



3-4 Players
Age 14+

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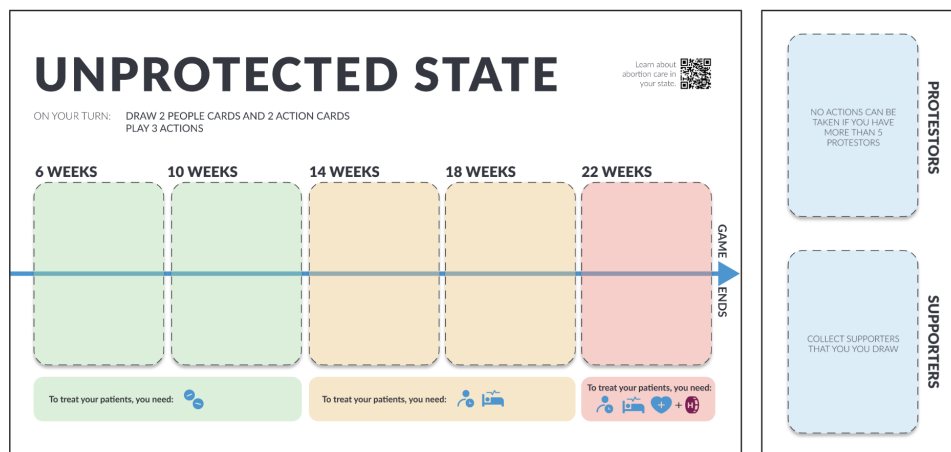
Clinic Superhero Rulebook

Since Roe v. Wade was overturned in 2022, access to abortion care has become severely limited and illegal in many states, and abortion clinics face new, complex barriers to providing vital care. Abortion clinics must strategize to navigate these restrictions, which vary drastically from state to state, while also advocating for a future where abortions are more safe and accessible.

Clinic Superhero is a collaborative game where players take on the role of abortion clinic leaders in different states. *Players work to provide their patients safe and timely abortions, while also collaborating with other abortion clinics to respond to national events that may harm everyone in the game.*

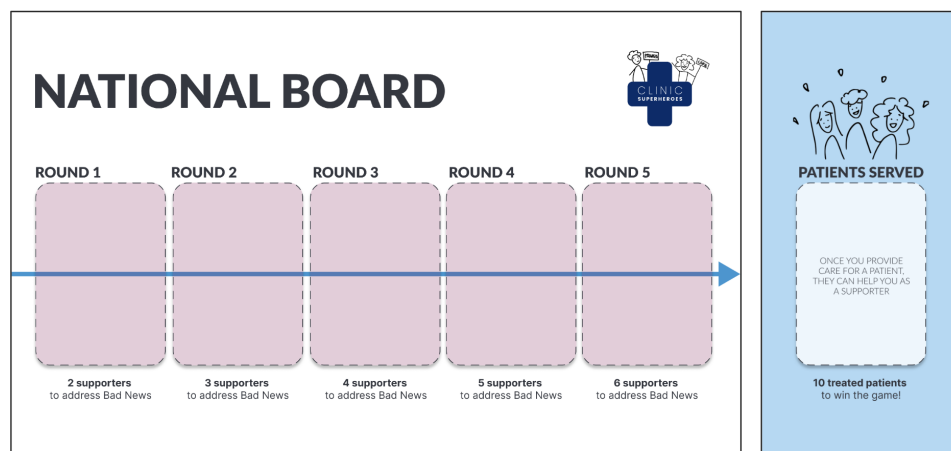
Materials

Boards



State Board & Protester/Supporter Placemat

There are four types of **state boards**: **Protected**, **Unprotected**, **Hostile**, and **Illegal**. Every player plays as an abortion clinic leader in a different state and follows the regulations for the type of care they can provide under their state's laws. The powers and limitations of each state are listed on the state boards. Every player also gets a **protester/supporter placemat** which tracks their supporters and protesters.

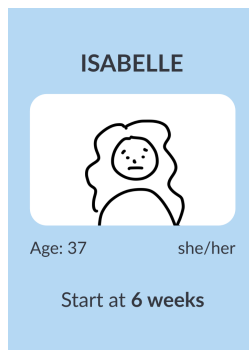


National Board & Served Patient Placemat

There is also a **national board**, which tracks events that impact all players and a **served patients placemat** that tracks the groups total completed patients.

Cards

People cards include patients, protesters, and supporters.



When you draw a patient card, place it on your state board at the number of weeks listed on the card.

Help each patient get an abortion by playing the required resource cards - which are indicated in each section of the pregnancy timeline. After you treat a patient, place the card on the served patients placemat.



When you draw a protester card, place the card on the protester square of your protester/supporter placemat.

If you have five or more protesters, you cannot take any actions besides using a dispel protester card.



When you draw a supporter card, place the card on the supporter square on your protester/supporter placemat.

You may play your supporters to address bad news on your turn.

Resource cards help you provide care to patients.



Resource cards allow you to serve your patients. The resources needed to treat each patient at a given point in their pregnancy are indicated by the icons under the pregnancy timeline.



Special resource cards provide different positive benefits for gameplay. These benefits are described on each special resource card.

Bad News cards create challenges for everyone in the game.



A new Bad News card is revealed at the end of each round.

To address Bad News, players must play the number of supporter cards listed under the Bad News tracker. Once Bad News has been addressed, cover the card with the supporters to show that it is no longer impacting game play.

Set Up

Set Up

1. Place the state boards face down on a table. Every player picks one at random and plays by the specific rules for this state indicated on the board. Players also put a protester/supporter placemat next to their state board.
2. Put the national board and served patient placemat in the center of the table.
3. Shuffle the Bad News cards and place five face down on the national board.
4. Acquire 1 fair coin to use for coin flips (not provided).

Draw Starting Hands

All players draw a starting hand of **2 people cards** and different amounts of **resource cards** based on the level of abortion access and protection in their states:

- **Protected** states draw 3 resource cards
- **Unprotected** states draw 2 resource cards
- **Hostile** states draw 1 resource card
- **Illegal** states draw 1 resource card

Game Play

Taking turns

Players take turns in a clockwise order starting with the **Illegal** state. A turn includes the following steps:

1. Draw cards:
 - Draw 2 people cards
 - Draw 2 resource cards
 - **Illegal** states draw 1 additional resource card to mimic getting more attention and grant access
2. Perform actions
 - **Protected** states play up to 3 actions
 - **Unprotected** states play up to 3 actions
 - **Hostile** states play up to 2 actions
 - **Illegal** states play up to 2 actions

Types of Actions

- **Provide care to a patient.** To take this action, you must play all the required support cards for the section of the pregnancy tracker that the patient is on. Once a patient has received care, move the card to the patients served.
 - Note: **Unprotected** and **Hostile** states must flip a coin to determine if they can provide a procedural abortion on their turn. You never know when abortion access may be denied!
- **Dispel protesters.** To take this action, players must play a dispel protester card and read the text on the card out loud.
- **Give or trade an event card.** Players may give or trade one event card with another player of their choice.
- **Address bad news.** To take this action, players place a supporter card by the bad news tracker. You may use served patients as a supporter, but they will then no longer count towards the total served patient count needed to win the game.
- **Transfer a patient.** Use a transfer patient card to move a patient from your board to another player's board.
- **Play a special support card.** You can receive an anonymous donation, start an education campaign, partner with a doula support group*, win a grant, or organize a pro-choice rally. These help you treat patients, gain supporters, or draw extra cards.

* Doulas not only provide guidance and support to pregnant women during labor, but they also provide physical, mental, and emotional support before, during, and after an abortion.

Ending a round

A round is complete once all players have completed a turn. At the end of each round:

- **Flip over a Bad News card** on the national board, starting from the leftmost card.
- **Advance time**: all patients move one space to the right on the pregnancy tracker.

End Conditions

To win the game: Collectively provide care to at least 10 patients.

Players lose if any patient passes 22 weeks and cannot proceed with an abortion.

After You Play

After you play, take time to debrief the experience with your fellow players. Talk about what you learned and how you felt.

Use the following questions to guide your conversation:

- How did playing as different states impact your experience?
- What was the most challenging or stressful moment of the game?
- What was your proudest or most satisfying moment of gameplay?

Beyond the game:

- How do you think people from different states can best work together to expand abortion access?
- What is one step you could take to support abortion rights in the state you live in?
- What is one step you could take to connect with other supporters of abortion rights?