

GUINEA PIG



You became a temporary test subject for health drugs. Collect \$500 and roll.

1-3 = gain 20 HP  
4-6 = lose 20 HP

NEW JOB



You got hired! Collect \$500.

LUCKY LUCKY



You find \$100 on the ground. Keep it; this game dictates you'll need it later on.

FRIEND IN NEED



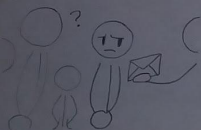
Roll the die and multiply your number by \$25 to determine how much you make.

SACRIFICE



You sell an organ. Collect \$2000, and lose 25 HP.

INHERITANCE



A family member died, likely from an illness in this game. Collect \$1000.

SETTLEMENT



You are part of a lawsuit for medication that doesn't work. Roll the die and multiply by \$100 to determine what you collect. This only works if you have 3+ illnesses.

GARAGE SALE



Collect \$300.

INVESTMENTS



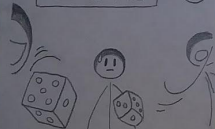
Your investments paid off! Roll the die, then multiply the number by \$200 and collect.

WORK BONUS



Your boss decides to pay you a bit extra. Roll a die and multiply it by \$50 to collect.

GAMBLING



You know better. Roll the die and multiply by \$100 to see how much you lose.

CHARITY





Everyone says they do it. It's time you did. Give \$500 to the poorest player. If you are the poorest player, everyone gives you \$500.

DEBT COLLECTOR




Utilities? Hospital bills? You're behind on something. Pay \$1000, or every turn after a \$50 debt is added.


PHARMACY DOCTOR 



It's time for your visit! Roll the die to determine what illness(es) heal(s). If you have no illness, recover 20HP. can be saved for later


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3-4 = 2 illnesses  
5-6 = 3 illnesses


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MIRACLE 





Your faith in \_\_\_\_\_ heals you of all your current illnesses! Don't draw for 3 turns. can be saved for later

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



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EATING RIGHT 




Restore 10 HP. can be saved for later

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**PINK EYE** (1)




**SYMPTOMS**

- 5 HP every turn

**CURE**

- \$100 medicine or
- Roll 5 or less at the doctor's

**COMMON COLD** (2)




**SYMPTOMS**

- 5 HP every turn

**CURE**

- \$100 medicine or
- Roll a 2 or more

**EAR INFECTION** (3)




**SYMPTOMS**

- 10 HP every turn

**CURE**

- \$100 medicine or
- Roll an even number (2, 4, 6)

**STREP THROAT** (4)




**SYMPTOMS**

- 10 HP every turn

**CURE**

- \$100 medicine or
- Roll a 4

**DIARRHEA** (5)




**SYMPTOMS**

- 10 HP every other turn

**CURE**

- \$100 medicine or
- Roll a 3 or above

**INFLUENZA** (6)




**SYMPTOMS**

- 10 HP every turn

**CURE**

- \$200 medicine or
- Roll a 3 or more

**CHICKEN POX** (7)



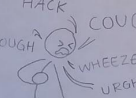
**SYMPTOMS**

- 10 HP every turn

**CURE**

- \$200 medicine or
- Roll a 1, 2, or 3

**BRONCHITIS** (8)




**SYMPTOMS**

- 15 HP every turn

**CURE**

- \$200 medicine or
- Roll a 1 or 5

**GUM DISEASE** (9)




**SYMPTOMS**

- 15 HP every turn

**CURE**

- \$200 treatment or
- Roll a 1, 3, or 5

**TONSILITIS** (10)




**SYMPTOMS**

- 15 HP every turn

**CURE**

- \$300 medicine or
- Roll a 4 or higher

**EMBARRASSMENT** (11)




**SYMPTOMS**

- 5 HP every turn

**CURE**

- \$100 alcohol

**ANXIETY** (12)




**SYMPTOMS**

- 5 HP every turn
- If HP is odd, skip turn

**CURE**

- \$200 anti-anxiety medicine or
- Roll a 3 or higher

**DEPRESSION** (13)




**SYMPTOMS**

- 5 HP every turn
- Skip this and every other turn

**CURE**

- \$200 antidepressants or
- Roll a 3 or 5

**BIPOLAR** (14)




**SYMPTOMS**

- Roll a die every turn:
  - 1-3, -20 HP
  - 4-6, +20 HP

**CURE**

- \$100 medication or
- Roll a 4 or more

**SCHIZOPHRENIA** (15)




**SYMPTOMS**

- Every turn, die roll  $\times 10 = -HP$

**CURE**

- \$300 medication or
- Roll a 4 or more

**CANCER** (1)




**SYMPTOMS**

- 50 HP every turn

**CURE**

- \$2000
- or
- Roll a 6 and pay \$500

**HIV** (1)



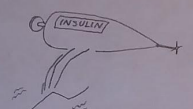
**SYMPTOMS**

- 30 HP every turn

**CURE**

- \$1500
- or
- Roll a 5 or 6 and pay \$400

**DIABETES** (1)




**SYMPTOMS**

- 10 HP first turn,
- 10 more HP every turn

**CURE**


- \$1500 treatment
- or
- Roll a 5 or 6 and pay \$300

**STROKE** (X)




You've suffered a stroke.  
Treatment is \$4000, or  
walk away with 5 HP  
If you have less than 20HP,  
you die.

**HEART ATTACK** (X)




You've suffered a heart attack.  
If your HP is less than 80,  
you die.  
If your HP is 80+, you survive  
with 40 HP.

**AGGRESSION** (2)



Your latest illness came  
back, with a vengeance.  
Damage and costs are  
double, and rolls are  
limited to getting a 6.

**SHINGLES** (2)

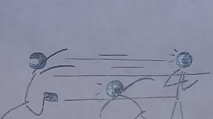


If you were infected with  
Chicken Pox, you get Shingles.

- 20 HP every turn
- \$400 medicine
- or
- Roll a 4, 5, or 6


Discard if no Chicken Pox.

**PSYCHOTIC EPISODE** (2)



If you ever had a Mental  
Illness, you skip a turn  
and take 10 damage.

**TAKING A TOLL** (2)




If you meet 2 of these conditions:

- are on "Medicaid Program"
- obtained 5 or more illnesses
- drew "Inheritance"
- previously had "Depression"

You become Depressed.

**STEROIDS** (2)



In desperation, you inject.  
Your maximum health is now  
120 HP, however the next  
illness is twice as strong.  
This costs \$3000

optional