

HORMONAL- 28

(Nogestril and Ethinyl Estradiol Tablets)

RULES

This game is intended to portray the journey of finding the correct type of birth control for you.

C Bradford

OBJECTIVE

Avoid the birth control that has side effects which negatively effect you, keep your boyfriend clothed and happy, and gain the most points.

BREIF SUMMARY

Oral contraceptives, also knows as "birth control pills" or "the pill", are taken to prevent pregnancy and, when taken correctly, have a failure rate of about 1% per year. However, these pills have many negative side effects including:

- inceased acne
- weight gain
- spotting (vaginal bleeding)
- decreased libido
- mood swings

Often changes in behavior or emotional stability can occur when a patient starts taking a certain type of oral contraceptive and every patient will react to medication differently.

This documentary game allows players to go through the journey of finding which oral contraceptive suits them best while avoiding negative side effects and not letting their side effects get in the way of their relationship.

Based on real women.

GETTING SET UP

Place the turntable in the middle of the three players with one player port facing each player.

Make sure the sections on the turntable align with the player ports.

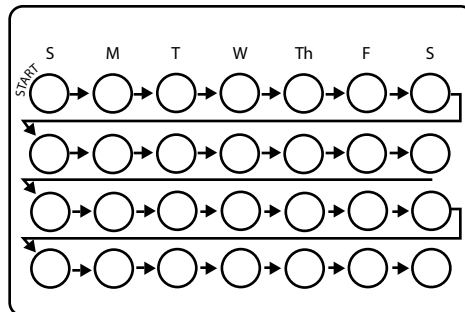
Place pills of the same color in the same section of the turntable until all pills are placed and all sections are full.

Draw folded "Side Effect" cards randomly without looking at the contents and place one in each slit around the turntable.

Distribute one "Susceptibility" card to each player. This card will determine which side effects the player must avoid.

Distribute one "Pill Pack" and one "Boyfriend" with 5 clothing items (pants, shirt, jacket, hat, shoes) to each player.

(fill in pack as shown below)



GAME PLAY

The youngest player goes first and the rotation goes clockwise around the board after that player.

Players roll two dice to determine how many slots they can rotate the turntable. They must draw one pill from the slot that lands in front of them after using the numbers from one di and repeat for the second.

While filling the first week of pills players must rotate the table **clockwise only**.

In the second week they can **rotate either direction**.

In the third week they can either **take two from what is already in front of them** or roll the dice and rotate either direction.

Finally, in the fourth week you can choose to **give the pills** you draw to other players.

At the end of every turn the player must **close their pill box**. If a player calls another player out for not closing their box, that player can take a piece of clothing from the other players boyfriend.

After a player collects 2 of any type of pill they can look at the respective side effect card and write down what it is on their sheet.

If a player collects three of a pill that is bad for them they must **give up one of their boyfriend's clothing** items to another player of their choice. After the first three, every bad pill collected equals one piece of clothing given up.

POINTS

Once every pill pack is filled, players will tally their points.

Pills that are bad for you are negative points.

Pills with the "placebo" side effect are neither plus nor minus points.

The rest of the pills in the pack as well as each clothing item your boyfriend possesses are positive points.

The player with the most points at the end wins.

If a players pack is filled up they skip the rest of their turns until the other players are also finished.

