PILLARS OF TRUST

Game Instructions

Throughout history, the level of trust towards our healthcare system has steadily decreased. This game is aimed to display many instances in which minority groups have grown to distrust our healthcare system while also including actions that may work towards rebuilding this trust.

Contents:

- 10 Thin Pillars
- 10 Thick Pillars
- Healthcare Platform
- 1 Deck of Cards (13 GOOD cards, 13 BAD cards)

How To Play:

Youngest Player starts first
When it is your turn:

1. Player will draw a card and read its scenario aloud

- IF A GOOD CARD IS DRAWN - The player must place down a thicker pillar or replace an existing thin pillar with a thicker one
- IF A BAD CARD IS DRAWN - The player must remove a pillar as stated on the card (Some cards may ask to remove a thin pillar and some may ask to remove a thick pillar)

2. The players will go back and forth drawing cards, both removing and replacing pillars, until the structure falls OR all thick pillars have been placed

3. A winner is named when either the opponent causes the structure to fall or if the player successfully places the last thick pillar

OBJECTIVE

With different scenarios, both good and bad, the players must replace all pillars with stronger reinforcements before the structure falls. First player to knock the platform down loses!

SET UP

Deck of cards must be shuffled before game begins
Players are to organize all thin pillars underneath the "Healthcare Platform." Once all pillars are placed in their respective spots, the game may begin!

TIPS

When a bad card is drawn, pay attention to which pillar you choose to remove. Which pillar is the most likely to not result in the structure falling if removed?

Help Us Rebuild Trust!