



GUT CHECK

instructions

Gut Check is the game of truth or care about the quality and cost of health care and the need for transparency for patients to make the best decisions. You're a patient about to undergo an important medical procedure—increase your odds of getting the best care possible by persuading your opponents to show their hands and reveal the true quality of their services.

But there's a catch! When your opponents are seeking care, take on the role of a hospital and beat the competing hospitals to the punch by sharing the quality of your best procedures and by setting the cheapest prices. Show your mettle as both a patient and a hospital if you want to thrive in this fast-paced party game!

Goal

Each player takes on the role of a patient seeking care and a health care provider seeking to maximize profits. As a patient, each player wants the best quality care. As a provider, each player wants to maximize profits by attracting other patients. Whoever has the most money added to the quality of care they received at the end is the winner!

Contents

- 35 Department Cards – 5 Departments with 7 Cards Each (values 7-13)
- 25 Conditions (5 of each color)
- 150 Money

Setup

Each player takes the five conditions of one color. Each condition represents a procedure she needs. The five procedures are:



1. Physical Therapy



2. Imaging



3. Childbirth



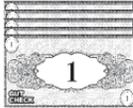
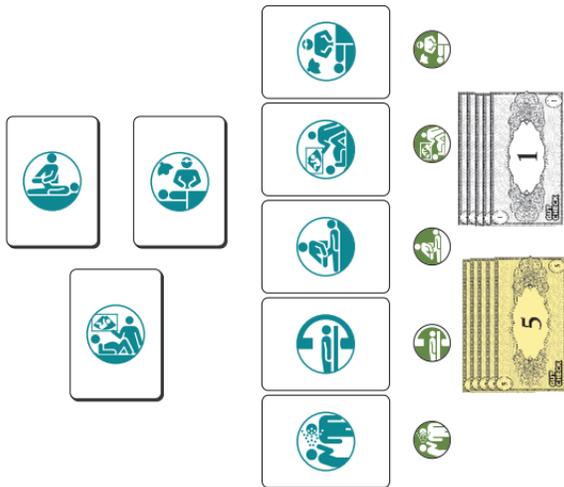
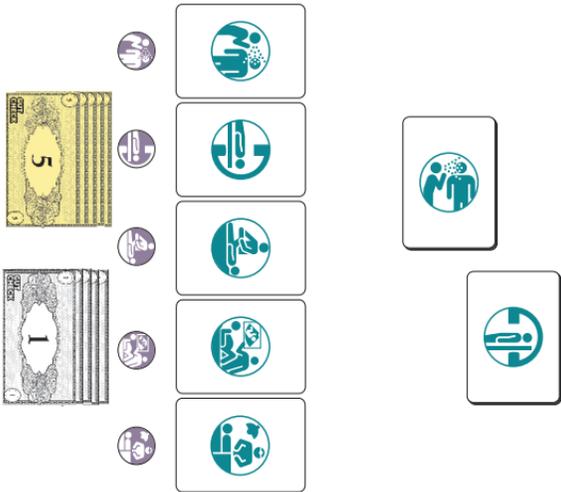
4. Surgery



5. Flu Care

Each player takes 30 Money and places it next to her conditions.

Each player takes one card of each department type and places them in a row in front of her *face-down*. **She may not look at the values on her department cards.** Each of her cards provides one of the five procedures (Physical Therapy, Imaging, Childbirth, Surgery, Flu Care).



Gameplay

Each turn, one player plays the patient and every other player plays a provider. The patient declares which procedure she is seeking and places her corresponding condition in front of her departments.

Starting with the player to the patient's left, each provider does one of the following three actions:

- **Research**—peek at the number on the bottom of any one face-down department card, either her own or an opponent's.
- **Publish**—turn one of her own face-down department cards face-up.
- **Improve**—choose a department type; take a department card of that type from the unused department cards and place it on top of her current department card of that type (face-down, without looking). If there is already a condition on the department, that condition remains on the previous card for scoring.



Example Improvement: Green visited Carmen's surgery department, which Carmen later published and discovered to have quality 7 (the lowest possible). Last turn, Carmen improved her surgery department. She placed green's condition on her previous card (the 7), and placed her new department card on top of the old one. This turn, orange visits Carmen's surgery department, and places his condition on the new card.

Once every provider has done one of the above actions, the patient counts down from 3. On the count of 0, every provider shows a number between 0 and 10 on her fingers—that number is the cost for the patient to visit that department for the procedure she is seeking.

Before the patient chooses which provider to visit, providers are encouraged to try to influence her decision. Providers may employ whatever tactics they wish, so long as they never reveal face-down departments or change their prices. They can brag, lie, and negotiate to persuade the patient to visit their departments.

The patient then compares costs to known (or unknown) quality for each provider, and chooses one (or none—in which case her turn is over). She pays her chosen provider money equal to the number of fingers that provider held up, and places her condition on that provider's department card of the correct type. (Players may never visit their own departments)

Ending The Game

Once every player has had 4 patient turns, the game is over. Turn all face-down department cards face-up. Each player's score is the sum of all of the care quality numbers on the department cards she has placed her conditions on, plus all money she has. The maximum possible quality score for any player is 52, if she managed to place her 4 conditions on only the thirteen-quality departments (of which there is only one of each type). The player with the highest score wins!

Example: Carmen's Physical Therapy condition is on a 13, her Childbirth is on a 9, her Flu Care is on a 7, her Imaging is on a 12, and she didn't place her Surgery condition. She has \$26. Her score is $(13+9+7+12)+26=67$

