

pyramid:

Face 1: Health Impact
Register 1: Hospitalized
Register 2: Chronically III
Register 3: Average
Register 4: Healthy
Register 5: Peak Health
Face 2: Production Cost
Register 1: Dirt Cheap
Register 2: Cheap
Register 3: Wheat

3 decks:

erage Deck 2: Mini-Product Cards

Deck 3: Cost Cards

Health Impact

Production Cost

Income Supplemen

Market Price

egister 3: Average Supplement

Register 4: Subsidized

Register 5: Very Costly

Register 1: Not Subsidized Register 2: Some Incentive

Face 3: Income Supplement

Register 5: Heavily Subsidized

Face 4: Market Price

Register 1: Dirt Cheap Register 2: Cheap Register 3: Average Register 4: Pricey Register 5: Very Costly

Point of View: the agricultural subsidy system perpetuates poor health.

2 to 4 Players: players choose items to produce and constribute to the collective market. Each product has a 4 values. The game is played with pennies, nickels, dimes, quarters, and dollars.

Set-Up:

- 1. Roll a die to determine the players' order.
- 2. Each player begins with 1 dollar, 2 quarters, 5 dimes,
- 5 nickels, and 10 pennies.
- 2. Each player draws 2 Product Cards.
- 3. Player 1 places 4 of the Mini-Product Cards on the pyramid register of his or her choice. Only 1 type of each Mini-Product Card can be on each face. The same action is repeated by all of the players in order and then the order is reversed until all of the Mini-Product Cards have been placed. The placement of the Mini-Product Cards determines the temporary values of the Products.

Gameplay:

Part I

- 1. Each player may choose to either buy a Product Card or choose a Cost Card.
- 2. Product Cards can be purchased from a corporation (Production Cost is forfeited) or directly from another player (Production Cost goes to other player).
- 3. If a player chooses a Cost Card, the Mini-Product Cards are then moved to the appropriate register on the pyramid.
- 4. Next, each player contributes 1 Product Card to Market (lay the cards out in the middle of the table. If the player cannot contribute a card to Market, that player is out of the game.
- Each player then receives the appropriate income supplement for the product that he or she brought to Market.

Part II:

- 1. Players bid on the products at market. The highest bid determines the buyer.
- 2. Each player must buy 1 product from the 4 that have gone to market. If the player cannot buy a product, that player is out of the game.

Part III:

- 1. Each player places the purchased card in his or her Health Impact pile.
- 2. Players then evaluate their physical conditions based on the health impact of their accumulated cards.
- 3. If the Player has 4 Product Cards with the Hostpitalized Health Impact, that Player is out of the game.

Repeat Parts I-III.

The game ends when all but one player have been hospitalized. The remaining player is the winner.