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“What the Health?!” Instructions

Materials

- Playing cards
- A die or randomizer (I personally used random.org)
- Paper/writing utensil

Beginning

- Turns
 - At least two players are required (four is a good number); the meaning of the game is more or less lost with just one. Each player rolls to see the order of turns: the highest goes first, followed by the second-highest, and so on. Hopefully, there is a decent space between players (such as the highest being 6, the lowest being 1, and the rest in-between).
- Starting Cash
 - To get your starting cash, multiply whatever value you rolled by \$500. Write this down, because the game focuses on how much money you have. (This would mean someone who rolled a 6 would get \$3000, for example.)
- Medicaid Program
 - If, at any point in the game, a player’s wealth is at \$1000 or lower (even when just starting), they MUST enter the Medicaid program. Note this on the paper. A player must leave the Medicaid program once they exceed \$1000.
 - If a player is in the Medicaid Program, gameplay is affected. Pay special attention to the incoming Illness cards; their effect will be explained later.
- Health
 - Every player starts with 100 HP, and can lose or gain health while playing. You CANNOT exceed 100 HP, however, even if you gain HP and would go over. HP should also be written down. Leave space to write down any illnesses caught.
 - If a player reaches or passes 0 HP at any point, regardless of what they may have with them, they Die and are eliminated. Eliminated players have the option to gift whatever remaining cash they have to any other player, however their latest Illness goes to that player too.

Playing

- Each player must draw a card on their starting turn, and every turn afterwards (unless a card specifies otherwise, which I’ll explain later).
- Besides an active deck of cards, a discard pile should also be made as cards are used up. These cards should be reshuffled back into the deck when needed.
- Illness Card
 - The most common card in the game, the Illness cards represent real-life illnesses that can be caught. Illness cards have two sections: Symptoms and Cure. Players must hold onto an Illness card until said card is Cured. Be careful, as this

can mean that player can stack up on Illnesses and rack up damage. Also, write down every Illness caught, not only to show the others what tough skin you have, but because the "Aggression" card uses the last Illness cured.

- Symptoms detail how much damage the affected player takes - this is the first thing to happen for that player's turn. Subtract the damage from the current HP every turn. Some cards also skip turns; if this is the case, no other actions can be taken when a turn is skipped, but the damage is dealt regardless.
- Cures explain how to get rid of the Illness card. As said, if a turn is skipped because of the Illness, the player cannot Cure the illness. The two ways to Cure the card is either by purchasing Treatment, which subtracts from the player's cash but immediately forces the card into the Discard pile. The second way, only available to those in the Medicaid program, is by rolling the aforementioned die to meet whatever condition the card lists.
- Health Card
 - Health cards are the opposite of Illness cards; they restore the affected player's HP to some degree. They can be held onto for as long as the player wishes, and used whenever AFTER any illnesses do damage, unless the turn is skipped.
 - One card, titled "Miracle," trumps the damage effect from the illnesses, meaning they are immediately Cured and discarded before harming the player.
- Wealth Card
 - Wealth cards effectively enable the player's longevity. They earn the player whatever amount of money they specify, usually with the help of a roll. Wealth cards are consumed in the same turn drawn and cannot be held onto.

Goal

- In case the objective was lost in this sea of text, the goal of the game is to be the last player alive. This is achieved by having all other players die. Having no money does not constitute death, however it may very well lead up to it.