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DICE HOSPITAL

ALLEY CAT GAMES

10+ AGE | 45-90 MINUTES | 1-4 PLAYERS

INTRODUCTION

Dice Hospital is a game about managing hospitals and patients for 1-4 players. It takes approximately 45-60 minutes to play.
The main rules cover a game for 2-4 players, and the solo game rules are found on page 10.

Each player controls a different hospital taking patients from a central pool of ambulance deliveries. The patients – represented by dice – will need to be healed using various hospital departments and staff, until they can be discharged. Each round, players will score points for every patient they discharge. At the end of the game, the player with the most points from discharged patients – minus any fatalities – is declared the winner.

Please note that this rulebook uses the British spelling of medical nomenclature.

COMPONENTS

1. 4 Starting Hospital boards (each of which depicts 9 hospital departments and 4 wards)
2. 24 Department tiles (2 each of 12 types)
3. 24 Specialist cards (2 each of 12 types)
4. 5 Ambulance cards (numbered 1-5)
5. 4 Player Reference cards
6. 8 Hospital Administrator cards
7. 63 six-sided dice in three colours (21 green, 21 yellow, 21 red)
8. 1 opaque bag for the dice
9. 41 Meeples (13 white, 7 green, 7 yellow, 7 red, 7 blue)
10. 1 Score/round tracker board
11. 1 Round marker
12. 8 Score markers (2 per player colour)
13. 1 First Player token
14. 16 Blood bag tokens
15. 14 Fatality tokens
16. 15 Event cards (optional use)
17. 15 Medical Report cards (for the solo mode)

GAME SETUP

The player who has most recently visited a hospital is the starting player and is given the First Player token. Alternatively, choose a starting player at random.

1 Give each player a Starting Hospital board and 2 score markers in their chosen colour. Each player also takes 3 nurses (white meeples) which are placed in the Nurses' Station area on the centre of their player board.

2 Take ambulances equal to one more than the number of players (using the lowest numbered ambulances available), flip them so they are showing the side with no dice icons, and place them in the middle of the table in number order. e.g. in a 3-player game, use ambulances numbered 1-4. Return any unused ambulances to the box.

3 Place the score/round board next to the play area. Each player places one of their score markers next to the score track. The other is kept in front of them to remind them what colour they are. Place the round marker so that the '1' space of the round track is visible.

4 Shuffle the Department tiles and place them into a face-down stack. Take a number of tiles from the top of this deck equal to one less than the number of players and place them face up near the ambulances.

5 Shuffle the Specialist cards and place them in a face-down deck. Take a number of cards from the top of this deck equal to one less than the number of players and place them face up near the ambulances.

In a 2-player game, the First Player must choose to reveal either an additional Department tile or an additional Specialist card during setup.

PLAYERS	AMBULANCES	DEPARTMENTS	SPECIALISTS
2	3	1-2	1-2
3	4	2	2
4	5	3	3

6 Place all other meeples in a general supply near the middle of the table.

7 Place the Blood bag and Fatality tokens in a general supply nearby.

8 Place dice in the bag according to the number of players:

- In a 4-player game, use all 63 dice.
- In a 3-player remove 3 dice of each colour (9 in total) and return them to the box, placing the rest in the bag.
- In a 2-player game, remove 6 dice of each colour (18 in total) and return them to the box, placing the rest in the bag.

9 Starting with the First Player and moving clockwise, each player draws 3 dice at random from the bag as starting patients.

These dice must be set to the values 3, 4, and 5 – the player can decide which dice are set to which values. The dice are then placed in the untreated spaces (top row) in one of the player's wards (it does not matter which one).

Example: You draw out a Yellow, Red, and Green die from the bag and decide to place them like this in one of your wards.

10 Shuffle the Hospital Administrator cards and deal 2 cards secretly to each player. Each player chooses one of the cards they were dealt to keep and places it face up next to their hospital. All other unused cards are returned to the box.

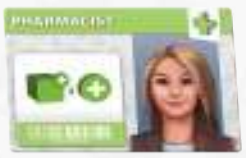
Note: For your first game, you may choose not to use the Hospital Administrator cards. The game works well without them, but they make it much more interesting.

An explanation of what each Administrator does can be found on page 13.

11 Give each player a Reference card.

The game is now ready to begin.

GAME SETUP FOR 4 PLAYERS



GAME SEQUENCE

The game plays over a series of 8 rounds. Each round consists of the following 6 Phases played in order:

1 - PATIENT INTAKE
2 - HOSPITAL IMPROVEMENT
3 - HOSPITAL ACTIVATION
4 - NEGLECTED PATIENTS
5 - DISCHARGED PATIENTS
6 - SHIFT CHANGE

At the end of each round, the round marker is rotated one step clockwise and a new round begins. At the end of the 8th round, the game ends, and the points are totalled to determine the winner.

PHASE 1 - PATIENT INTAKE

The First Player draws 3 dice at random from the bag for each ambulance. E.g. in a 3-player game, there are 4 ambulances, so 12 dice are drawn from the bag.

These dice are then rolled. If any of the dice show a value of 1 or 6 then that die is re-rolled until it produces a value other than 1 or 6. Low value dice represent the sickest patients.

The rolled dice are then placed in the ambulances one by one, starting with the lowest valued dice through to the highest valued dice. i.e. place all the dice of value 2 first, then the dice of value 3, etc.

Start by placing the dice in the lowest numbered ambulance and then proceeding to the next ambulance and so on until all dice are placed. Dice within an ambulance are arranged with the lowest value dice above dice of a higher value to avoid errors when placing the dice in the correct ambulances.

Where there are multiple dice of the same value but different colours to place, the player to the right of the First Player decides in which ambulance they are placed and in what order.

Example of patient intake in a 3-player game. There are 4 dice with the value of 2. Only 3 of them fit in ambulance 1, leaving 1 number 2 die for ambulance 2. The player to the right of the First Player decides which dice go into ambulance 1 and which die is left over to go into ambulance 2. The same goes for the 4 dice with number 4.

Then, starting with the First Player and proceeding clockwise around the table, each player must take one filled ambulance and place it in front of them.

Note that the First Player may not select the ambulance numbered '1'.

The number of the ambulance chosen dictates that player's order when claiming hospital upgrades in the next Phase.

After each player has selected an ambulance, the patient dice on the remaining ambulance are returned to the bag, and the unclaimed ambulance remains in the middle of the table for the next round.

The player who claimed the lowest-value ambulance takes a bonus Blood bag token from the supply, and also takes the First Player token from the current First Player, unless the player claiming the lowest-value ambulance already has it.

For example: If the First Player takes ambulance 2, and no other player takes ambulance 1, the First Player takes a Blood bag token and keeps the First Player token.

All players must then move the patients from the ambulance they claimed into any empty untreated spaces (the top spaces) in any of the wards of their hospital. New patients can be split across multiple wards (the actual ward a patient is in does not matter).

For example, after taking ambulance 2, you move the patients into empty untreated ward spaces in your hospital.

The order in which the patients are placed in the wards – or in which wards – does not matter. Note, however, that you only have a total of 12 spaces for patients in your hospital. If there are insufficient spaces to take all of the new patients, you must remove existing patients (which become fatalities) to accommodate this round's new intake.

For each fatality, place a Fatality token from the supply into your morgue area, and return the patient die to the bag.

Example: Mike must take in three new patients except he only has room for two more. He must therefore choose one of his existing patients to be removed from his board, take a Fatality token in his mortuary, and then place the three new patients.

PHASE 2 - HOSPITAL IMPROVEMENT

In this Phase, each player, in ambulance number order (starting with the lowest number taken), may take 1 hospital improvement by choosing either:

- **A new Department tile from the available face-up display, or**
- **A new Specialist card from the available face-up display.**

When you take a new Department tile, attach it so it is touching another of your departments; the exact location does not matter.

When you take a Specialist card, place it near your hospital board and take a meeple from the supply of the associated colour and place it on the card.

Note that the specialist meeple must always be stored on the card when not in use to remind you what the specialist's ability is when you place it during Hospital Activation (see below).

You can only take an improvement from the available selection and the selection is not refreshed or replaced until Phase 6 - Shift Change.

You may have multiple improvements with the same name.

After every player has taken an improvement, each player may return one improvement (including the one they just took) to the bottom of the appropriate stack to gain 1 Blood bag token. Only one improvement can be discarded per player per round in this way.

PHASE 3 - HOSPITAL ACTIVATION

In this Phase, each player activates their hospital to heal and discharge as many patients as possible.

To heal a patient, you must place an available nurse or specialist into an appropriate empty department in your hospital to trigger the action shown on that department. Meeples are placed one at a time into your hospital departments, with the effect of one department being resolved before you place another meeple.

- **Each meeple can only be placed once each round.**
- **Each department can only be activated once each round.**

Any nurse or specialist may be placed in any colour department; there is no correlation between department and meeple colours.

You do not need to place all of your meeples, although it is usually advantageous to do so.

SIMULTANEOUS PLAY

For your first game, it is recommended that each player individually activates their hospital one at a time, in ambulance order, so that every player can see what is happening. This will ensure that everyone is playing by the correct rules.

However, since there is no interaction between the players during this Phase, it is possible for all players to activate their hospitals simultaneously which significantly shortens the overall time required to play the full game and reduces player downtime.

Even when you know the game well, you may still prefer to play this Phase in turn order. Choose whichever mode of play suits your group.

Each department will heal a specific colour and/or value of patient. For a list of the departments and their effects, see the reference at the back of this rulebook.

Each time a patient die is healed, it is increased in value by one step – e.g. from value 2 to value 3. Also, each time a patient is healed for the first time in a round, it must be moved from the untreated space in the ward it currently occupies, to the corresponding treated space (the one directly below it in the ward).

Example: Rachel places a nurse on the pharmacy department. This increases the value of any single green die in one of her wards by one and moves it to a treated space.

Important: Treated patients can be healed again later in the round by other healing effects, they are simply left in the same treated space.

Placing a meeple on a department immediately triggers the healing effect of that department which must be resolved in full before proceeding any further. If it is not possible to resolve the effect of the department in full, it cannot be activated.

Example: To use the Anesthesia department, you must have three red patients of the same value in your wards. If you only have one or two red patients of the same value, this department may not be activated.

When a patient receives healing that increases their value to 7 or more, they are fully healed and immediately discharged from the hospital (see page 7).

For example, a patient of value 5 is healed three healing steps. Only two steps are required to discharge the patient. The third step is ignored.

If you use a specialist meeple to activate a department, then immediately after the healing effect of the department has been resolved, the specialist's own effect may also be triggered. This is optional, but usually to your advantage. A list of specialist effects can be found at the back of these rules.

Example: Mike places a Surgeon on the Intensive Care department to heal a red patient of value 2 by 1 step. However, because the healed patient was red, the Surgeon's effect heals that patient one additional step to value 4.

The effect of a specialist is only triggered once, even if the healing effect of the department affects multiple patients.

Example: Jenny places a Haematologist on the Renal Medicine department and heals 3 yellow patients of the same value by 1 step. Then, the Haematologists effect is triggered and heals one of those patients one additional step.

Example: Caezar places a Pharmacist on the Anaesthesia department, which heals 3 different red patients of the same value 1 step each. The effect of the Pharmacist is not activated as that only applies when healing a green patient.

You are not required to use all your nurses and specialists, although it is normally recommended to do so. If there are not enough departments to accommodate all of your available meeples, or placing a meeple will have no effect, you can declare that you are done for this Phase before you have placed all of your meeples.

It is not compulsory to use a department effect or specialist effect, although it is normally recommended to do so.

USING BLOOD BAGS

When activating your hospital, you may also use any Blood bag tokens you have collected. Each token may be returned to the general supply at any time during your activation to:

- Heal any patient 1 step, *or*
- Temporarily change the colour of any die until the end of this Phase (for the purposes of resolving any hospital activation effects this round). Note that this can only be done immediately before you are about to resolve a healing effect on that die.

Note: Any Blood bag tokens you have remaining at the end of the game are worth 1 point each.

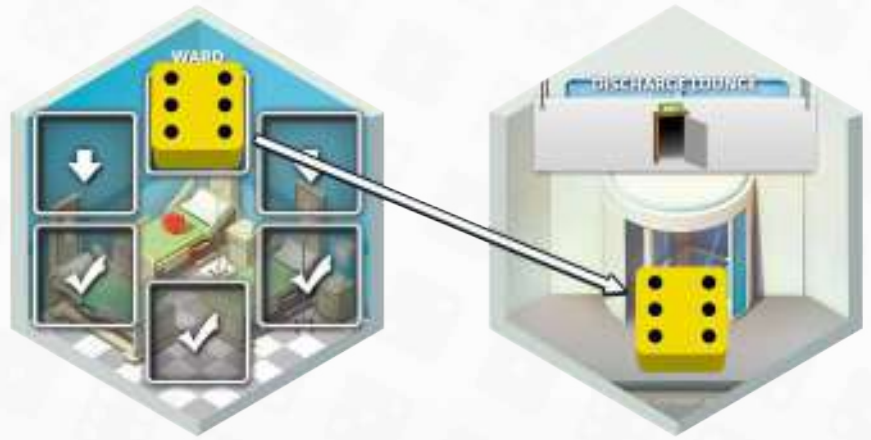
Example: Stan places a Nurse on the Pharmacy department, which heals a green patient. However, he really wants to heal a red patient, so he chooses to discard a Blood bag to temporarily change the colour of the red patient to green, allowing him to use the Pharmacy department.

TRACKING DICE COLOUR CHANGES

Sometimes, a die is temporarily changed to a different colour. To track this, place the patient in one of the coloured departments on your hospital board to reflect their new colour for the rest of this round. That patient is considered treated. During Phase 6 - Shift Change, return the dice to an untreated space in any of your wards and it reverts to its original colour.

DISCHARGING A PATIENT

When a patient receives healing that increases their value to 7 or more, they are immediately discharged and placed in the discharged area of the player's hospital, to be scored during Phase 5 - Discharged Patients.



Example - A yellow patient of value 6 receives further healing and is discharged from the hospital.

PHASE 4 - NEGLECTED PATIENTS

Once all hospital activations have been completed, each player must check for any remaining untreated patients in their wards.

Each untreated patient (the ones still in the top row of spaces in a ward) must have its value lowered by one step due to neglect.

Before

After

Example - Two untreated patients deteriorate 1 step due to neglect.

If any patient of value 1 is reduced to 0 in this way, the patient becomes a fatality. The die is returned to the bag and the player must take 1 Fatality token from the supply, and place in their mortuary.

Each Fatality token will score negative points at the end of the game.

PHASE 5 - DISCHARGED PATIENTS

Each player then counts the number of patients they discharged during that round and scores points according to the table on the right.

Scores are tracked using the appropriate score markers on the score board.

After scoring, all discharged patients are returned to the bag.

As a special scoring bonus, any player who ends this Phase with all four of their wards completely empty scores an additional 5 points.

1	1
2	3
3	5
4	7
5	9
6	11
7	14
8	17
9	21
10	25
11	30
12	35

PHASE 6 - SHIFT CHANGE

The Shift Change Phase marks the end of the game round, and a number of steps are performed to prepare the game for the next round. In the eigth round of the game, skip this Phase and proceed directly to end game scoring (see below).

In each Shift Change, each player must:

- Move all nurse meeples back to the Nurses' station.
- Move all specialist meeples back to their respective Specialist cards.
- Return all treated patients to the untreated areas of their wards.
- Return their ambulance to the middle of the table.

The First Player must also:

- Rotate the round marker so that the next round number is visible.
- Move any unclaimed departments and specialists, face down to the bottom of their respective piles in a random order.
- Draw new face-up tiles and cards as per the game setup.

In a 2-player game, during this Phase, the First Player must choose either an additional Department tile or an additional Specialist card to reveal, just like in setup.

Note that the First Player marker only changes hands during Phase 1 - Patient Intake. Therefore, whoever has the marker at the end of that Phase is the First Player for the next round.

END GAME SCORING

The game ends after the 8th round has been completed.

Each player adjusts their score as follows:

- Subtract 2 points for every Fatality token in your morgue.
- Add 1 point for each Blood bag token you still have.

The player with the most points is declared the winner.

If there is a tie, then the tied player with the fewest patients remaining in their hospital is declared the winner.

If there is still a tie, then the tied player with the highest total value of all patients (i.e. add up the pips on all remaining dice) is declared the winner.

And if there is still a tie, the tied players share in the victory.

OPTIONAL RULES

Once you have played the game a number of times, you may want to try including one or more of the following optional rules for increased variety and additional challenges.

EVENT CARDS

A special deck of Event cards is provided, which can be included in your game of Dice Hospital.

During game setup, shuffle this deck and place it face down nearby.

Starting with round 2, and at the start of each round after that (before Patient Intake), reveal the top Event card from the deck and apply its effect.

Some Event cards have a one-off effect which should be applied immediately. Other Event cards have an ongoing effect which apply for the duration of the round.

During Phase 6 - Shift Change, discard the current Event card.

HARD MODE

Once you are an experienced player of Dice Hospital, you may wish to try a more challenging game. To raise the difficulty of the game, use one or more of the following variants:

OPENING CRISIS:

During setup (and only during setup), each player takes 5 patient dice from the bag instead of the usual 3. The values of these dice should be set to 3, 3, 4, 5, and 5 in any colour combination.

NATIONWIDE EPIDEMIC

During Patient Intake (Phase 1), when a player takes an ambulance, they must also draw one additional die at random from the bag. This additional die should be rolled (re-roll a 1 or a 6 as normal) and then placed into one of that player's wards. Hence during each Patient Intake, players need to find space for 4 new patients.

RESISTANT SUPERBUG

During Phase 4 (Neglected Patients), each patient that has not been treated this round deteriorates 2 steps instead of one.

FINAL ROUND COLLECTIONS

This variant simulates other hospitals in the city (not owned by the players) sending ambulances to collect your remaining patients at the end of the game, ensuring that they will receive treatment elsewhere, scoring you additional points.

After the last round of the game, but before final scoring, follow these steps:

1. Return the ambulances you have used during the game to the centre of the table. Discard the highest numbered ambulance, so there are cards equal to the number of players.
2. Flip the ambulances to their reverse sides that show different dice colours and numbers.
3. Starting with the current First Player and moving clockwise around the table, each player may move one of their remaining patients in their wards onto an empty ambulance space of matching colour and value.
4. Each patient moved in this way, scores that player 1 additional point.
5. Play continues in this fashion until all ambulance spaces have been filled, or all players have passed.
6. If a player cannot successfully move a patient in this fashion, they must pass for the remainder of this sequence.
7. Once this sequence is completed, final scoring proceeds as normal, although each player also loses 1 point for each patient remaining in their wards.

Example: During the final round ambulance collection, Stan moves a red patient of value 3 onto an empty space on one of the waiting ambulances.

SOLO PLAY RULES

Dice Hospital can be played as a solo game. To do so, you need to use the Medical Report cards. These cards show a certain combination of colours required to complete them and how many points they are worth.

GAME SETUP CHANGES

- Do not use the ambulances.
- Do not choose a Hospital Administrator card.
- Remove 10 dice of each colour and return them to the box, placing the rest in the bag.

In addition to these changes to the basic setup, also shuffle the deck of Medical Report cards and randomly deal six of them face up, forming 2 rows of 3 cards.

MEDICAL REPORT CARDS

To complete a Medical Report card, you must have the dice of required colours in your Discharged area at the start of Phase 5 (Discharging Patients).

During scoring, only the cards on the bottom row of the Medical Report display are available to be completed.

You may complete multiple cards if you have enough dice; however each die can only be used towards completing a single card.

Once you've completed a bottom row card, place it in front of you and slide the card above it down, which is available to be completed immediately if you have the required dice.

Example: You have 2 yellow and 2 green dice in your discharge area at the end of your turn. You may complete a Medical Report card which requires 2 yellows and a green OR a card which requires 2 greens and a yellow. Alternatively, you may complete a card that requires 2 yellows AND a card that requires 2 greens because it will then become available. You will also score the points for discharging your 4 dice as per usual rules.

OTHER RULE CHANGES:

· PHASE 1: PATIENT INTAKE

Draw 4 dice from the bag and roll them. Re-roll any 1 or 6 results until all the dice show values which are neither 1 nor 6.

Choose 3 out of 4 dice to be placed in your Wards and return the unused die to the bag.

If the total value of the pips on the 3 dice you selected is less than 9, take a Blood bag token.

PHASE 2: HOSPITAL IMPROVEMENT

At the beginning of Phase 2, reveal 1 Specialist card and 1 Department tile.

Choose either the card or the tile to claim and return the other one to the bottom of its stack.

END GAME SCORING

Discharged patients score as normal during the game. In addition to this, completed Medical Report cards score points as shown on the card. Any incomplete Medical Report cards reduce your points by the value of the card at the end of the game.

Keep the record of your final score and try different strategies to see if you can obtain a higher score.

If you want to make the game more challenging try the following score modifiers:

- **FATALITY PENALTY.** Double the negative points for any Fatality tokens in your morgue at the end of the game.
- **MEDICAL REPORT PENALTY.** Double the points you subtract at the end of the game for any Medical Reports that you did not complete.

F.A.Q.

Q: How are ambulances repopulated with patients every round?

A: The First Player draws the required number of dice blindly and randomly from the bag, and rolls them (re-rolling 1s and 6s).

Q: If during intake there are many dice rolled of the same value, who gets to assign the order they are placed in the ambulances?

A: The player to the right of the current First Player who drew and rolled the dice gets to assign the order the dice are placed in the ambulances.

Q: What happens to the leftover ambulance after patient intake?

A: The dice are returned to the bag, and the ambulance is left in the middle of the table ready for next round.

Q: What happens if I don't have enough room for all my patients at intake?

A: Choose existing patients from your hospital who must become fatalities (i.e. each die is returned to the bag and a Fatality token is added to your morgue). Remember you cannot choose this round's new patients to be removed.

Q: What happens to the leftover Department tiles / Specialist cards each round?

A: They are placed on the bottom of the stack/deck and replaced with new tiles/cards drawn during Phase 6 - Shift Change.

Q: What departments can I place my nurses on?

A: You can place a nurse on any department in your hospital which has not yet been activated by a meeple.

Q: What departments can I place my specialists on?

A: You can place a specialist on any department in your hospital which has not yet been activated by a meeple.

Q: When I place a specialist what happens first: the department effect or the specialist effect?

A: The department effect is always resolved before the specialist effect.

Q: When I place the Pharmacist on the Allergy Centre, after healing 3 patients does the Pharmacist let me heal all 3 patients again?

A: No. All specialist abilities can only be triggered once – simply select one patient from those that were targeted by the preceding department effect.

Q: What happens if I use a department such as the Allergy Centre but do not have three patients of the required colour?

A: The department effect cannot be used, and the meeple placement is wasted.

Q: What is a Blood bag token for?

A: It can be discarded during hospital activation to heal any patient one step, or to temporarily change the colour of one patient until the end of the Round. Alternatively, if you have any tokens left at the end of the game, each token adds 1 point to your total score.

Q: How can I acquire Blood bag tokens?

A: Collect the lowest-numbered ambulance during patient intake, or discard an unwanted Department / Specialist during the Hospital Improvement Phase. Some improvements may also allow you to gain them in other ways.

Q: What happens if there are no dice left in the bag?

A: There should always be enough dice to fill all ambulance every round. If you do not have enough dice, check to make sure that every discharged patient, fatality patient, and unused ambulance patient are returned to the bag.

Q: Can I collect more than one copy of the same hospital improvement?

A: Yes.

Q: Can I place more than one meeple on the same department during hospital activation?

A: No.

Q: Can I place a meeple more than once during the same round?

A: No.

Q: What happens if my departments are full and I still have meeples left over?

A: These meeples cannot be placed and must wait until next round to be used.

Q: How do I know which meeple represents which specialists?

A: If during Shift Change you return all nurse meeples to the Nurse Station and all specialist meeples to their respective improvement cards (of the same colour), then next round during Hospital Activation you can see which meeples are which as you place them.

Q: Can a patient be healed more than once per round?

A: Yes. The first time they receive healing, they are moved to the treated space but can continue to receive other healing effects after that.

HOSPITAL HEALING EFFECTS

STARTING HOSPITAL DEPARTMENTS

CRITICAL CARE UNIT:
Place a meeple on this department to heal any red patient one step.

ONCOLOGY:
Place a meeple on this department to heal any yellow patient one step.

PHARMACY:
Place a meeple on this department to heal any green patient one step.

INTENSIVE CARE:
Place a meeple on this department to heal a patient of value 1 or 2 of any colour one step.

IMAGING:
Place a meeple on this department to heal a patient of value 3 or 4 of any colour one step.

CLINIC:
Place a meeple on this department to heal a patient of value 5 or 6 of any colour one step.

DEPARTMENT IMPROVEMENTS

OPERATING THEATRE:
Place a meeple on this department to heal any red patient three steps.

ANAESTHESIA:
Place a meeple on this department to heal exactly three different red patients of the same values (e.g. 3, 3, 3) one step each.

EAR, NOSE & THROAT:
Place a meeple on this department to heal any green patient three steps.

ALLERGY CENTRE:
Place a meeple on this department to heal exactly three different green patients of the same values (e.g. 3, 3, 3) one step each.

ORTHOPAEDICS:
Place a meeple on this department to heal any yellow patient three steps.

RENAL MEDICINE:
Place a meeple on this department to heal exactly three different yellow patients of the same values (e.g. 3, 3, 3) one step each.

CARDIOLOGY:
Place a meeple on this department to heal exactly three different red patients of consecutive values (e.g. 2, 3, 4) one step each.

CRASH CENTRE:
Place a meeple on this department to heal a patient (of any colour) of value 1 or 2 four steps.

IMMUNOLOGY:
Place a meeple on this department to heal exactly three different green patients of consecutive values (e.g. 2, 3, 4) one step each.

RADIOLOGY:
Place a meeple on this department to heal exactly three patients (of any colour/colours) of value 1, 2, or 3 one step each. Patients can be of different values.

UROLOGY:
Place a meeple on this department to heal exactly three different yellow patients of consecutive values (e.g. 2, 3, 4) one step each.

TRIAGE CENTRE:
Place a meeple on this department to heal exactly two patients (of any colour/colours) of value 1, 2, or 3 two steps each. Patients can be of different values.

SPECIALIST IMPROVEMENTS

SURGEON:
When this meeple heals at least one red patient, heal one of those red patients an additional step.

PHARMACIST:
When this meeple heals at least one green patient, heal one of those green patients an additional step.

HAEMATOLOGIST:
When this meeple heals at least one yellow patient, heal one of those yellow patients an additional step.

ANAESTHETIST:
When this meeple heals at least one red patient, heal a different red patient one step.

VIROLOGIST:
When this meeple heals at least one green patient, heal a different green patient one step.

UROLOGIST:
When this meeple heals at least one yellow patient, heal a different yellow patient one step.

CARDIOLOGIST:
When this meeple heals a red patient, heal a different patient (of any colour, but with the same value as the previous patient was before they were healed) by one step.

MICROBIOLOGIST:
When this meeple heals a green patient, heal a different patient (of any colour, but with the same value as the previous patient was before they were healed) by one step.

RADIOLOGIST:
When this meeple heals a yellow patient, heal a different patient (of any colour, but with the same value as the previous patient was before they were healed) by one step.

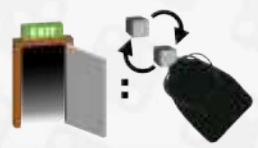
TRIAGE NURSE:
When this meeple heals a patient, heal two different patients (of any colour/colours) of value 1, 2, or 3 one step each. Patients can be of different values.

PARAMEDIC:
When this meeple heals any patient, heal a different patient (of any colour/colours) of value 1, 2, or 3 two steps.

GENERAL PRACTITIONER:
When this meeple heals any patient, heal a different patient (of any colour/colours) of value 4, 5, or 6 one step.

The Kickstarter edition of the game includes two additional promo Specialist cards. To use a promo card, during game setup randomly select another Specialist card from the deck, return it to the box, and replace it with the promo card instead. Repeat this process for each promo card added, and then shuffle the deck as normal before drawing the display of cards for the first round of the game.

CONSULTANT:
At the beginning of each Hospital Activation Phase, choose another Specialist in your hospital. The Consultant has the same special ability as the chosen Specialist until the end of the Phase.



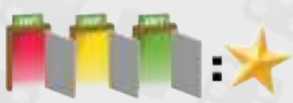
ADMISSIONS NURSE:
Each time this Specialist discharges a patient, you may either return another patient to the bag, or draw a new patient from the bag to roll and add to your wards (re-roll 1s and 6s as normal).

HOSPITAL ADMINISTRATORS

During Phase 5 - Discharged Patients, if you discharge at least two red patients this round, gain 1 additional point.

During Phase 5 - Discharged Patients, if you discharge at least two yellow patients this round, gain 1 additional point.

During Phase 5 - Discharged Patients, if you discharge at least two green patients this round, gain 1 additional point.



During Phase 5 - Discharged Patients, if you discharge at least one patient of each of the three colours (red, yellow, and green), gain 1 additional point.

1 neglected red patient in your hospital does not deteriorate this round.

1 neglected yellow patient in your hospital does not deteriorate this round.

1 neglected green patient in your hospital does not deteriorate this round.

If you discharged the most patients in a round, immediately gain 1 additional point.

GLOSSARY

PATIENT: Each patient is represented by a six-sided die (D6). The value shown on the die reflects the patient's relative health, from 1 (very ill) to 6 (very healthy).

FATALITY: A patient reduced to a value of 0 or less dies, and is represented by a Fatality token placed in your morgue. Return the die to the bag.

DISCHARGED: A patient increased to a value of 7 or higher is fully healed and immediately discharged from the hospital.

TREAT: Any game effect that targets a patient is deemed to treat that patient, regardless of the outcome of the treatment.

HEAL: Any process which increases the value of a patient is considered to heal that patient.

DETERIORATE: Any process which reduces the value of a patient is considered to cause that patient's condition to deteriorate.

NEGLECT: Any patient who has not been treated will automatically deteriorate at the end of a round due to neglect.

WARD: All patients received by a player's hospital must be placed in a spare bed within a ward.

DEPARTMENT: An area in a hospital which has an effect triggered by the placement of a nurse or specialist.

NURSE: The starting, basic type of worker (represented by a white meeple).

SPECIALIST: A superior worker that may offer additional game effects for benefits (represented by a coloured meeple). A specialist also counts as a nurse for the purpose of resolving game effects.

ADMINISTRATOR: A card drawn at the start of the game which impacts your play strategy.

CREDITS

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Mike Nudd would like to thank the following people:

I would like to thank my mum, Vicky, Caezar, everyone from the Playtest UK Meetup, and everyone from BGT&CUK Facebook group for all your help and support.

Stanislav Kordonskiy would like to thank the following people:

Rachel Kordonskiy, Holden Kim, Patrick Lindsay, Matt and Laura Treat, Nyles Breecher, Jordan Sorensen, Ian Klug, Jason Richter, Amie Barnard, Dan Giralte, Brian Peterson, Amanda Marconi, Dan Sonnemann and Chris Barden.

Alley Cat Games would like to award the following playtesters and rulebook proofreaders with the following status:

· **Gold playtester awards to:**

Barrett family and friends, Katie Bain, Jon Merrifield & Katie Strong, Melissa Millar, Christian Keldborg and Frank Calcagno Jr.

· **Silver playtester awards to:**

Helge Sidow and Manuel Lerch, Courtney Falk, Mark Capell-Helm, Robert L and Simon Lewis.

· **Bronze playtester awards to:**

Sarah Reed, Sabine, Paul and Brandy Novak, Adam & Jennie Martin, Jonathan Rodriguez, Melissa Rodriguez, Matthew Ertl, Paul Goldstone, Stu Bailey, Jorge Padilla & Alise Willis, Rob & Sean Moore, Peter and Lisa Chilton, William Taira, Brooks Family, Nicole Landwehr, Janina and Andreas Ziegmann, Bret Gruber, Ron Rich, Luke & Sarah Ratcliffe, Dan Sonnemann, Alicja Olejniczak, Matt Pendry, Jon Lipscombe & Amy Humberstone, Jeremy Mease, Robert L, Dr Jane Rosen, Salisbury Road Collective, ArcticWolf, belatarr, BSquaredPalio, cardboardkickdrum, Catz60, ChitsNPieces, ChucosauveDuck, Furbs McBain, grossepointers, ilikebananas, IndianaIsAFlufflyPuddle, jwmanila, K. Stone, KJA, Lightning, Makisupa, makisupa, MANOWAR, movetherobber, pkitty, redalona, t3hwookiee, wargfn, Wolvehunde.
We would also like to thank any of those whose names are not mentioned above.

We would also like to thank the following for helping to thoroughly proofread early and/or final versions of the rulebook:

Matt Charlton, Chris Bromley, Jasmeer Sangha, Alex Hilton, Henk Allaert, Jonathan Torabe, Ken Grazier, Kay Jongsma, Domenic Filingeri, Joshua Rothaug, Tudor Gherasim, Francesco Barretta, Kalman Perenyi, Phil Campbell, Austin Lin, Colleen Maguire, Jane Rosen, Joseph Kirkman and Paul Henderson.
We also thank those whose names are not in the list above.

Finally we would like to thank the following people for their suggestions and advice on medical nomenclature:

Chooi Oh, Andrea Fabris and Sarah.

EXPERIMENTAL MEDICINE MINI-EXPANSION

Included in the deluxe edition add-ons box is the experimental medicine mini-expansion pack.

This expansion provides the following additional components:

- 8 Department tiles (2 each of 4 types)
- 12 Specialist cards (2 each of 6 types)

When playing with this expansion, the setup of the game is changed as follows:

Sort the base game Department tiles into two sets of 12 unique tiles. In a 2-3 player game, remove one set of tiles completely back to the box. In a 4-player game, remove 8 at random from one of the sets and place back in the box.

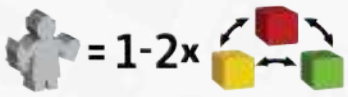
Then, shuffle the remaining tiles with the 8 Department tiles from this expansion to make a stack of 20 tiles (for a 2-3 player game) or 24 tiles (for a 4-player game)

Perform a similar process to create the deck of Specialist cards, except that you shuffle 12 cards from the base set (one of each) with the 12 cards from this expansion. Therefore, there are 24 Specialist cards for all player counts.

The new improvements are detailed below.

EXPERIMENTAL DEPARTMENTS

DRUG TRIAL CENTRE:
Place a meeple on this department to treat exactly two patients, re-rolling each die (you must accept the new result).



PHYSIOTHERAPY:
Place a meeple on this department to change the colour of up to 2 patients until the end of this Phase. These patients are considered treated (see page 6 for the rules on tracking colour changes).

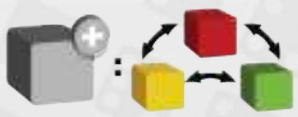
EXPERIMENTAL THERAPY:
Place a meeple on this department to treat a single patient, switching its value to the value on the opposite side of the die (i.e. 1 to 6 or vice versa).

TRAINING DEPARTMENT:
Place a meeple on this department to treat exactly two different patients (of any colour/colours) of the same value one step each.

EXPERIMENTAL SPECIALISTS

PATHOLOGIST:
If this meeple heals at least one patient, you may discard a Fatality token. If you do, gain a Blood bag token.

REGISTRAR:
During Phase 3 - Hospital Activation, if this meeple discharges at least one patient, gain 1 point.



PHYSIOTHERAPIST:
If this meeple heals at least one patient, choose a patient in your hospital and temporarily change the colour of that patient to any colour for the remainder of the round. This patient is considered treated (see page 6 for the rules on tracking colour changes).

EXPERIMENTAL CHEMIST:
If this meeple heals at least one patient, re-roll a different patient in your hospital and move them to the treated space. Note this may actually cause them to get worse!.

MEDICAL STUDENT:
If this meeple heals at least one patient, heal a different patient one step, and deteriorate another different patient one step. Both of these patients are considered treated this turn.

HAEMATOLOGY TECHNICIAN:
During Phase 3 - Hospital Activation, if this meeple discharges at least one patient, gain 1 Blood bag token.

REFERENCE PAGE

STARTING HOSPITAL DEPARTMENTS

CRITICAL CARE UNIT:
Place a meeple on this department to heal any red patient one step.

PHARMACY:
Place a meeple on this department to heal any green patient one step.

IMAGING:
Place a meeple on this department to heal a patient of value 3 or 4 of any colour one step.

ONCOLOGY:
Place a meeple on this department to heal any yellow patient one step.

INTENSIVE CARE:
Place a meeple on this department to heal a patient of value 1 or 2 of any colour one step.

CLINIC:
Place a meeple on this department to heal a patient of value 5 or 6 of any colour one step.

DEPARTMENT IMPROVEMENTS

OPERATING THEATRE:
Place a meeple on this department to heal any red patient three steps.

CARDIOLOGY:
Place a meeple on this department to heal exactly three different red patients of consecutive values (e.g. 2, 3, 4) one step each.

ANAESTHESIA:
Place a meeple on this department to heal exactly three different red patients of the same values (e.g. 3, 3, 3) one step each.

CRASH CENTRE:
Place a meeple on this department to heal a patient (of any colour) of value 1 or 2 four steps.

EAR, NOSE & THROAT:
Place a meeple on this department to heal any green patient three steps.

IMMUNOLOGY:
Place a meeple on this department to heal exactly three different green patients of consecutive values (e.g. 2, 3, 4) one step each.

ALLERGY CENTRE:
Place a meeple on this department to heal exactly three different green patients of the same values (e.g. 3, 3, 3) one step each.

RADIOLOGY:
Place a meeple on this department to heal exactly three patients (of any colour/colours) of value 1, 2, or 3 one step each. Patients can be of different values.

ORTHOPAEDICS:
Place a meeple on this department to heal any yellow patient three steps.

UROLOGY:
Place a meeple on this department to heal exactly three different yellow patients of consecutive values (e.g. 2, 3, 4) one step each.

RENAL MEDICINE:
Place a meeple on this department to heal exactly three different yellow patients of the same values (e.g. 3, 3, 3) one step each.

TRIAGE CENTRE:
Place a meeple on this department to heal exactly two patients (of any colour/colours) of value 1, 2, or 3 two steps each. Patients can be of different values.

SPECIALIST IMPROVEMENTS

SURGEON:
When this meeple heals at least one red patient, heal one of those red patients an additional step.

ANAESTHETIST:
When this meeple heals at least one red patient, heal a different red patient one step.

CARDIOLOGIST:
When this meeple heals a red patient, heal a different patient (of any colour, but with the same value as the previous patient was before they were healed) by one step.

TRIAGE NURSE:
When this meeple heals a patient, heal two different patients (of any colour/colours) of value 1, 2, or 3 one step each. Patients can be of different values.

PHARMACIST:
When this meeple heals at least one green patient, heal one of those green patients an additional step.

VIROLOGIST:
When this meeple heals at least one green patient, heal a different green patient one step.

MICROBIOLOGIST:
When this meeple heals a green patient, heal a different patient (of any colour, but with the same value as the previous patient was before they were healed) by one step.

PARAMEDIC:
When this meeple heals any patient, heal a different patient (of any colour/colours) of value 1, 2, or 3 two steps.

HAEMATOLOGIST:
When this meeple heals at least one yellow patient, heal one of those yellow patients an additional step.

UROLOGIST:
When this meeple heals at least one yellow patient, heal a different yellow patient one step.

RADIOLOGIST:
When this meeple heals a yellow patient, heal a different patient (of any colour, but with the same value as the previous patient was before they were healed) by one step.

GENERAL PRACTITIONER:
When this meeple heals any patient, heal a different patient (of any colour/colours) of value 4, 5, or 6 one step.

HOSPITAL ADMINISTRATORS

During Phase 5 - Discharged Patients, if you discharge at least two red patients this round, gain 1 additional point.

During Phase 5 - Discharged Patients, if you discharge at least two green patients this round, gain 1 additional point.

1x 1 neglected red patient in your hospital does not deteriorate this round.

1x 1 neglected green patient in your hospital does not deteriorate this round.

During Phase 5 - Discharged Patients, if you discharge at least two yellow patients this round, gain 1 additional point.

During Phase 5 - Discharged Patients, if you discharge at least one patient of each of the three colours (red, yellow, and green), gain 1 additional point.

1x 1 neglected yellow patient in your hospital does not deteriorate this round.

If you discharged the most patients in a round, immediately gain 1 additional point.