



A strategy dice game about healing hospital patients by Stan Kordonskiy & Mike Nudd (version 2.12), for 2-4 players ages 10+, plays in 45-90 mins.

Introduction

Dice Hospital is a game about managing hospitals and patients for 2-4 players that should take approximately 45-60 minutes to play.

Each player controls a different hospital taking sick patients from a central pool of ambulance deliveries. The patients – represented by dice – will need to be healed using various hospital effects, through a series of higher values, until they can be discharged.

Each turn each player will score points for every patient they have been able to discharge. At the end of the game, the player who has accrued the highest total score from discharged patients – minus any fatalities – is declared the winner.

Components

The game utilises the following components:

- 4 starting hospital boards (each of which depicts 9 hospital departments and 4 wards)
- 24 department improvement tiles
- 24 specialist improvement cards
- 5 numbered ambulance cards
- 4 player reference cards
- 8 hospital administrator cards
- 63 six-sided dice in three colours (21 green, 21 yellow, 21 red)
- 1 opaque bag for the dice
- 36 meeples (12 white, 6 green, 6 yellow, 6 red, 6 blue)
- 1 score/turn tracker board
- 1 turn tracker marker
- 4 player markers in different colours
- 1 First Player token
- 1 set of 'blood bag' tokens

Overview & Objective

Game Concepts

Patient: A patient is represented by a six-sided die (D6) where 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 dies, and is represented by a *fatality token* placed in your morgue.

Discharged: A patient increased to a value of 7 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 at the end of a turn automatically deteriorate 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.

Specialist: A superior worker that may offer additional game effects for benefits. A specialist also counts as a nurse for the purposes of resolving game effects.

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

Game Setup

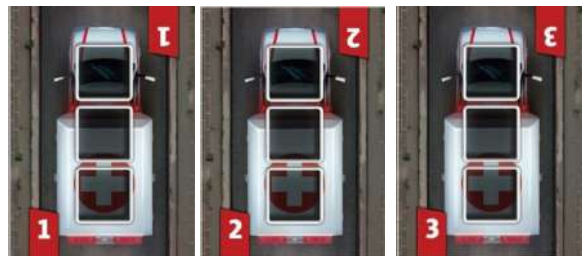
Choose a player to be the First Player and give that player the First Player token. If you are not sure how to choose, then select the player who has most recently visited a real hospital.

Give each player a starting hospital board, a starting ward board, and 2 player markers of the same colour. Also given each player 3 nurses (white meeples) which must be placed in the *Nurse Station* area on the bottom-right of the board.



Nurse Station

Place numbered ambulances in the middle of the table equal to the number of players plus 1. Organise the ambulances by their numbers, starting with ambulance 1 and moving from left to right.



Ambulances in number order

Shuffle the department improvement tiles face down together, organise them into a pile and deal tiles face up near the ambulances equal to the number of players minus 1.

Similarly, shuffle the specialist improvement cards, arrange them in a face-down pile and deal cards face up near the ambulances equal to the number of players minus 1.

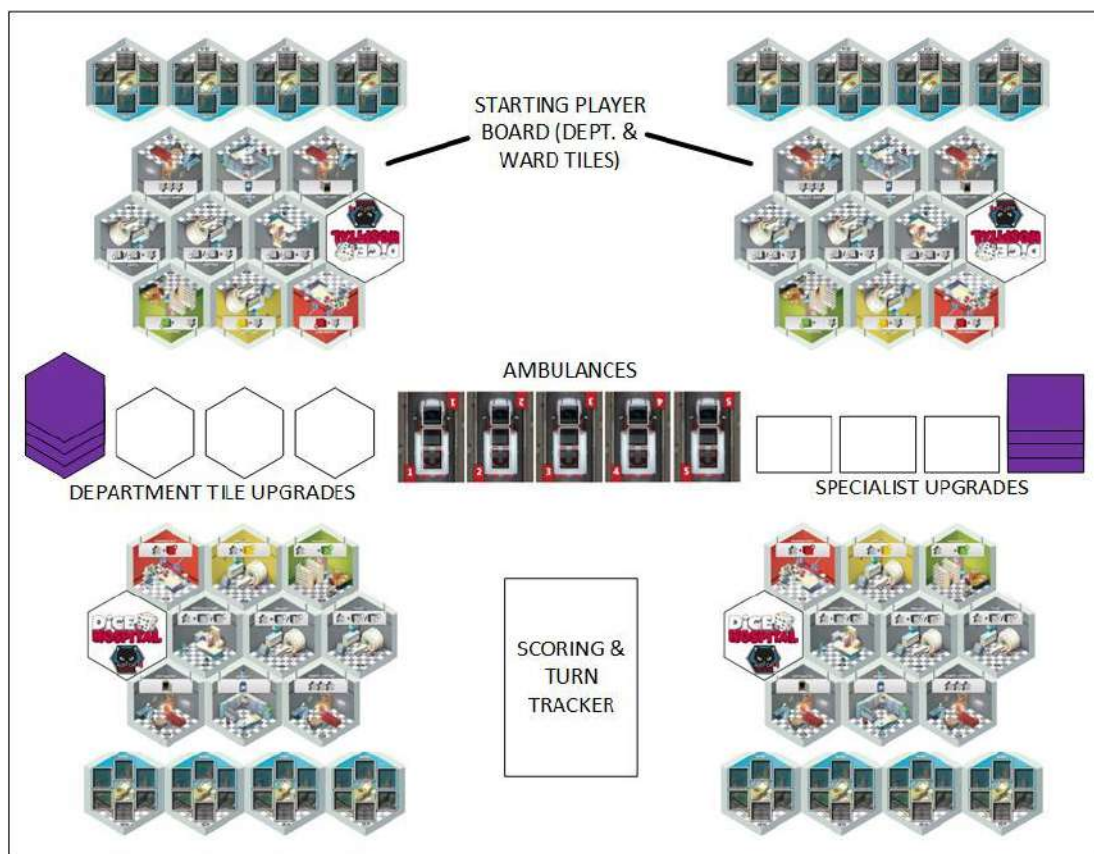


Table layout for a 4-player game

2 player games only: in a 2-player game the First player must choose either an additional upgrade tile or an additional upgrade specialist to reveal during setup.

No. of players	No. of ambulances	No. Upgrade Depts.	No. Specialists
2	3	1-2	1-2
3	4	2	2
4	5	3	3

In a 4-player game take all the dice and place them in the bag. In 3-player game 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.

Starting with the First Player and moving clockwise each player must blindly draw three dice from the bag as starting patients.

These three dice must be set to the values 3, 4 and 5 – but the player can decide which dice are set to which values. These dice must be placed in *untreated* spaces (top row) in one of the player's wards.



Example starting patients placed untreated in a ward.

Now shuffle the Hospital Administrator cards and deal 2 cards to each player. Each player must choose 1 card to put in play next to his or her hospital. The other unused cards should be returned to the box.

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

Place the turn/score board next to the play area. Each player must place one of their tokens next to the score track, ready to be used. The turn marker must be placed on the '1' space of the turn track.

The game is now ready to begin.

Game Round Sequence

Each game round will consist of the following phases played in order:

- Patient Intake
- Hospital Improvement
- Hospital Activation
- Neglected Patients
- Discharged Patients
- Shift Change

At the end of the turn the turn marker must be increased and a new turn must begin. At the end of the 8th turn the game ends, and the highest scoring player is declared the winner.

Patient Intake

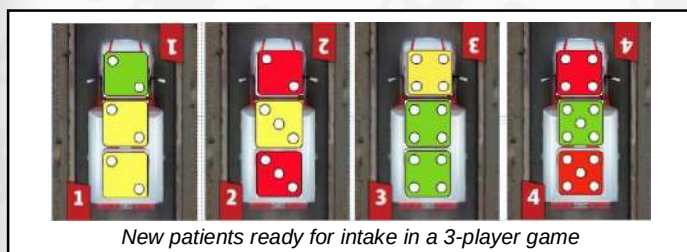
The First Player must draw dice from the bag as follows:

No. of players	Total dice drawn
2	9
3	12
4	15

The required number of dice must be drawn blindly from the bag together and rolled. If the roll produces a value of 1 or 6 then re-roll the die until it produces a value which is neither 1 or 6.

Once all the required dice have been drawn and rolled, place the dice in the ambulances in order from lowest value to highest value dice, from lowest numbered ambulance to highest. Where there are multiple dice of the same value to fit the same ambulance, the player to the right of the First Player decides the order.

Each ambulance must contain 3 patients. Once all ambulances have been filled, they will be in an order from worst (lowest value patients) to best (highest value patients).



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

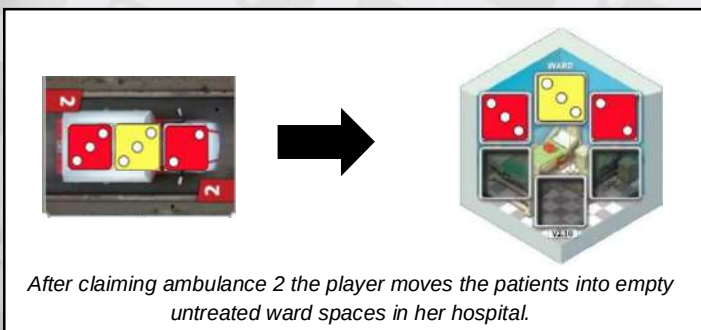
Note that the First Player may not select the ambulance numbered '1'.

Note that the number on 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 must be returned to the bag, and that ambulance must be left in the middle of the table for the next turn.

The player who claimed the lowest value ambulance must also take a bonus 'blood bag' token from the supply, and the First Player token from the current First Player.

All players must move their collected patients into any empty untreated spaces in any of the wards of their hospitals.



The order in which the patients are placed in the wards – or in which wards - does not matter. Note however that each player only has a total of 12 spaces for patients in his or her hospital. If there are insufficient spaces to intake the new patients because too many are already occupied then the excess patients must be moved out of the wards to become fatalities. The player may choose which patients to

be removed in this fashion. However, the new patients from this turn's intake must be kept.

Example: Mike must intake three new patients of value 3, 4, and 5, but he only has room for two more patients. He rearranges his patients to find space for all three new patients, such that a previous patient of value 2 is now the excess, who then becomes a fatality.

For each fatality at intake, the player must place a fatality token from the supply into his or her morgue area, and return the patient die to the bag.

Hospital Improvement

In this phase, each player may, in ambulance number order, 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

If a player takes a department tile then that tile must be placed adjacent to his or her hospital board.

If a player takes a specialist card then he or she must place the card next to his or her hospital board, and take a meeple of the specialist's colour to place on the card.

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

Any player may take a copy of an improvement, even if they have one of the same name already in his or her hospital.

A player can only take an improvement from the available selection. This selection is not refreshed or replaced until Shift Change (see below).

After every player has taken an improvement, any player may discard an unwanted improvement to gain 1 blood bag token. There is no limit to the number of improvements that may be discarded in this way. Once discarded an improvement cannot be taken back.

Hospital Activation

Each player must activate his or her hospital to heal and discharge and many patients as possible.

To heal a patient a player must place an available nurse or specialist meeple in an appropriate empty department in his or her hospital to trigger the action shown on that department. Each player must place their meeples one at a time into their hospital departments until there are no meeples left to place, or there are no patients left to heal.

Linear vs. Simultaneous play

For your first game, it is recommended that each player individually activate his or her hospital in turn, in ambulance order, so that every player can see what all his or her opponents are doing.

However, since there is no interdependency during this phase, design intent is for all players to activate their hospitals simultaneously. You will notice that playing simultaneously reduces individual player downtime, and shortens the overall time required to play the full game.

Some players however may prefer to stick to the linear play mode. This is also fine. Please simply adopt whichever mode you prefer.

Each department will treat and heal a specific colour and/or value of patient. To see a list of the department effects explained, please see the reference table on the last page of this rulebook.

If you use a specialist meeple to trigger a department's healing effect, then the specialist's own special healing effect may also be triggered. A list of specialist effects is also shown on the last page of these rules.

Each meeple can only be placed once each turn, and that each department can only be activated once each turn. There is no compulsory correlation between department and meeple colours: any colour nurse or specialist meeple may be placed in any colour department.

Each time a patient die is healed it must be increased in value by 1 step – e.g. from value 2 to value 3. Also, each time a patient is healed for the first time it must be moved from the untreated space in the ward it currently occupies, to the corresponding treated space.

Treated patients can be healed multiple times by different department and specialist effects, they are simply left in the same treated space.

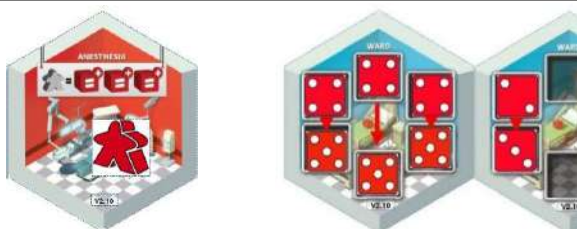
Patients may also be healed more than of the minimum number of steps needed to discharge them. Any excess steps are ignored.

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.



A nurse meeple is moved from the Nurse Station to the Blood Unit to heal a yellow patient for the first time. The healing effect of the department increases the value of the patient by 1. As this is the first time the patient has been treated it is moved to the treated area of the ward.

Note that the act of placing a meeple immediately triggers the healing power of the department – this effect must be resolved before proceeding any further. If the meeple placed here is a specialist with an ability then the specialist effect must always be resolved immediately after the department effect.



Caesar places the Anaesthetist on the Anaesthesia department, which triggers the healing of 3 different red patients of the same value 1 step each. The Anaesthetist's special ability then triggers, allowing Caesar to heal one other red patient 1 step.

Note that any specialist ability is only triggered once and can only affect one patient, even if the department ability effects multiple patients.

If a die of any colour with a value of 6 is healed, it is instead discharged and placed in the discharged area of the player's hospital, to be scored later (see below).



A yellow patient is healed to value 7 and is discharged from the hospital.

A player is not forced to use all his or her nurse and specialist meeples, although it is normally recommended to do so. If there are not enough department action spaces to accommodate all a player's available meeples, then the excess meeples cannot be used that turn.

It is also not compulsory to use a department or specialist power after a meeple is placed, although it is normally recommended to do so

If there is no legal target for a department or specialist power (as defined by its icons, see the key on the last page of this rulebook) then it is not triggered, and no healing takes place.

During your hospital activation, you may also use any bonus 'blood bag' tokens you have collected. Each token may be discarded at any time during activation to:

- Heal any patient 1 step, or
- Change the colour of any die (for the purposes of resolving any hospital activation effects)

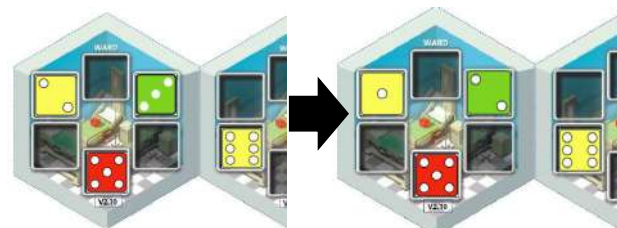
For example, consider the previous example opposite where Caesar used the Anaesthesia department to heal 3 red patients of the same value. If Caesar instead had 2 red patients and 1 yellow patient of the same value this department could not be used. However, in this situation if Caesar had a blood bag he could discard it to treat the yellow patient as red, allowing him to use the Anaesthesia department after all.

Each bonus token can only be used once, and once used it must be discarded.

Neglected Patients

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

Each untreated patient in each ward must be decreased by 1 step in deterioration due to neglect.



Two untreated patients deteriorate 1 step due to neglect.

If any patient of value 1 is reduced to 0 in this way then the patient becomes a fatality. The die is returned to the bag, and the player must place 1 fatality token from the supply in his or her morgue.



A player's Morgue with fatality tokens.

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

Note that some Hospital Administrators prevent the deterioration of patients.

Discharged Patients

Each player must then count and score the number of patients he or she has discharged that turn.

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

All scores must be tracked using the appropriate player markers on the score board.

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

As a special scoring bonus, if any player ends this phase with completely empty wards then he or she scores an additional 5 points.

Note that some Hospital Administrators offer additional bonus scoring for discharging certain types of patients.

Shift Change

The Shift Change marks the end of the game turn, where the game must be cleaned up ready for the next turn. Skip this phase in last turn and proceed directly to end game scoring (see below).

In each Shift Change, each player must:

- Move all basic nurse meeples back to the nurse's station
- Move all specialist meeples back to their respective specialist cards
- Return all treated patients to the untreated areas of their wards
- Return all ambulances to the centre of the table

Then the First Player must:

- Advance the turn tracker 1 space
- Move any unclaimed departments, specialists, and bonus cards to the bottom of their respective piles/decks, and draw new face up cards as per game setup.

No. of players	No. of ambulances	No. Upgrade Depts.	No. Specialists
2	3	1-2	1-2
3	4	2	2
4	5	3	3

2 player games only: in a 2-player game the First player must choose either an additional upgrade tile or an additional upgrade specialist to reveal during shift change.

Note that the First Player token does not move automatically. It will move based on ambulance choice during patient intake next turn.

End Game Scoring

After the 8th game turn has been completed the game ends.

To the scores already tracked on the score board:

- Every player must subtract 2 points from his or her score for every fatality token on his or her hospital morgue.
- Every player must add 1 point for each unspent, bonus 'blood bag' token in his or her possession.

The player with the highest total score showing on the score board after these adjustments is declared the winner.

If there is a tie then the tied player with the fewest patients remaining in his or her hospital is declared the winner.

If this 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.

Hospital Administrators

There are 8 different hospital Administrator cards provided, each of which do not provide a meeple, but do provide an ongoing effect to your hospital.

 :★	Each time you discharge two red patients gain 1 additional point.
 :★	Each time you discharge two yellow patients gain 1 additional point.
 :★	Each time you discharge two green patients gain 1 additional point.
 :★	Each time you discharge one patient of each of the three colours red, yellow and green score 1 additional point.
	Your red patients do not deteriorate during the neglect phase.
	Your yellow patients do not deteriorate during the neglect phase.
	Your green patients do not deteriorate during the neglect phase.
 :★★	Each time you discharge the most patients (and do not tie) gain 2 additional points.

Blood Bag Tokens

As mentioned above, a player may collect a blood bag token by taking the lowest numbered ambulance during the intake phase, or by discarding an unwanted improvement.

A player may use and discard a blood bag token back to the supply to:

- Heal any patient one step
- Treat a patient as if it were any colour for the purposes of resolving one department or specialist healing effect
- Gain 1 point at the end of the game

Advanced Rule: Timed play

Once you are familiar with the rules of Dice Hospital, another way of reducing play time (and the dreaded 'analysis paralysis') would be to try a timed variant of the game, where all player hospital activations proceed under a strict time limit.

In this mode, one player must operate a timer or stopwatch set at 60 seconds in the first turn, adding 5 seconds for every turn after the first. Any meeples not placed when the timer expires are wasted.

Using a timer can be combined with either the linear or simultaneous modes discussed above.

Playing under a timer is not recommended if any player has not played Dice Hospital before.

Strategy Notes

At first glance, it may seem sensible to always take the highest (best) ambulance you can, as this ensures the least amount of healing required.

However, the most important consideration is normally the colours and values of dice that you need to fully exploit the healing combinations of your hospital upgrades.

Note that since many departments – e.g. Cardiology – require three dice of the same colour to activate, it may be that you need a lower ambulance that gives you the correct colour patients to maximise your hospital's capabilities.

Typically, every player will feel under intense pressure in game rounds 3-5, but if your hospital is well managed turns 6-8 must be manageable without incurring fatalities.

Enterprising players will do well to hang on to as many patients as possible in the later rounds to discharge any many as possible at once in the last round.

Experimental Mini-Expansion

This expansion provides the following additional components:

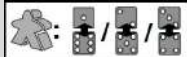
- 6 department improvement tiles
- 6 specialist improvement cards

When playing with this expansion the setup steps of the game must be modified.

In a 4-player game sort the department tiles into two sets of 12 unique tiles. From one pile of 12 tiles remove 6 tiles and return them to the box. Shuffle the remaining 18 tiles together with the 6 new tiles provided in this expansion to make a new set of 24 tiles. Repeat the same process to generate a deck of specialist improvement cards.

In a 2- or 3- player game sort the department tiles into two sets of 12 unique tiles. Return one set of 12 tiles to the box. Shuffle the remaining 12 tiles together with the 6 new tiles provided in this expansion to make a new set of 18 tiles. Repeat the same process to generate a deck of specialist improvement cards.

Once play begins the game is played normally, except that the new improvements have alternate healing effects which are detailed below.

Transplant Unit 	Place a meeple on this department to treat and heal any patient one step, or to discard a fatality and heal any patient 3 steps.
Drug Trial Centre 	Place a meeple on this department to treat two patients, re-rolling each die (you must accept the new result).
Pharmacy 	Place a meeple on this department to treat a single a patient, switching its value to the value on the reverse of the die (i.e. 1 to 6 or vice versa).

Solo Play Rules

Solo play introduces additional Medical Report cards as additional components.

The Medical Report cards show a certain combination of colours required to complete them and their point value.

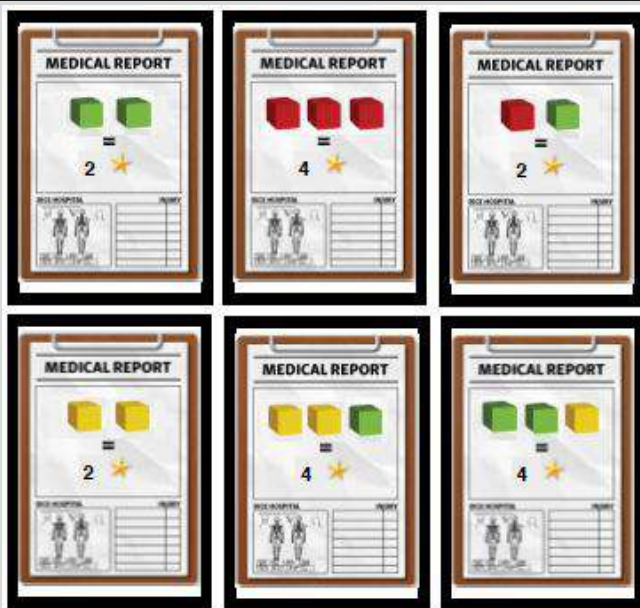
To complete a Medical Report card, you must have the dice of required colours in your Discharged area during Scoring.

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 the card above it will slide down and become available immediately.

At the end of the game you will add all the completed Medical Report card points to your score and subtract all the ones you did not complete from your score.



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.

Game Setup Changes

- You do not have to use ambulances.
- Do not choose a hospital administration card.
- Remove 10 dice of each colour and return them to the box, placing the rest in the bag.

Shuffle the deck of Medical Report cards and randomly deal six of them face up, forming 2 rows of 3 cards.

Return the ambulances to the box as they are not used.

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 last die to the bag.

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

Hospital Improvement

At the beginning of each round 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 in the normal way. However, Medical Report cards also score.

Keep the record of your final score and try different strategies to see if you can get 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 hospital 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.

FAQ

Q: How are ambulances repopulated with patients every turn?

A: The current 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 turn.

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 dice is returned to the bag and a token is added to your morgue.) Remember you cannot choose this turn's inducted patients to be removed.

Q: What happens to the leftover improvements each turn?

A: They are placed on the bottom of the deck and replaced with new improvements drawn from the deck during 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 effect 1 patient – 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 happens if I place the Consultant on a grey (neutral) coloured department?

A: The department effect is activated as normal, but the Consultant's specialist effect cannot be triggered, and is wasted.

Q: What is a bonus 'blood bag' token for?

A: It can be discarded during hospital activation to heal any patient one step, or to treat any patient as if it was any colour for the purposes of resolving another department or specialist effect. 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 bonus 'blood bag' tokens?

A: Collect the lowest number ambulance during patient intake, or discharge the most patients in a single turn.

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

A: There should always be enough dice to fill every ambulance every turn. If you do not have any 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 turn?

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 turn to be used.

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

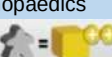
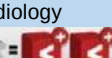
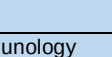
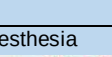
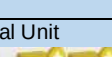
A: If during Shift Change you return all nurse meeples to the Nurse Station and all specialist meeples to their respective improvement cards, then next turn during Hospital Activation you can see which meeples are which as you place them.

Hospital Healing Effects

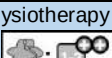
Starting Hospital Departments

Trauma Unit 	Place a meeple on this department to treat and heal any red patient one step.
Oncology 	Place a meeple on this department to treat and heal any yellow patient one step.
Pharmacy 	Place a meeple on this department to treat and heal any green patient one step.
Intensive Care 	Place a meeple on this department to treat and heal a patient of value 1 or 2 of any colour one step.
Imaging 	Place a meeple on this department to treat and heal a patient of value 3 or 4 of any colour one step.
Clinic 	Place a meeple on this department to treat and heal a patient of value 5 or 6 of any colour one step.

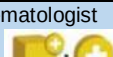
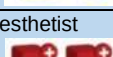
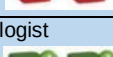
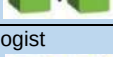
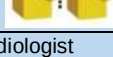
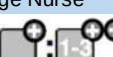
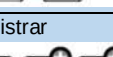
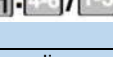
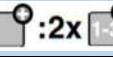
Department Improvements

Surgical Theatre 	Place a meeple on this department to treat and heal any red patient three steps.
Ear, Nose & Throat 	Place a meeple on this department to treat and heal any green patient three steps.
Orthopaedics 	Place a meeple on this department to treat and heal any yellow patient three steps.
Cardiology 	Place a meeple on this department to treat and heal exactly three different red patients of consecutive values (e.g. 2, 3, 4) one step each.
Immunology 	Place a meeple on this department to treat and heal exactly three different green patients of consecutive values (e.g. 2, 3, 4) one step each.
Urology 	Place a meeple on this department to treat and heal exactly three different yellow patients of consecutive values (e.g. 2, 3, 4) one step each.
Anaesthesia 	Place a meeple on this department to treat and heal exactly three different yellow patients of the same values (e.g. 3, 3, 3) one step each.
Allergy Centre 	Place a meeple on this department to treat and heal exactly three different green patients of the same values (e.g. 3, 3, 3) one step each.
Renal Unit 	Place a meeple on this department to treat and heal exactly three different yellow patients of the same values (e.g. 3, 3, 3) one step each.
Crash Centre 	Place a meeple on this department to treat and heal a patient of value 1 or 2 four steps.
Radiology 	Place a meeple on this department to treat and heal up to three patients of value 1, 2 or 3 one step each.
Physiotherapy 	Place a meeple on this department to treat and heal up to three patients of value 4, 5 or 6 one step each.

Hospital Healing Effects (continued)

Triage Centre 	Place a meeple on this department to treat and heal up to two patients of value 1 or 2 two steps each.
Isolation Ward 	Place a meeple on this department to treat and heal a patient of value 1, 2 or 3 one step.
Physiotherapy 	Place a meeple on this department to treat and heal one patient of value 1,2 or 3 two steps, and one patient of value 4 or 5 one step.

Specialist Improvements

Surgeon 	When this meeple heals a red patient, heal the same red patient an additional step.
Pharmacist 	When this meeple heals a green patient, heal the same green patient an additional step.
Haematologist 	When this meeple heals a yellow patient, heal the same yellow patient an additional step.
Anaesthetist 	When this meeple heals a red patient, heal a different red patient one step.
Virologist 	When this meeple heals a green patient, heal a different green patient one step.
Urologist 	When this meeple heals a yellow patient, heal a different yellow patient one step.
Cardiologist 	When this meeple heals a red patient, heal a different patient of the same untreated value of any colour one step.
Microbiologist 	When this meeple heals a green patient, heal a different patient of the same untreated value of any colour one step.
Neurologist 	When this meeple heals a yellow patient, heal a different patient of the same untreated value of any colour one step.
Triage Nurse 	When this meeple heals a patient, treat and heal a different patient of value 1,2 or 3 two steps.
Consultant 	When this meeple heals a patient, treat and heal a different patient of value 1 or 2 three steps.
Registrar 	When this meeple heals and discharges a patient, treat and heal either a patient of value 4,5 or 6 one step, or a patient of value 1,2 or 3 two steps.
Paramedic 	When this meeple heals a patient, treat and heal up to two different patients of value 1, 2 or 3 one step each.
Critical Specialist 	When this meeple heals a patient, treat and heal up to three different patients of value 1 or 2 one step each.
General Practitioner 	When this meeple heals a patient, treat and heal a single patient of any colour of value 4,5 or 6 one step.