a number of cubes to the Cube Cup up to the total number of bonus cubes drawn. Cubes can only be returned from your set of cubes drawn for this Heal Action. Discard the remainder of the cubes to the Cube Discard pile.

Sixth, collect your fee of \$1 per Illness level reduced (only, there is no cost if you ended up inflicting a net increase of the patient's Illness level and there is no additional fee for "overhealing" patients) multiplied by the Patient Value (PV) of the Area where they were treated (i.e., x1 in the Waiting Room /Triage Area; x2 in the Emergency Room (E.R.) or Infirmary Wards Area; x3 in an Operating Room (O.R.); and x4 in an Improved O.R.).

If the patient is completely cured (i.e., their Illness level is reduced to 0), remove that patient's piece(s) and gain 1 Prestige times the PV of the Area of the Hospital that they were discharged from (so from 1 to 4 Prestige).

Adjust the markers on the appropriate resource tracks accordingly to reflect these rewards.

If the patient's illness worsens to the point of death you will have to dispose of the body. See pg. 15.

Income summary:

**Money income = 1\$ per Illness level reduced x PV of the Area.**

**Prestige increase when cured = 1 Prestige x PV of the Area.**

This is a big advantage for having Healing bonuses! You will get to recycle up to that amount of cubes drawn back to the cup and help adjust your odds for future cube draws that Game Turn! This is a vital part of running a smart and orderly Hospital.

Continuing the previous example, Dr. Aorta draws 8 and then another 2 Healing cubes, hoping to find red ones (Cardio) and avoid black ones (Illness increases). The results are 3 red, 1 black, and 6 of the other colors. With the black cube cancelling out one of the red ones, the net result is reducing that patient's Illness level from 4 (critical) to 2 (stable). The Hospital collects a \$6 fee for the 2 levels of Healing performed (PV<sub>3</sub>). If it had been an Improved O.R., \$8 would have been collected, as patients there have a PV of 4!

If a patient in the Emergency Room drops below 5 cubes, it will be immediately transferred back to the empty chair in the Waiting Room /Triage where it came from.

## WARD ABILITIES OVERVIEW

Requires 2 cubes per Heal Step. Ignore all black cubes

When performing a Heal Action in this Ward, black cubes have no effect. In addition a patient's Illness level is reduced by 1 for each 2 cubes of the malady's color drawn. On an odd number the excess cube has no effect.

No doctor bonuses

You may not apply any Doctor Bonuses when Healing in this Ward. Token Bonuses may still be used.

+1 to Doctor Bonus (Does not stack)

You always get a Doctor Bonus of 1 when healing in this Ward, but no other bonuses may be applied. Doctors with a Doctor bonus toward that Ward may use it but must ignore the +1 bonus from the Ward ability.

Must heal worst first

When performing a Heal Action in this Ward, you must always heal the patient with the highest Illness level.

On Cure: One free basic research

Each time you cure a patient from this Ward, you may perform a Basic Research Action at no cost. You do not need to have the Research Lab built to do so.

On Cure: Refresh an Admin Action

Each time you cure a patient from this Ward, you may flip 1 Used Administrative Action token to its Unused side.

On Cure: Return 2 to the cup

Each time you cure a patient from this Ward, you may return 2 additional cubes back to the Cube Cup. These must come from the cubes just drawn for the Heal Action.

On Death: +1 PV

When a patient from this Ward dies, add 1 to the Ward's PV value when calculating settlement costs (see pg. 15).

Automatically get worse

When making the rounds during Ambulance Phase, do not draw cubes for patients in this Ward. Instead each patient's Illness level automatically increases by 1.

When at 4 patients, same color O.R. costs \$6

When all 4 beds on this Ward are occupied with patients, you may Build or Improve the O.R. of the same color for \$6 instead of \$10. You still need to perform a Build or Improve Action to do so. This discount does not stack with other discounts (from Doctor's or Administrator's abilities).



**OPERATING ROOMS (5 COLORS)**



**OTHER ROOMS**



**Transferring Patients**

You must use either 1 Medical, 1 Administrative or 1 Chief of Staff Action token to move 1 patient from anywhere to any suitable location in the Hospital.

A location is suitable if there is enough empty space for cubes, a bed or the Operating Room marker, the patient has the correct malady color and Illness level for that location (see below), and does not need to be converted back into a cube patient (i.e., one that is represented by 1 to 5 cubes).

**Waiting Room / Triage:** Holds up to two patients from each malady at Illness levels from 1 to 4. You cannot intentionally move patients back into the Waiting Room / Triage Area; the Waiting Room is for getting out of, not into!

**Infirmiry Wards:** Holds up to four patients from each malady at Illness levels from 1 to 4. Only patients of Illness levels 3 and 4 may be transferred to beds in the Infirmiry Wards. You can move patients, one per Action, to the Infirmiry Ward Area, but only if there is an open bed for their malady in the Ward and that patient is at Illness level 3 or 4. Convert patients entering the Infirmiry Wards into Bed tokens; place their cubes (if brought in from Waiting Room /Triage or the Clinic) in the Cube Discard pile, or their O.R. marker back in the stock (if brought in from an Operating Room).

**Operating Room\*:** Holds only one patient from the malady of the same color at Illness levels from 1 to 4. Improved Operating Rooms may also hold patients at Illness level 5. Once built, you can move a patient to an Operating Room, regardless of their Illness level, but only if there is not already a patient present **and** they match the malady type of the Operating Room. Convert patients entering an Operating Room into Operating Room markers (showing their heartbeat on the EKG side); place their cubes (if brought in from Waiting Room /Triage or the Clinic) in the Cube Discard pile, or their Bed token back in the stock (if brought in from the Infirmiry Wards). Place the Operating Room marker in the slot that matches the patient's Illness level (see table, pg. 4).

**Clinic\*:** Holds up to three patients from any malady at Illness levels 1 or 2. When Improved it can hold up to four patients. Once built, you can move cube patients, one per Action, to the Clinic, but only if there is an open row of cube spaces for each incoming patient and they are at Illness level 1 or 2. Patients in the Clinic cannot be Healed by using the Heal Action, but heal automatically during the Housekeeping Phase (see pg. 14).

**Emergency Room\*:** Holds up to one patient from any malady at Illness levels 1 to 5. When Improved it can hold up to three patients. Patients can never be moved to the Emergency Room with the Transfer Patients Action. It is for emergency cases only. If a patient in the Waiting Room /Triage gets to 5 cubes (exactly, no more or less) during the Ambulance Phase and there is space available in the Emergency Room, they are immediately moved to the first available table there for free.

If a patient in the Emergency Room drops below 5 cubes, it will be immediately transferred back to the empty chair in the Waiting Room /Triage where it came from.

**Morgue\*:** Holds up to two dead patients (as represented by Tombstone markers) as a basic Room, or up to four dead patients as an Improved Room.

\*These Rooms are not available at the start of the game; you must Build them first. Note that Improved ("+") versions of these Rooms increase their capacity as indicated on the reverse side of that card.

**Restrictions:**

- You cannot move non-cube patients into the locations that hold cube patients. Once patients lose their cubes, there's no going back.
- You cannot use the Transfer Patients Action to move patients to the Emergency Room.
- You cannot move living patients into the Morgue. They do not belong there and it creeps them out.
- You cannot extend cube patients with cubes from other patients. (i.e., if you have a patient with only 1 cube in the Clinic, you cannot add a cube from a different patient.)



## Conducting Research

In order to conduct Research you must first have a Research Lab. Once the Research Lab is built, any Doctor or Administrator with access to an Administrative or Chief of Staff Action token can use it to conduct a Research Action: Basic Research if you have a standard Research Lab, or Advanced Research if you have an Improved Research Lab.

After using an Action token as described above, you perform Basic or Advanced Research as follows:

### Basic Research:

Either:

- Reveal one Training marker in the Training Pool on the game board, OR
- Assign one revealed Training marker in the Training Pool on the game board to any Doctor. This can include your own Doctor, if desired, but this assignment can be blocked by the player controlling the Administrator. If they do so, you must find another Doctor to assign it to that you can agree on.

### Advanced Research: Any combination of two of the following:

Choose two of the following options in any order you like. You may select an option twice.

- Reveal one Training marker in the Training Pool on the game board
- Assign a revealed Training marker in the Training Pool on the game board to any Doctor. This can include your own Doctor, if desired, but this assignment can be blocked by the player controlling the Administrator. If he does so, you must find another Doctor to assign it to that you can agree on.
- Gain 1 Prestige

## Training Markers

Most Training markers provide a permanent bonus to the Doctor they are assigned to. In addition there are three types of training markers that are one-time use only. Once assigned, they can be used anytime when appropriate. After using their effect the marker is removed from the game.

These markers are:

- Admin Degree
- AMA Award /Nobel Prize
- Coroner (see pg. 15)

## Building or Improving Rooms

There are ten New Room cards that you can Build, but only eight locations at the Hospital to Build them. Built Rooms are added to the “New Room” spaces on the left and right of the board and may be used immediately after they have been built. You can remove a previously built Room to replace it with a new one.

After their construction, New Rooms can be Improved (i.e., flipped to show their Improved “+” sides). An Improved Room automatically transfers all of its patients or Tombstone tokens from its standard side to its Improved side.

Five of these Rooms are different Operating Rooms (one for each type of malady), and the others include the Clinic, Emergency Room (E.R.), Morgue, Research Lab, and Break Room, each offering its own special ability to assist you (either in warehousing more cube patients, bodies, or allowing more Shared Actions).

You must use 1 Administrative token or the Chief of Staff token and spend \$10 (see pg. 5) to Build a new, or Improve a previously built Room.

After Building or Improving a Room, you immediately receive any Prestige points and other additional bonuses shown on that side of its card. The newly built Room is now ready for use. Note that on some Room cards their Basic bonuses are repeated on their Improved side (Break Room: Receive 1 Administrator Action). You do not receive this bonus a second time when Improving such Rooms.



Dr. Bunsen's special ability allows her to conduct Research (either Basic or Advanced) using her Medical Actions rather than Administrative Actions. Other Doctors may gain the ability to use Medical Actions for Basic Research (only) by acquiring the Research PhD Training markers.

So, with Advanced Research, you may reveal one Training marker and then immediately assign it to a Doctor!



Certain Doctors and Administrator Morbucks (see pg. 13) can Build and/or Improve a specific Room at a reduced cost as indicated on their card. To use this discount the Doctor must be the one to Build or Improve the Room, by either spending a Personal Medical Action token or a Personal Administrative token (if he has one).

The Ward ability “When at 4 patients, same color O.R. costs \$6” may also grant you a discount (see pg. 9).



If you have previously Hired the



Human Resources Manager, it costs only \$2 to Hire (but still requires the use of 1 Administrative / Chief of Staff token).

## Hiring Staff

You must use 1 Administrative or the Chief of Staff token and spend \$5 to Hire a face-up Hiring marker from the Job Line on the game board. Their effects are summarized on the front side of their token and also on the Player Aid on the back of this rulebook.

There are two different kinds of Hiring markers: Office Hiring markers and Parking Lot Hiring markers.

### Office Hiring Markers:

When Hired, the following Office Hiring markers are immediately placed in their respective Office along the edge of the board where they remain for the rest of the game:

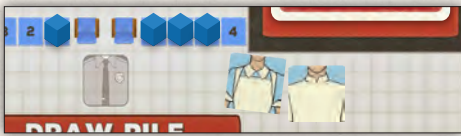
- Chaplain
- Human Resources Manager
- Chief of Finance Officer
- Lawyer
- Chief of Operations Officer
- Public Relations Liaison

### Parking Lot Hiring Markers:

When Hired for the first time, Parking Lot Hiring markers are placed in the Parking Lot space on the bottom of the board. Except for the Security Guard they do not grant their bonuses when they are in the Parking Lot. You must use Actions to assign or reassign them to the location they can fulfill their duty:

- Security Guard (may not be assigned and operates from the Parking Lot)
- Medical Tech (may be assigned to any location of the Hospital with one or more patients)
- O.R. Nurses (may be assigned to any Operating Room)
- Triage Nurse (may be assigned to any location with one or more patients)
- Ward Nurse (may be assigned to any Ward in the Infirmiry Wards)

### PARKING LOT



Administrator Pinchpenny may use her Special Action to assign or reassign all Hired Parking Lot Staff at once.

You need never assign Security Guards. They operate from the Parking Lot Area.

### Assigning the Parking Lot Staff

You must use 1 Administrative or the Chief of Staff token to assign a Parking Lot Hiring marker to another location of the Hospital where they can do some good. Note that every O.R., and every malady's Ward in the Infirmiry Wards Area, are all separate locations, and you must use 1 Administrative / Chief of Staff token each time you wish to move a Parking Lot Hiring marker to or between them.

### Train a Doctor

With or without the benefits of research, you can always use 1 Administrative or the Chief of Staff token and spend \$5 (see pg. 5) to Train a Doctor. Select one Training marker from the Training Pool on the game board, either revealed or unrevealed (at random), and assign it to any Doctor. This can include your own Doctor, if desired, but this assignment can be blocked by the player controlling the Administrator. If he does so, you must find another Doctor to assign it to that you can agree on.



## ADMINISTRATOR SPECIAL ACTIONS

Each Administrator has two Special Actions that only they can perform. They can be thought of as super Administrative Actions. To perform one of these Actions they must use the Chief of Staff token.

They may also use the Chief of Staff token as an extra Administrative Action.

Effects of Administrator Special Actions do not stack with Doctor Bonuses.

**Efficiency:** The Administrator may transfer up to 8 cubes worth of patients (without breaking up any single patient) from the Waiting Room /Triage to any eligible location at once. Patients may be converted to Beds or O.P markers.

**Organized Memo System:** The Administrator may assign all previously Hired Parking Lot Staff markers (from any location to any eligible location) at once.

**Priority Status:** This ability allows the Administrator to assign a single patient priority status at the hospital. Place the Priority marker with any patient to indicate their status. Until that patient is cured or killed they have 1 bonus cube draw on all attempts to treat them and a +1 PV.



**Public Relations Spin:** This ability allows the Administrator to fire a Doctor in play, if their current Action resulted in the death of a patient. Treat the patient as having 0 PV (no Money loss, no Prestige loss). The fired Doctor loses all assigned bonus tokens and is removed from the game. Replace them with a randomly drawn new Doctor (+ their starting tokens).

**Efficient Construction:** This ability allows the Administrator to Build a New Room straight to its Improved side for a total of \$18. This discount does not stack with any discounts from Doctor or Ward abilities. You do only receive the reward and bonuses printed on the Improved side.

**New Management Techniques:** The Administrator may choose one Ward Ability token in play. Then they must randomly select a new Ward Ability from those not in play. The randomly selected Ward Ability replaces the chosen Ward Ability and the chosen ability is added back to the stock.

**Mandatory Overtime:** The Administrator may spend Prestige to flip Used Action tokens back to their Unused side at a rate of 2 Prestige per flipped token.

**Feeling Lucky:** The Administrator may call for a redraw of any cube draw. This Action does not have to be taken on the Administrator's turn. It must be taken before the effects of the cube draw are applied. If they do perform a redraw, all cubes already drawn for the current Action or Event are placed back in the Cube Cup and the draw starts anew.

**Mad Scientist:** This ability allows the Administrator to move cubes from one patient to any cube patient of the same malady, as long as each patient retains at least 1 cube.

**Experimental Procedures:** This ability allows the Administrator to pick a cube color and a different malady. For the remainder of the round, the chosen cube color will be usable to treat patients of the chosen malady, in addition to treating patients of its real color. The cube color of the chosen malady will no longer be usable to treat any malady.

*Example: DuRonger chooses to pick the cube color yellow (Infectious Disease) to also treat the green patients (Internal Medicine). For the remainder of the Game Turn (until the next Housekeeping Phase) yellow cubes will heal Infectious Disease patients, as well as Internal Medicine patients. Green cubes will no longer heal any patient.*





If the Chaplain is in the Office Area:



You may attempt one miracle by designating one patient and drawing a single cube; if it is their malady's color, the patient's condition

improves and that patient's Illness level is decreased by 1. Subtract one cube or adjust its marker or token accordingly.

If you draw a black cube, their condition is completely cured.

No Money is ever collected from a miracle, but if a patient is completely cured in this manner, you do receive the appropriate Prestige points.



If the Chief of Finance Officer is in the Office Area: Gain \$3.

## THE HOUSEKEEPING PHASE

The Player Phase has concluded when there are no more Unused Action tokens or no player wants to or can take any more Actions. Proceed with the Housekeeping Phase.

Certain things have to be tidied up and accounted for to prepare for the next Game Turn. You must perform each of these Steps in order:

1. Apply the benefits of the Chaplain and/or the Chief of Finance Officer, if hired (see red boxes, left).
2. Update the Job Line: Check the Hospital's current Prestige against the unrevealed Hiring markers on the Job Line on the game board. Reveal any Hiring markers in the Job Line that have a Prestige requirement less than or equal to the Hospital's current Prestige. No Hiring markers are ever flipped back to their unrevealed side, even if your Prestige drops below their requirement.
3. If the Emergency Room has been built and there are any patients in it, they die (see pg. 15).
4. If the Clinic has been built and there are any patients in the Clinic, each patient gets better by 1 Illness level (1 cube). If this results in any discharges, collect \$1 per discharge.
5. Inspect every Operating Room marker currently in play: If an Operating Room marker is showing its Flatline side, increase the patient's Illness level by 1 (from neglect) and leave it showing its Flatline side. Unless, of course, the patient dies, in which case see pg. 15. Then flip all Operating Room markers showing their EKG side over to their Flatline side.
6. Restock all cubes from the Cube Discard pile back into the Cube Cup.
7. Flip all Action tokens showing their Used side back to show their Unused side.

After the Housekeeping Phase is complete, proceed to the next Game Turn.



## DYING IS EASY (COMEDY IS HARD)

When a patient dies it's all over. In general you can say that a patient dies when their Illness level increases above the point the location it is in can handle. Having an Emergency Room creates an exception to that rule (see below).

The following is an overview of the circumstances in which a patient dies:

- Patients in the Infirmery Wards Area or a basic Operating Room die at an Illness level of 5 or higher.
- Patients in the Waiting Room /Triage die at an Illness level of 5, except if they can be immediately transferred to the Emergency Room.
- Patients in the Waiting Room /Triage die at an Illness level of 6 or higher.
- Patients in the Emergency Room or an Improved Operating Room die at an Illness level of 6 or higher.
- Patients in the Emergency Room die during Housekeeping Phase independent of their Illness level.

Deceased patients can no longer be Healed in any way.

## Hiding the Bodies

Of course, you need to hide that cadaver somewhere!

Remove the deceased patient's piece(s) from the board, returning its cubes to the Cube Discard pile (if it was a cube patient) or its Bed token or Operating Room marker back to the stock.

A Tombstone marker now replaces that former patient.

You must place that Tombstone marker in any empty space designated for it. The Cemetery can hold six Tombstone markers. If there is nowhere left to place a Tombstone marker when you have another corpse to dispose of, the game immediately ends.

## Settling the Costs of Death

When a patient dies you must settle the moral, legal, and liability claims against your Hospital.

First, calculate your settlement costs, which equal:

The loss of 1 Prestige point, plus an amount of Money equal to that newly placed Tombstone marker's location.

Second, multiply your Money and Prestige expenses by the Patient Value (PV) of the Hospital Area where they died.

In other words:

**Loss of Money = \$ value of the occupied Tombstone space x PV of the Area.**

**Loss of Prestige = 1 Prestige x PV of the Area.**

The moral is, failing your ability to keep patients alive, you want to find more places to dispose of your mistakes... e.g., adding a Morgue Area to your Hospital.

A Morgue allows you to accommodate additional Tombstone markers.

The Coroner and Doctor Lucky's ability allow you to hide a body "for free". This only prevents you from losing Money but not from losing Prestige.

If the Public Relations Liaison is in the



Office Area when a patient dies, you may reduce the amount of Prestige lost by 1. This is after any modifiers.

If the Lawyer is in the Office Area when



a patient dies, you may half the amount of Money the Hospital has to pay. This is after any modifiers.

Another patient dies in your Waiting Room /Triage Area. Your Hospital immediately loses 1 Prestige, and placing its Tombstone marker in the third space in the Cemetery Area costs you \$6.

Yet another patient dies, this time in a Basic O.R. (with a Patient Value of 3). To settle matters, it costs you 3 Prestige points, because 1 Prestige x 3 PV = 3; and \$30 (\$10 x 3 PV) to plant its Tombstone marker in the fourth space of the Cemetery Area.

Therefore, higher Patient Value Areas will get you higher rewards, but they also come with higher risks should patients die there.



**HOW TO WIN**

**THE REAL PATIENT IS HEALTHY HEART HOSPITAL**

The game ends in one of three ways:

- There are no Ambulance cards in the Draw pile at the end of the Ambulance Phase;
- You went broke (see pg. 5); or
- There was no place to hide your last dead patient (see pg. 15)

There are no Ambulance cards in the Draw pile at the end of the Ambulance Phase. The game ends in a victory!

At the end you observe 41 Prestige and \$22 on the tracks. You gain a Prestige point bonus =  $22 / 2$ , rounded down, which is 11. Thus you'll add 11 Prestige, giving you a Final Score of 52 Prestige.

You have filled the Cemetery Area and a seventh patient dies. Without anywhere else to place it, the game ends. Your 36 Prestige is reduced by 7 (for your fatalities) giving you a Final Score of 29 Prestige.

**If there are no Ambulance cards in the Draw Pile at the end of the Ambulance Phase:** You have won! You have guided Healthy Heart Hospital through its renewal and proudly sit on its Board of Directors. Your final score is equal to your Prestige plus an amount of Prestige points equal to the amount of Money remaining at the end of the game divided by two, rounded down (this is your "bonus" for doing such a good job).

Here it is as a formula: **Final Score = Prestige + (Money / 2)**

**If you went broke (see pg. 5):** The game ends immediately. You have utterly lost. A new crop of doctors and administrators come in to replace you in an effort to save Healthy Heart Hospital (assuming they can convince the mayor not to close it down as a public health hazard).

**If there was no place to hide your last dead patient (see pg. 15):** The game ends immediately. You have endured and obtained a victory of sorts. Everyone understands that people sometimes die at hospitals, but Healthy Heart Hospital is getting a reputation as "The Mortician's Best Friend." Subtract an amount of Prestige points equal to the number of Tombstone markers you have placed during the game, plus the last one, for which there was no place and thus triggered the end of the game. That remaining number of Prestige points is your Final Score. Note that you don't get any Prestige for your remaining Money.

Here it is as a formula:

**Final Score = Prestige - (# of Tombstones placed) - 1 (last Tombstone)**

Compare your Final Score to the listings below to see how the patient, in this case Healthy Heart Hospital itself, did:

Final Score	Epilogue
100+	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 glorious future as a medical Mecca.
75-99	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.
50-74	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.
25-49	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.
10-24	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.
<10	Healthy Heart Hospital has continued its image of decline as a medical institution and an endless parade of protesters, news cameras, lawyers, and other undesirables seem to besiege it as you look for an exit strategy centered on your early retirement.



## GAMEPLAY VARIANTS

At first, the game might seem too difficult for your team. Then, over time, your “medical experience” will improve and the game might become too easy.

Don't worry, we have the cure! Simply use any or all of these variants next time:

### Adjusting the Difficulty Level

Draw more or less cubes to enter the Waiting Room /Triage Area during the Ambulance Phase as follows:

Tutorial Game	-2 cubes per card
Easy Game	-1 cube per card
Standard Game	no change
Hard Game	+1 cube per card
Challenging Game	+2 cubes per card

### Ordering Supplies

This variant makes the game easier.

The first, and only the first, time you use an Administrative token each Game Turn can be to conduct a special Order Supplies Action.

When you Order Supplies, you must remove exactly ten cubes of your choice (or all, if there are fewer than ten) from their Cube Discard pile and return them to the Cube Cup.

Once you use an Administrative token for any purpose during a Game Turn, you cannot Order Supplies that Game Turn.

### Higher Income

This variant makes the game easier.

When calculating the income after a Healing Action, take into account all matching color cubes and ignore black cubes.

### THANKS

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To get the best possible Order Supplies Action, you will want to wait as long as possible, but how long can you wait before you need to start the wheels of Administration turning to run your Hospital efficiently?

You are playing with the Higher Income variant and Heal a Psychiatric patient (gray) with an Illness level of 2. You draw 4 gray cubes and 1 black one. The patient is cured. Your Money income is 4 (number of gray cubes drawn) times the location's PV.



# The Play Sequence

## 1. Ambulance Phase:

- Reveal the top Ambulance card
- New patient cubes enter the Waiting Room /Triage Area
- Make the Rounds of other patients currently admitted
- If there are no more Ambulance cards in the Draw pile, the game ends

## 2. Player Phase:

Players take turns conducting Actions until all available Action tokens are Used, or all players choose to forgo their Unused Actions.

## 3. Housekeeping Phase:

Pieces are tidied up and prepared for the next turn

- Check to see if any Office Staff Hiring markers are in play with a Housekeeping effect and apply their benefits at this time.
- Update the Job Line.
- If the Emergency Room has been built, and patients are in the Emergency Room, they die.
- If the Clinic has been built, and there are patients in the Clinic, their Illness level decreases by 1. Collect \$1 for each patient fully cured.
- If any Operating Room markers are showing their Flatline side, increase the patients Illness level by 1. Then Flip all Operating Room markers to their Flatline side.
- Restock all cubes from the Cube Discard pile back to the Cube Cup.
- Flip all Used Action tokens to show they are once again Unused for use next Game Turn.

## Action Tokens

(and the actions they can perform)



- Heal a Patient
- Transfer a Patient
- Build or Improve a New Room for which the Doctor has a Discount. That Doctor must use his Personal Action token.
- Conduct Research
- Build or Improve a New Room
- Hire Staff
- Assign Staff
- Train a Doctor
- Administrator Special Actions



These Hiring markers represent Staff which may be hired to improve the capabilities of the Hospital as a whole.



The Public Relations Liaison reduces the amount of Prestige lost by the Hospital when a patient dies by 1. This is after any modifiers.



The Lawyer reduces the amount of Money the Hospital has to pay out when a patient dies by half, rounding up. This is after any modifiers.



The Human Resources Manager reduces the cost to Hire future Staff by \$3.



The Security Guard operates from the Parking Lot. He may return an Ambulance card to the bottom of the Ambulance deck, and draw a new card. Then he is returned to the Job Line.



The Chief of Finance Officer adds \$3 to the hospital every Housekeeping Phase.



The Chaplin may attempt a Miracle once per Housekeeping Phase. (see pg. 14, Step 1)



The Chief Operations Officer provides 1 Shared Administrative Action when Hired. This Action may be used by any player.



The Medical Tech, when assigned to any location, allows a Doctor treating a patient in that location to return up to 2 extra cubes to the Cube Cup after treatment.



The O.R. Nurse, when assigned to an Operating Room, allows a Doctor treating a patient there to draw 3 extra cubes (Token Bonus).



The Triage Nurse, when assigned to a location with cube patients, allows a Doctor treating a patient there to draw 1 extra cube (Token Bonus).



The Ward Nurse, when assigned to an Infirmiry Ward, allows a Doctor treating a patient there to draw 2 extra cubes (Token Bonus).



**Bedside Manner:** You may draw one extra cube when treating patients in the Infirmiry Wards.



**E.R. Training:** You may draw one extra cube when treating "cube" patients, such as in the E.R. /Triage.



**Specialist:** You may draw one extra cube when treating patients in an Operating Room (O.R.).



**Advanced Training:** You may draw one extra cube when treating Cardio patients.



**Advanced Training:** You may draw one extra cube when treating Internal Medicine patients.



**Advanced Training:** You may draw one extra cube when treating Psychiatric patients.



**Advanced Training:** You may draw one extra cube when treating Trauma patients.



**Advanced Training:** You may draw one extra cube when treating Infectious patients.



**AMA Award /Nobel Prize:** You have been earned a prestigious award. The Hospital gains 3 prestige.



**Admin Degree:** Immediately receive one Admin Action token from the pool.



**Coroner:** On patient death, if empty, you may place a tombstone on the Coroner space.



**Research PhD:** When conducting a Basic Research action you may use a Medical action instead of an Admin action

#	Illness level
1	Symptoms
2	Stable
3	Failing
4	Critical
5	Dead (or Coma if in an Improved Operating Room)
6+	Dead