

RePlay Health

Moderator Script

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I. Your Role

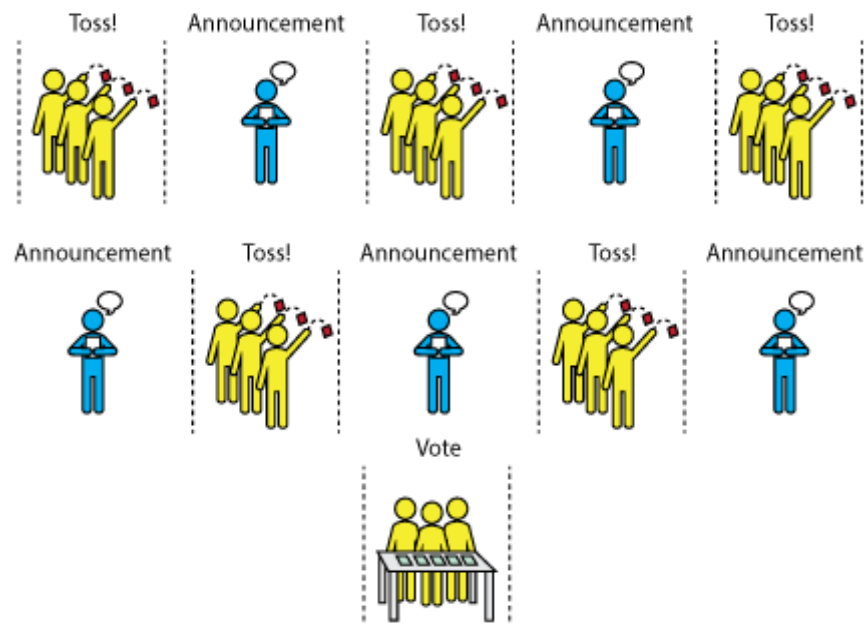
Your job as the moderator has two parts: first, in early rounds you'll be the teacher. You'll introduce participants to the game as you explain how to play. Second, once all participants understand the game basics, you will help the game run smoothly by handing out *Dollars*, reading out *Announcement Cards*, facilitating between-round *Votes*, and implementing the *Initiatives* for which players vote. In the end, you'll declare the winning player, and how the whole group stacks up to previous groups!

II. Play Summary

RePlay Health consists of three main elements: physical activity, roleplay, and collaborative decision making.

- Over a series of rounds, players attempt to toss bean bags into one of three distant target squares to earn Dollars, with more Dollars awarded for tossing bags into the more distant, smaller squares.
- But there's a twist! In the game, players take on special identities, which are given to them in their game wallets. Based on their profiles, players might face decreased levels of health, forcing them to move farther and farther from the targets. To address these health problems, they'll need to visit health care providers.
- At the end of each round, players will get together in a collaborative decision making mode called The Vote, and vote on how to invest resources to improve the health system they interact with. Be sure to read the full rules (in the Rules Document) before actually running the game.

Over the course of the game you will play 5 rounds. Each round will include 5 Tosses, 5 Announcements, and 1 Vote (see below). Altogether the game should take approximately 60 minutes.



III. What You Need

To run the game, you will need:

- 1) the printed kit that includes rules, Care Stations, Dollars, Announcement Cards, Initiatives, and Wallets for each player
- 2) bean bags or other similarly sized tossable, non-rolling items (one per player)
- 3) tape for marking the floor (masking tape, painter's tape, or duct tape all work)
- 4) a big enough space set up, as outlined in the setup guide, to accommodate your specific number of players

As the players arrive, give them each a Wallet and a bean bag. Make sure that each Wallet has a paperclip on its health track in the green zone.

RePlay Health is designed to be run with about 10 players. If there will be significantly more than 10 players, consider recruiting additional moderators to help you with handing out Dollars.

On a side or back table or set of chairs, place the 9 'Initiative Sheets.' Players will gather around and vote on one of these Initiatives to implement after each round.

While you're running the game, have these three things readily accessible:

- 1) The stack of 'Announcement Cards' (cards describing events that lead to decreased health)
- 2) A large number (i.e., at least 10 times the number of players) of Dollars in 1s, 3s, and 5s (You'll give these out for successful bean bag tosses).
- 3) This document (so you can read the script below).

IV. Script

Once the players are assembled, give all players their Wallets and bean bags, welcome them, and then introduce the game:

"Hi everyone, welcome to your beloved home town of Fort Wells. I am your mayor. Here you will live, work, and play alongside your fellow townspeople. In the town of Fort Wells, you each have two goals, #1) to be the healthiest and most productive person you can be by increasing your score, and, more importantly, #2) to create the healthiest community we can by increasing the group's score, so we can become the most successful town compared to all the other towns - or groups - who have played. The way to increase your score, and be more successful, is by tossing your bean bag from behind the closest line into these goal-squares. The first square gets you 1 Dollar. The second square gets you 3 Dollars, and the third square gets you 5 Dollars. You don't get anything if your bean bag lands on the line of one of the goal-squares.

Before we do the first toss, let's take a moment to look at our wallets and introduce ourselves to each other -- as our characters. "

Have everyone read their identity's name and a few of his or her traits aloud. Encourage everyone to stay in character. Then continue.

"Great, nice to meet you all! Now its off to work for you. In Fort Wells, we "work" by tossing bean bags. Make sure you remember how to identify your own bean bag, and then give it a toss."

Players do not need to toss all at once, but they can. Suggest that players toss their bean bags in small groups. Once everyone has tossed, check to see who gets paid. Distribute Dollars appropriately, and have the players put them in their Wallet pockets. Let the players collect their bean bags and head back to the front tossing line.

As the players collect their bean bags, make sure they don't toss right away. Tell them:

"What you just did is called a toss. We are going to play five rounds, and each round has 5 tosses. That's 5 opportunities to earn Dollars per round."

Once everyone has stopped moving and is paying attention, continue,

"Between every toss there is something called an Announcement. Your Wallets each have a paper clip in them to keep track of how healthy you are. Currently, you should all be in the green-- completely healthy. "

"After every toss, I will draw two of these Announcement Cards and hold them up. These cards can increase your health (towards green) or decrease it (towards red), depending on the character traits or environmental factors that are mentioned on the card. You will need to move the paper clip accordingly to keep track of your health."

Draw two Announcement Cards now, read them aloud, and walk the players through the effects one by one. Make sure they check their character profiles carefully.

"If these traits apply to you, alter your health accordingly and notify your fellow townsfolk of why your health changed."

Pause to let them talk about what happened.

"Lower health has a few bad consequences. First, notice that the tossing lines have health levels associated with them. As your health gets lower, you will no longer be able to toss from the front line. When your health is in the yellow zone, you must move back one line, making it harder to score. When it's in the red zone you must move to the back line. Also, at the end of the game, you will get one point for each Dollar you collected, and additional points the more healthy you are."

"Now that we completed the Announcement, you may toss again from the appropriate line."

Let them toss, reward them, and have them collect their bean bags and return to the line.

Have players stop all action, and draw another two Announcement Cards. After everyone has changed their health appropriately and informed each other of the changes, *but before allowing them to resume*, explain the Healthcare Providers:

“There’s one more thing you need to know before we finish the round. You can try and increase your health by visiting one of these two healthcare providers. Whenever you want, just walk over here, put your hand on the handprint (only one person at a time!), and wait out the number of tosses specified on the sign. Primary Care over here makes you skip 1 toss and the Emergency Department makes you skip 2 tosses. After you’ve missed the required number of tosses, close your eyes and rip off one of these tabs at random and do what it shows. Usually they increase your health, but occasionally your health care visit can have complications and lower your health. Sometimes at Primary Care your visit will even result in getting to cross off harmful traits listed on your profile. The Emergency Department is more risky than visiting Primary Care. There’s a catch though, look at your character bio: if you’re uninsured, you can only go to the Emergency Department. Also, if your health is in the yellow or red zone, you can only go to the Emergency Department. Paying attention to your health is important, if you ever get to the skull zone you die and lose all of your money. If this happens you’ll come back as a new character the next round.”

Give them a chance to ask questions to clarify.

“Would anyone like to visit a healthcare center now? If so, go there. Do note that you can still lose health from announcements while waiting there.”

Once everyone who wishes to go to a care center has done so, resume the game and tell the rest of the players that they can toss. As they are collecting their bean bags, remind them that there have been two of five tosses this round, and two of five announcements. Continue to guide them through three more tosses with two Announcement Cards drawn after each. As people return to the game from the care centers, be sure to have them share with the group the results of their visits.

V. Voting

As the final toss of the first round approaches, warn the players:

“There will be one more toss, two final Announcement Cards, and then the round will end.”

After players toss, award Dollars for that toss. Reveal the round’s final two Announcement Cards after the last toss takes place, and then tell the players that the round is over. Anyone waiting in the Emergency Department may begin there at the start of the next round.

Explain that the group will be able to implement one Initiative after every round to improve the town and help them score higher. Each Initiative changes the rules of the game to be better for the residents of Fort Wells, but some may be better than others! If they want their town to be the best, they will need to choose wisely. The players now choose to implement one Initiative. Encourage them to discuss which is the best choice for the group. After a few minutes of discussion, they vote on which Initiative they want by placing a hand on the sheet of their choice. The Initiative with the most votes is implemented. Most Initiatives will only require remembering how rules have changed (see section VI below), but three require putting up new signs.

After putting up any new signs and making sure the players understand how the rules have been changed by the implemented Initiative, prepare to begin the next round.

VI. End of the Game:

At the end of the fifth round, do not vote on Initiatives. Announce that the fifth round has ended and the game is now over. Have players calculate their scores (one point for each Dollar, plus additional points for health: two points in the red zone, six points in the yellow zone, or ten points in the green zone). The “winner” is the player with the highest score. This player will get to name their play group for the high score list. Then note each player’s total score, average the entire group’s scores, and compare the average to the high score list on the website. After the players have dispersed, submit your game session at www.RePlayHealth.com for review.

VII. Initiatives and Full Descriptions

If there’s ever a question about how an Initiative works, consult this section.

Create New Parks and Walking Paths – “Make exercising more accessible. All players exercise regularly, and no longer lose health due to sedentary lifestyles.” If the group implements this Initiative, whenever an Announcement Card mentions losing health due to *Sedentary Lifestyle*, ignore that Announcement. For example, an Announcement that says “If your profile includes *Sedentary Lifestyle*, go down health,” will not decrease any player’s health. In addition, if an Announcement gives players health for having *Exercises Regularly* as part of their profile, *all* players get this bonus.

Pass a Tobacco Tax – “There is a new tax on tobacco. Many inhabitants of Fort Wells quit smoking, so players no longer lose health due to smoking or polluted air..” If the group implements this Initiative, whenever an Announcement Card mentions losing health due to the trait *Smokes* or *Polluted Air*, ignore that Announcement. For example, an Announcement that says “If your profile includes *Smokes*, go down health,” will not decrease any player’s health.

Start Local Farmers’ Markets – “New local farmers’ markets are opened in town. All players now eat a healthy diet, and don’t lose health due to unhealthy diet.” If the group implements this Initiative, whenever an Announcement Card mentions losing health due to *Unhealthy Diet*, ignore that Announcement. For example, an Announcement that says “If your profile includes *Unhealthy Diet*,

go down health,” will not decrease any player’s health. In addition, if an Announcement gives players health for having *Healthy Diet* as part of their profile, *all* players get this bonus.

Implement Shared Decision Making – “Increase communication between doctors and patients. If players visit Primary Care, they may look at three tabs and then choose to tear off one.” This initiative allows players to look at the back of any three tabs when visiting primary care, and then take one of those. Instead of ripping off one blindly, they may blindly choose three to peek at and then rip off the best of those three.

Deploy Community Health Workers – “Place the attached Community Health Workers signs next to the tossing lines. This care center has a chance to decrease risk and takes 1 toss to visit.” If the group implements this initiative, a new provider center will be put up. This center’s tabs mostly allow visitors to remove specific negative traits from their character profiles, thereby decreasing health less often. For example, one tab might read: “Cross off *Smokes*.” A player whose character *does not* smoke gets no benefit, but one who does smoke quits and never loses health due to it again

Recruit More Doctors – “Double the number of Primary Care physicians in town. Place the extra sign(s) next to the current one; Double the number of people can now go there at once!” If the group implements this Initiative, they’re opting to double number of Primary Care centers. Hang the extra handprint(s) (which should be attached to the Initiative Sheet) next to the current one on the wall. Now double the number of people can visit Primary Care simultaneously.

Enact Universal Health Insurance – “Everyone is now insured. Players may visit any care center regardless of insurance status.” If this Initiative is implemented, insurance status no longer matters for visiting providers. An uninsured player is not prohibited from visiting Primary Care. However, the health limits still apply—even an insured player in the yellow or red zone cannot visit Primary Care.

Capture Shared Savings – “Following each round, if all players have green or yellow health, choose an additional Initiative to implement. If any player has red health, implement 0 Initiatives instead of 1.” Normally the group gets to choose and implement 1 initiative per round. If the group implements this Initiative, they get to choose and implement 2 if everyone is in the green or yellow zone, but 0 if someone is in the red. This choice is a risky one if the town’s health is low. If the group *does* get to implement 2 Initiatives, then they do two sequential votes.

Make Post-Discharge Care Safer – “After visiting the Emergency Department, players may immediately visit Primary Care and take a tab with no additional wait.” This initiative allows players to visit the Emergency Department, wait their 2 tosses, and take a tab as usual, and then immediately take another tab from Primary Care (without waiting) . Two for the price of one!