

RePlay Health

Set-Up Guide

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I. Materials

Material Description	Provided?
Base Materials Packet – Health Level Signs, Initiative Cards, Health Center Signs, Announcement Cards	Provided.
Materials Per 10 Players – Wallets, Dollar Tickets, Tab Sheets, Hand Prints	Provided.
Moderator Guide	Provided.
Labeled bean bags (one per player)	Not provided
Pens (3)	Not provided
Paper Clips (one per player)	Not provided
Measuring Tape (for setup)	Not Provided
Duct tape, gaffer's tape, painter's tape, or masking tape to mark the ground	Not provided

II. Play Summary

In *RePlay Health*, players try to throw bean bags into one of three squares, earning more points for farther, smaller squares. But there's a twist! Each player is given a special identity for the game, explained by their wallet. Based on their role, players will face decreased health, forcing them to move farther and farther from their targets. To address these health problems, players will need to visit health centers. At the end of each round, players will vote on how to invest community resources to improve the health system they interact with through policy initiatives.

III. Choosing a Space

RePlay Health should be played in a large **open** space. Look for a room that's around 35 feet long without fixed furniture or other barriers. Width is dependent on the number of players: the width of the space should be 1-2 feet per player. You can even play *RePlay Health* outside if you're creative about setting up the play area.

IV. Printing and Papercraft

Organizing the Documents

Begin by printing one copy the provided Base Materials Document. Use 8.5 x 11 paper and single sided color printing. You will need these materials no matter what. How many other materials you need depend on the number of players. Each of the auxiliary documents can handle 10 players, so if you had 15 players you would print the 1-10 Player Materials document, and print the 11-20 Player Materials document.

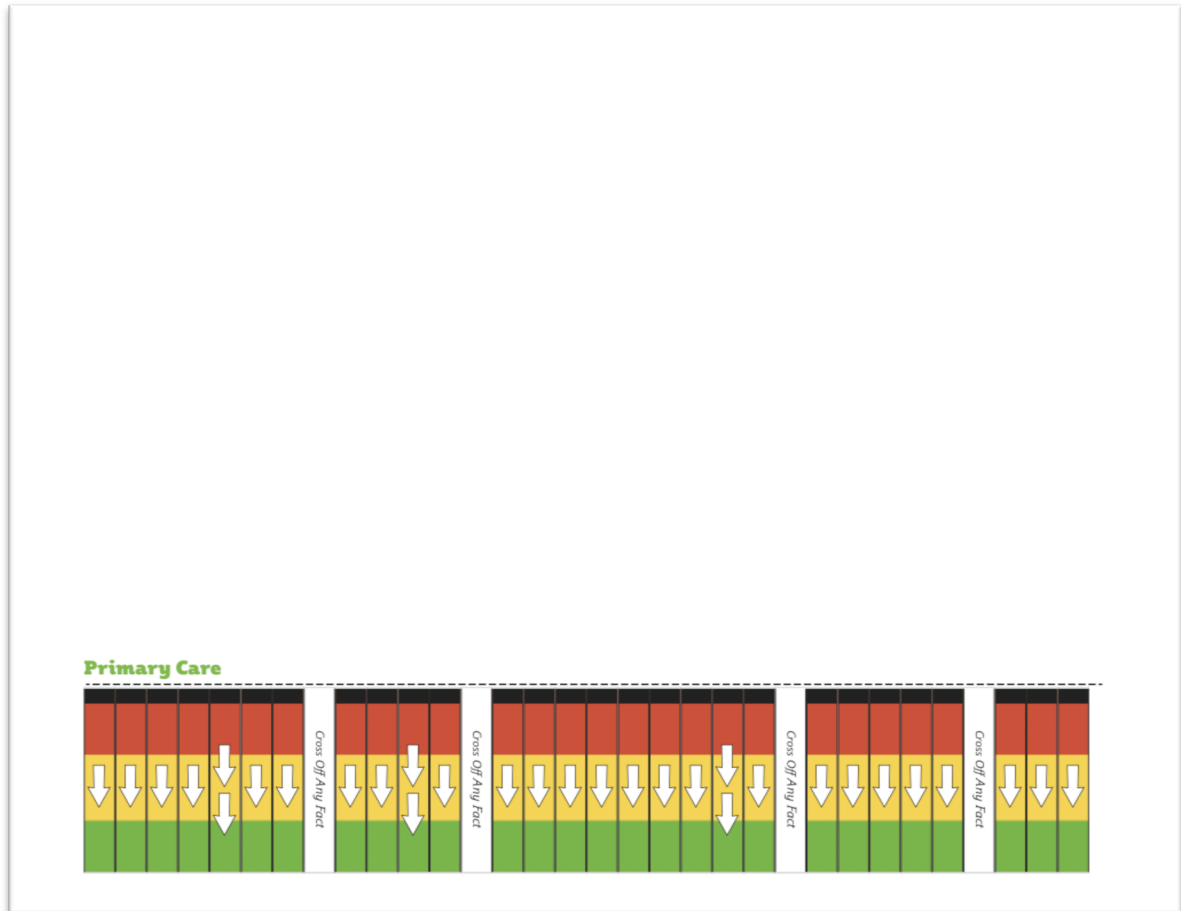
If possible the documents should *not* be scaled when printed. Print at 100% size. Clipping may occur, and this is fine.

Put the Community Health Workers sign, the Community Health Workers "tab sheets," and the Community Health Workers hand signs, with the Deploy Community Health Workers Initiative Card to be used later.

Put the second Primary Care hand sign with the, with the Recruit More Doctors Initiative Card to be used later.

Folding and Cutting the Tab Sheets

There will be 3 “Tab Sheets” per ten players (see diagram).



After printing the tab sheets, make a crease along the horizontal dotted line and cut along the vertical lines to create a series of easy to rip tabs.

Assembling Wallets

Every player in *RePlay Health* requires a wallet. Wallets are slightly complex to set up. Follow the instructions printed on the sheet to assemble. When a wallet is complete, put a paper clip on its health track, in the green zone.

Moderator Script

Print and staple the Moderator Script to assist the moderator in running the game and teaching the rules.

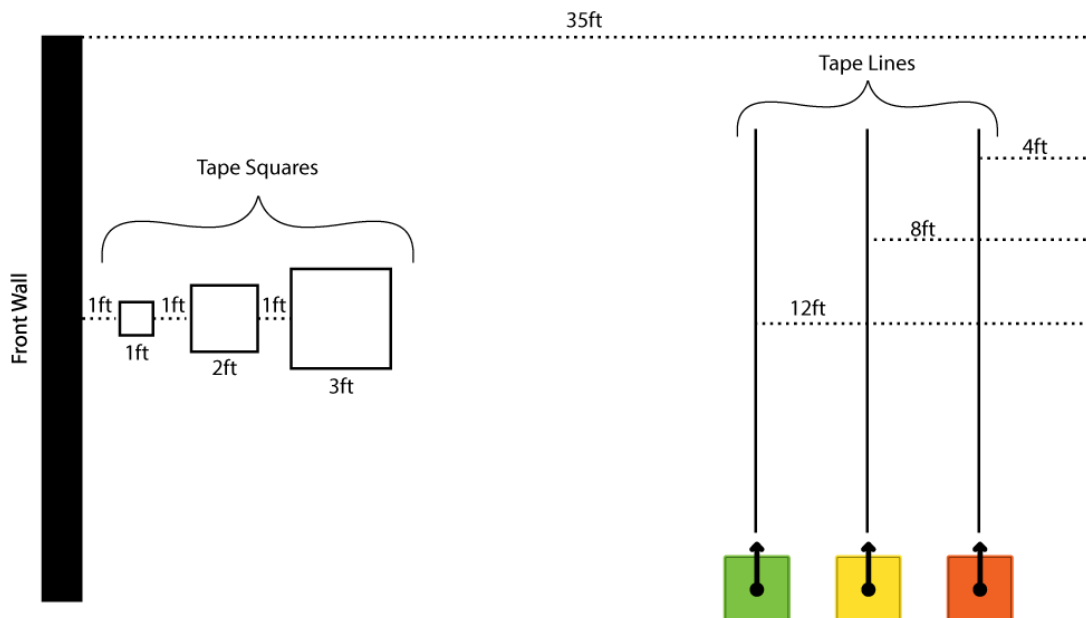
Dollars

For each ten players there will be five sheets of dollar tickets. These ticket sheets should be cut out and divided by value.

V. Preparing Other Materials

It is important that each player's bean bag is recognizable, so label each bean bag with a number for each player playing. If you don't have access to bean bags, check the Variations section for other options.

Floor Setup



VI. Setting Up the Space

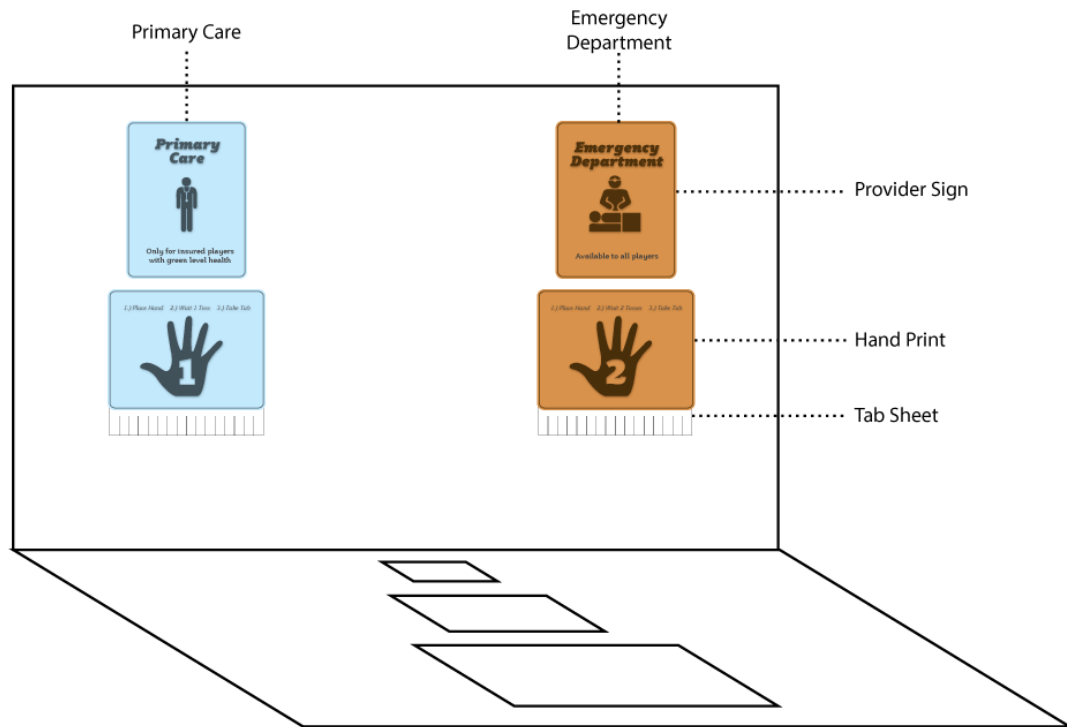
Measured from the front wall of the space, mark three squares on the ground. The first square's edge is 1 foot from the wall. The second square's edge is 3 feet from the wall. The third square's edge is 6 feet from the wall. The first (smallest) square should be roughly 1 foot on a side, the second roughly 2 feet, and the third roughly 3 feet. We recommend marking the ground with tape but you can also use rope if you're playing outside or in a space where tape on the ground isn't an option.

On the ground at the other end of the space, mark three lines, each four feet apart. The first line should be approximately 15 feet from the edge of the largest

box. Affix one of the three Health Level Signs at the end of each line as shown above, with the green sign closest to the targets. If you're outside, you can use weights to hold the signs down.

The setup shown above is appropriate for 1-20 players. This setup should be replicated as the number of players increases.

Front Wall Setup



Tape the two Health Centers on the front wall as shown. They should be arranged in columns, with the Provider Sign on top, the Hand Print sheet(s) below that, and the Tab Sheet(s) under the hands. Make sure that the text on the tabs is facing the wall. Note that each station should have one Hand Print sheet associated with it for every 10 players. Again, the above setup is for 1-10 players. If you had 15 players, both Primary Care and the Emergency Department would have 2 Hand Print signs each. The actual location of each station on the wall doesn't matter, but make sure they're not right behind the target squares. We don't want anyone getting hit with a bean bag!

Finally, place one pen nearby each of the Health Centers for players to cross off health risks from their wallets.

VII. Variations

Smaller Space

RePlay Health can be played in spaces smaller than 35'x15'. If your space is much narrower than 15', move the Health Centers to a side wall, so as to keep players visiting the stations away from the three squares on the ground. If the length dimension of the space is shorter than 35', you can still play. Just remember that the group's scores will be much higher than those of groups throwing their bean bags at farther targets.

Component Variations

We recommend using bean bags as objects for players to toss into the squares. Bean bags only count for points if fully within the squares and not touching any of the lines). If you can't get bean bags, an easy substitute is to have players take off and toss their own shoes (one per player). Because shoes are bigger than bean bags, count them for points if they land in the square at all, even if they are touching lines or partially outside the square. Labeled tennis balls can also work well, but they have a tendency to roll. If you're using tennis balls, use a shorter space to compensate for the rolling effect. Instead of a 35' length, we recommend a 25-30' play area in this case.