

Forbidden Clinic Game Rules

6-8 Players

OBJECTIVE: Your Clinic Team must work together to keep your Clinic from being overwhelmed, at least until you can **capture four legendary treasures**. Once you've captured all four treasures, every player must **rendezvous at the Front Desk** to **save the Clinic**. If you lose too many Clinic resources due to burnout (stress), the Clinic will close for good!

SETUP

READY YOUR CLINIC

- Randomly place the 36 Clinic Tiles, color-side up, on the table in a square pattern (6 x 6). Leave a small gap in between each tile.
- Place the 4 Treasure Coins at the corners of the Clinic Tile square, one per corner (Outstanding Team, Productive Communication, Competitive Benefits, & Effective Leadership).
- Separate the Player Cards, Clinic Deck Cards (black) and Treasure Cards (blue) and shuffle each deck.
- Place the Clinic Deck on one side of the tiles, and the Treasure Deck on the other.

Game Set Up:



CHOOSE YOUR ROLE

- Each player must choose their role (color token and matching Player Card).
- Each team member should only have one role. Each player should read their role and unique powers aloud, as outlined on the card.
- It is important to understand each player's role and special powers to fully utilize them in the Clinic.
- Separate the Player Cards from the rest of the play cards and distribute them to each team member.
- Place each player token on the corresponding tile. This is the players starting position.



PLACE YOUR TREASURES

Clinics strive to attain the treasures of having an OUTSTANDING TEAM, PRODUCTIVE COMMUNICATION, COMPETITIVE BENEFITS, and EFFECTIVE LEADERSHIP.

These treasures can only be attained if the team works together to keep their Clinic running smoothly, especially in the face of adversity.

NOTE: There are indicators on certain tiles that match the Treasure icons.



DEAL STARTING CARDS AND OPEN THE CLINIC

From the Treasure Deck:

1. Deal 2 Treasure Cards, face-up to each player.
NOTE: If an Incoming Patient Card (Walk-in or Emergency) is dealt, shuffle it back in the Treasure Deck, and deal a replacement card.
NOTE: If either the Clinic or Treasure draw deck runs out, immediately shuffle discards for a new draw deck.
2. Place the Incoming Patient Level marker at an appropriate starting difficulty level on the Meter (recommend beginning at the bottom of the Patient Level Meter).
3. Draw the top 6 cards from the Clinic Deck and flip over the corresponding tiles from the "Ready" side (full color) to the "Stressed" side (black-and-white). Reshuffle the cards back into the Clinic Deck. It is ok if a player is on a "Stressed tile" to start the game.

The starting player is the one who last attended an All-Clinic Meeting. Play continues to the left.

On every turn, complete the following actions in order:

1. Take up to 3 actions as outlined on the Player Card (see Player Abilities / Skills below)
2. Draw 2 Treasure Cards and place face-up in front of you (maximum of 5 cards in hand)
3. Draw Clinic Deck Cards equal to the Incoming Patient level and flip corresponding tiles to "Stressed" or remove them if they are "Burned Out"

TURN OVERVIEW

Player Abilities/Skills – See each individual Player Role Card for specific details.

1. TAKE 0-3 ACTIONS per turn: Do any combination of player abilities in any order. Each action counts as 1 action, unless otherwise specified on the card or Player Role Card.
 - a. MOVE: Move 1 space to adjacent tiles (at 90-degree angles). Can't move onto or over a missing Tile.
 - b. READY A CLINIC TILE: Un-stress (flip) a Stressed Clinic Tile in your Player Tokens space or an adjacent Clinic Tile to your Player Token.
 - c. GIVE A TREASURE CARD: Give 1 Treasure Card to any other player on the same Clinic Tile as you. Each player may only have a maximum of 5 Treasure Cards in front of them at any given time. Players cannot trade or give a Special Action Card (Revenue Boost, Relief Vet, Donation) to another player.
 - d. CAPTURE A TREASURE: Collect 4 matching Treasure Cards and maneuver to one of the corresponding Treasure's Clinic Tiles. Take the Treasure Coin & keep it in front of you. Discard the corresponding Treasure Cards. A treasure can be captured even if the Clinic Tile is Stressed.

2. DRAW 2 TREASURE CARDS

- a. Add Treasure Cards to hand. Card hand limit - 5 max. Must immediately discard if gain over 5 cards but may use Special Action Card (Relief Veterinarian or Donation) to discard.
- b. Add Special Action Cards to hand & may play at ANY TIME for no action. NOTE: Revenue Boost can move ALL Player Tokens from one Clinic Tile to another Clinic Tile.
- c. Do not add Patient Walk-In or Emergency Cards (4 in deck) to hand, discard instead. Do not draw a replacement for these cards.
- d. Move Incoming Patient Level up 1 tick for Walk-ins or an Emergency on the Patient Level Marker
- e. Shuffle discarded Clinic Deck Cards and place on top of the Clinic Deck draw pile.

3. DRAW CLINIC DECK CARDS: Draw same number of cards matching Incoming Patient Level marker value, 1 at a time.

- a. If the corresponding tile is "Ready" - Flip tile to "Stressed" side.
- b. If the corresponding tile is "Stressed": Tile is now BURNED OUT - Remove it and the card from the game.
- c. If a Player Token is on a BURNED OUT Clinic Tile space, the PRACTICE MANAGER may use one action to re-hire the player and move them to an adjacent tile.

NOTES: See specific Player Roles for individual special moves.

END of GAME CONDITIONS

END OF GAME LOSS:

The Clinic is lost if any of the following occurs:

1. Both Clinic Tiles corresponding to an un-captured Treasure are BURNED OUT.
2. The Front Desk Clinic Tile is BURNED OUT.
3. The Incoming Patient Level reaches the animal skull.

END OF GAME WIN: The game is won when all the following occur:

1. All 4 Treasure Coins have been captured
2. AND All Players are at the Front Desk (okay if this tile is Stressed)
3. AND Someone has a Relief Vet OR Donation card.