

CLINIC

DELUXE EDITION

4TH EXTENSION

Introduction

The **4th Extension** is a special expansion for Clinic Deluxe Edition, following **The Extension**, released with the base game in 2019, and **2nd Extension** and **3rd Extension**, neither of which has been released yet due to the pandemic, which has disrupted organized playtesting.... Don't worry! Those two boxes will still be released eventually. In the meantime, here is an unexpected treat, which adds another floor to your clinic (but not the way you think), as well as double-size tiles.

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The Basement

The Basement

Did you ever think about underground activities in a clinic? Well, sometimes the oddest activities go on in the most remote areas of the clinic.... Behind locked doors, in the shadows, a talented "surgeon" performs the most delicate operations: A hidden room, flickering in a thin luminous halo, hosts disquieting experiments....

Components

- 4 double-sided Basement player board extensions (Normal/Expert)
- 3 double-sided parallelogram Locker Room Module double tiles
- 3 double-sided parallelogram Boiler Room Module double tiles
- 3 double-sided parallelogram Dr. Funkenstein's Laboratory Module double tiles



Normal Side



Expert Side



Basement Module (Locker Room)



Basement Module (Boiler Room)



Basement Module (Dr. Funkenstein's Laboratory)

Setup

Each player places a Basement board below their Ground Floor player board.

For each type of double tile, put 1 fewer than the number of players near the other available modules (return the others to the box). For a 1-player game, instead take 1 of each type, then return a random one to the box, and put the remaining 2 near the other available modules.

Playing the Game

Phase 1: Actions

Execute Action

Action 1: Build



On your Basement board, you can only build the 3 new tiles. You cannot build any components there from the base game or **The Extension 1 – 3**; not even conveyors! However, **same-color basement modules are allowed to be adjacent** to each other. Moreover, **adjacent basement modules do not cause the buildings above them to become connected**.

In the even-numbered rounds, Rounds II, IV, and VI, when you choose the Build action, in addition to the 2 components you can construct, you can construct **one** of the three double tiles for \$6. Note that each tile is double-sided, so you can choose which way it is oriented.

Note: Each clinic can have no more than 1 of each type of basement module. Also, Underground Utility Work (from **The Extension**) does not prevent building basement modules beneath it.

Entrance: You can build entrances directly into your basement on the spaces provided. You could use this, for example, to take a new doctor directly through the locker room, or have an incoming patient meet an existing patient in Dr. Funkenstein's Laboratory, or use the long basement modules as a shortcut (read on to learn about all of these possibilities)....

Move

People (patients, doctors, nurses, orderlies...) can move down to the basement as usual; however, each basement module occupies two spaces. When a person moves up from a basement module, they can move to **either** space above the module. People can move through empty basement spaces just as through empty ground floor spaces: Each space costs 1 time.

Locker Room: A doctor that moves through your locker room **levels up** (it's amazing what a clean change of clothes does for you); however, your locker room can only be used **twice per round**.

Example A: The yellow doctor moves down from the psychiatry treatment room on the ground floor to the locker room for a quick change of clothes, which takes 1 time, then must return to the ground floor to treat a patient in the cardiology treatment room 2 spaces west of the psychiatry treatment room. The doctor (now orange; thanks to the locker room) takes advantage of the double-size locker room to do this in just 2 time, moving up to the space between the treatment rooms, then west to the cardiology treatment room. So, the doctor's entire move takes 3 time: 1 to go down, 0 to move to the west end of the locker room, 1 to go up, 1 to go west.

Dr. Funkenstein's Laboratory:

By moving 2 same-color patients to Dr. Funkenstein's Laboratory, "Dr. Funkenstein" (the mechanized surgeon unit there) will very quickly swap a few "interchangeable parts", **worsening** both patients, after which they must immediately return to modules that can treat them for the same services from which they came; however, Dr. Funkenstein's Laboratory in your clinic can only be used **once per round** (i.e. to worsen one pair of patients).

Note: The patients don't have to start in a module: One or both of the patients can come from Pre-Admissions, on their way to their treatments.

Example B: In both your ground-floor cardiology treatment room and your psychiatry treatment room, you have a yellow patient. You move the psychiatry patient down, then south to Dr. Funkenstein's Laboratory; 2 time. You move the cardiology patient east, down, south to Dr. Funkenstein's Laboratory; 3 time. Dr. Funkenstein optimizes which patient has which parts with alarming efficiency, after which they become orange and return to their rooms; 5 more time (2 + 3). So, for a total of 10 time, two patients went from yellow to orange. Fortunately, your clinic can provide precisely the services they need....

Module Capacity: Basement modules have a capacity of 0: Doctors cannot hide in their lockers for a quick nap; they must return to work in their usual locations. The boiler room is too hot for anyone to stay in there, and nobody wants to spend any time in Dr. Funkenstein's creepy horror movie set.

Phase 2: Business

Expenses

Pay Your Employees

Boiler Room: The poorly insulated boiler room makes the modules directly above it on **all floors** nice and toasty; it's so comfortable that you do not need to pay employees in those modules!

Facility Upkeep

Each basement module costs \$3 to maintain.

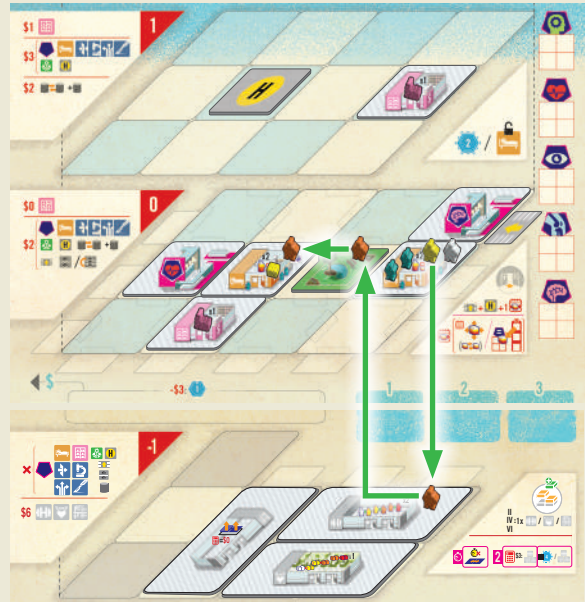
Boiler Room: Because the poorly insulated boiler room warms all of the modules directly above it on **all floors** already, you do not need to pay their upkeep cost — not even for the operating room! However, you must still pay normal upkeep for gardens above it.

Example C: Phase 2: Business, **Expenses** step — first, it's time to pay your staff. The orange doctor and the orderly on the ground floor are both above the boiler room, so you do not need to pay them; this would be true even if they were on Floor 1 or higher. You must pay everyone else, though: 1 white doctor × \$1 + 2 nurses × \$1 + 1 orderly × \$1 = \$4.

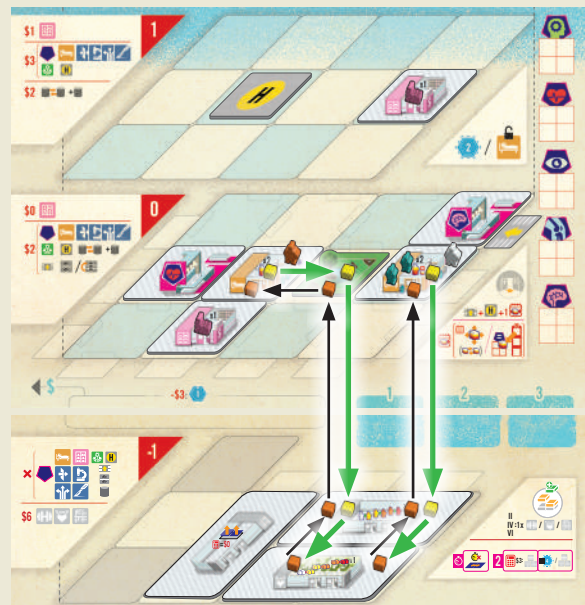
Next, it's time to pay facility upkeep. One supply room and one treatment room are above the boiler room, so you do not need to pay upkeep for those. That leaves 3 basement rooms × \$3 + 4 other modules × \$1 + 1 garden × \$1 = \$14. \$14 - 2 orderlies × \$3 = \$8.

End of the Game

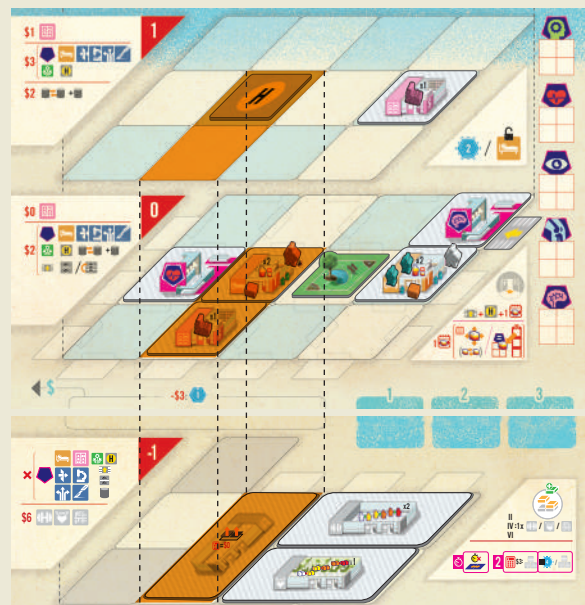
Each basement module is worth 4 Popularity.



Example A



Example B



Example C