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Fall ill		Advised to seek care without delay – move to next stage			 Sister's funeral (€25)
			 All pay Boat to cross river (€5)		
		 Village fund (€10)			
	 All pay Robbed of ½ your cash				
	 School fees (€30)		Any care received so far has been ineffective – go back to blue		
			 Informal fee to see doctor (€15)		Health outcome



<p>You ask your neighbour what to do. She suggests you buy specific herbs. These will cost €15. Do you buy the herbs or not?</p> <p>If s/he buys the herbs, s/he must pay €15 and advance one place (feels a bit better, even if this is just a 'placebo effect'). If not, stay where s/he is.</p>	<p>You have some medicines left over from when you were sick before. You know this is a different illness but think the medicine might help. Do you take the medicine or not?</p> <p>If s/he takes the medicine, s/he becomes more ill and moves back two places. If not, stay where s/he is.</p>
<p>It is harvest time and you know that your family will struggle to harvest all the crops if you do not help. Do you ignore your illness and go to work in the fields or do you decide to seek care?</p> <p>If s/he works in the fields, s/he becomes more ill and moves back 2 places. If s/he seeks care, s/he must pay ½ their cash (crop losses) but moves to the start of the blue blocks.</p>	<p>You ask your mother-in-law what to do. She suggests you go for healing from the village 'holy man'. You will need to pay him €5 as a token of appreciation. Do you visit the 'holy man' or not?</p> <p>If s/he visits the 'holy man', s/he must pay €5. However, there is no change in health status, so s/he stays where s/he is. If the 'holy man' is not visited, stay where s/he is.</p>
<p>You go to the general store in the village. The shop-keeper says paracetamol will cure anything and it only costs €10. Do you buy the paracetamol or not?</p> <p>If s/he buys the drugs, s/he pays €10. S/he feels a bit better and moves forward 2 places. If not, stay where s/he is.</p>	<p>You ask a friend for advice. She says she had a similar problem a few weeks ago and has some medicine left over that she can give you. Do you take the medicine or not?</p> <p>If s/he takes the medicine, s/he feels a bit better and moves forward one place. If not, stay where s/he is.</p>
<p style="text-align: center;">Wildcard</p> <p>An NGO from the capital city sends a group of volunteers to your village to help with the harvest. You do not have to assist with the harvest and can go to seek care for your illness. Advance to the start of the blue blocks.</p>	<p style="text-align: center;">Wildcard</p> <p>You feel very ill and would like to rest and not work in the fields for a few days. However, this would mean that your child would have to take your place in the fields and miss school. You decide that you will not tell your family you are ill so your child stays in school. Move back two blocks.</p>



<p>You can either catch a taxi, which costs €10 and will take 2 hours to get to the nearest health facility, or you can walk to the facility, which will take 7 hours. What do you do?</p> <p>If s/he chooses the taxi, s/he must pay €10. If s/he chooses to walk, s/he must move back one place and pay €5 as s/he will have to find accommodation during the journey to the facility and back.</p>	<p>You set out to the health facility. Half-way there, you find the river is in flood and the bridge under water. You can either walk an extra 10 kilometres to a higher level bridge, or can pay a local boat owner €25 to take you across the river.</p> <p>If s/he chooses the boat, s/he must pay €25 and move forward one place. If s/he chooses to walk, s/he must move back two places.</p>
<p>You are a woman. You know that you have to get your husband's permission before you can go to a health facility. Last time you wanted to go for health care, he said you could only go if your mother-in-law accompanied you, but she refused to go (said she was too tired). What strategy do you use to be able to go to the facility this time.</p> <p>The other participants must decide if this strategy will work (if so, advance two places; if not - stay where 'she' is).</p>	<p>You are a woman & your daughter is sick. You need cash to pay for transport & provider fees. Your husband keeps all of the cash. He has in the past indicated that health care for girl children is not a priority in the household budget. What strategy do you use to be able to take your daughter to the facility.</p> <p>The other participants must decide if this strategy will work (if so, advance one place; if not stay - where 'she' is)</p>
<p>There are only public sector facilities within reach of your home. You can go to the local clinic (where you only have to pay a single, nominal fee for all services) or to the district hospital where you need to pay separately for a consultation, diagnostic tests and for each drug prescribed. You have heard many say that the hospital provides much better quality of care. Which facility do you choose?</p> <p>If the hospital, stay where s/he is; if the clinic, s/he advances two places (it is nearer home).</p>	<p>You have the choice of going to a public sector hospital (which is 5 km from your home), or to a mission hospital (which is 15 km from your home). Everyone advises you to go to the mission hospital as the staff are not rude and are 'better' than in the public facility. Which facility do you choose?</p> <p>If the public hospital, advance one place; if the mission hospital, advance one place but pay €10 in extra transport costs.</p>
<p style="text-align: center;">Wildcard</p> <p>As you are walking along the road to the health facility, you see €10 lying next to the road and pick it up. Claim €10 from the bank.</p>	<p style="text-align: center;">Wildcard</p> <p>The only taxi minibus, that travels from your village to the town which has the closest health facility, has broken down. You have to walk to the facility. Move back two places.</p>



<p>You have heard that the mission hospital provides very good quality care and decide to go there. When you stop along the road to rest, you meet someone returning from that facility who says they don't have any drugs. Do you continue (hoping that not all the drugs are out of stock) or do you turn around and go to the public hospital which is on the other side of your village?</p> <p>If s/he continues, stay where s/he is. If s/he turns back, move back one place.</p>	<p>You are feeling very ill. You have previously used the local public clinic but, you have not felt better after treatment there (you suspect the drugs they provide are no good). You can either go to the public clinic or wait until 5pm when a doctor who works at the public hospital in the next town comes to run his private clinic in your village. What do you do?</p> <p>If s/he goes to the clinic, move to start of the red board section. If not, stay where s/he is.</p>
<p>You arrive at the clinic. There are no health workers around. Do you wait for staff to arrive or do you go on to the hospital in the next town?</p> <p>If s/he decides to wait, s/he must move back two places (the staff don't arrive all day). If s/he decides to go to the hospital, s/he moves forward two places, but pays €10 in extra transport costs.</p>	
<p style="text-align: center;">Wildcard</p> <p>Your friends indicate that they will help you pay for treatment. Collect €2.50 from each player.</p>	<p style="text-align: center;">Wildcard</p> <p>You fall and injure your foot on the way to the health facility, which slows you down. Go back one place.</p>

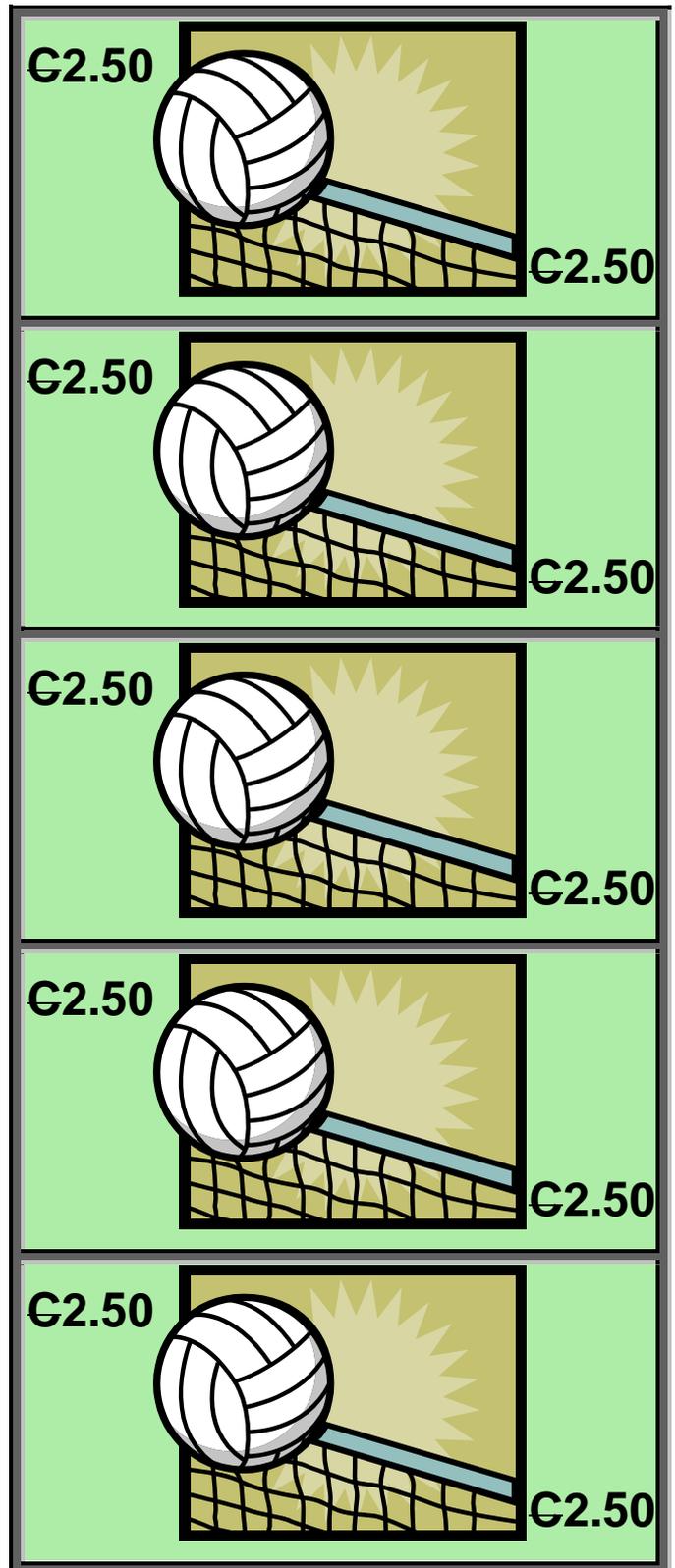
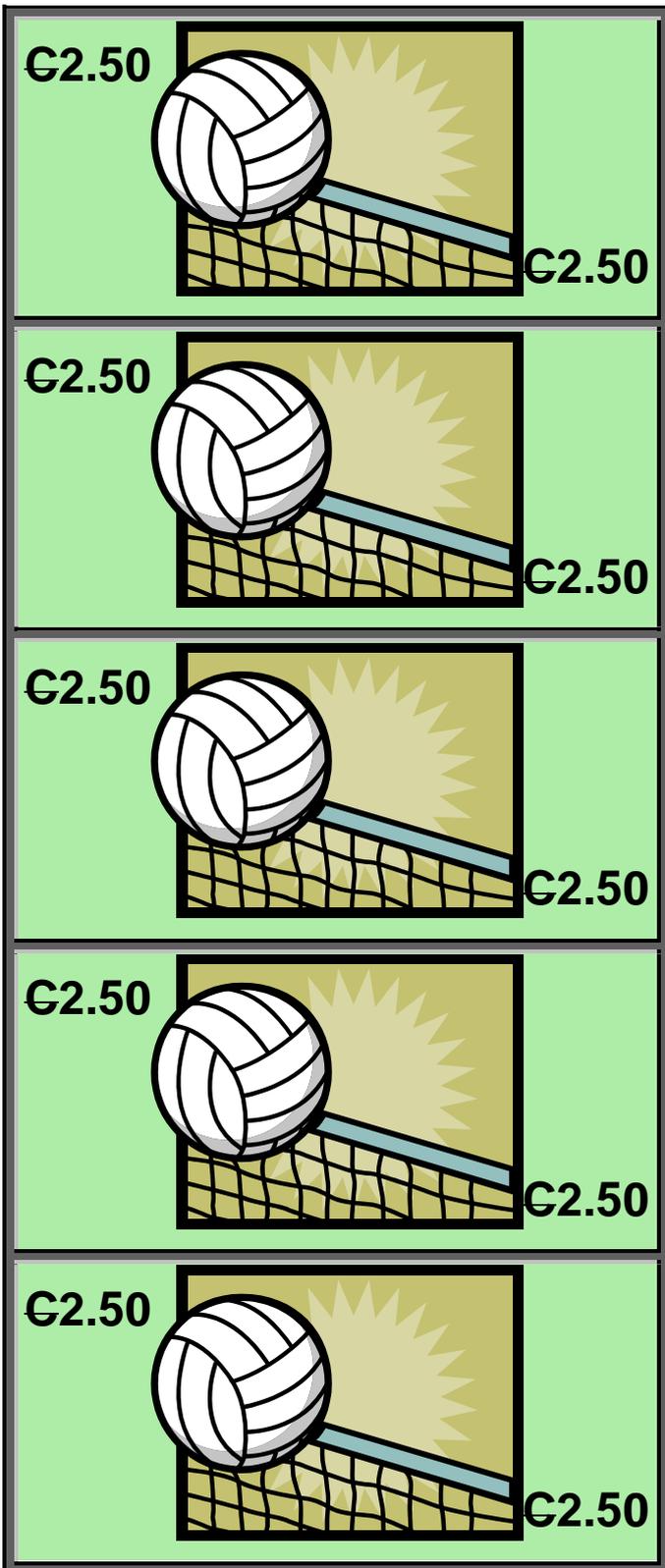


<p>You arrive at the health facility with no money. You need to convince the fee clerk that you should be exempted from paying any fee. Present your argument and the other participants will determine if you may receive 'free' services or not (based on how convincing your motivation is).</p> <p>If the other participants find the motivation convincing & decide to exempt her/him, advance three places. If not, stay where s/he is and miss the next turn (to try to get cash).</p>	<p>You see a doctor who says that your symptoms suggest that you have <i>granditis</i>. However, he cannot confirm this because the only microscope in the facility is broken. He suggests that you simply buy the drugs needed to treat <i>granditis</i> (but mentions there can be horrible side-effects of these drugs). Do you buy the drugs or go to another facility to have a lab test to confirm the diagnosis?</p> <p>If s/he purchases the drugs, pay €10; if chose lab test, pay €20 but advance two places.</p>
<p>You arrive at the health facility and the staff say that you still owe them €10 from your last visit. They insist that you must pay this amount, plus another €10 for this visit. Do you pay the €20 or go to the clinic 10 km away where you will only have to pay €10 for the present visit?</p> <p>If s/he pays the €20 (to the banker), advance two places. If s/he decides to go to the next clinic, pay €10 and move back one place.</p>	<p>You are feeling very ill while working in the fields and you go to the local clinic. The nurse is very rude to you, tries to chase you away and tells you to come back when you are clean. What do you do?</p> <p>If s/he goes away to clean up and change her/his cloths, move back one place. If s/he tries to insist on being treated, this is to no avail and s/he still moves back one place.</p>
<p>You are a woman with a gynaecological problem, and there are strict cultural norms that you should not be seen naked by a man other than your husband. You arrive at the hospital outpatient department and there are only two male nurses and a male doctor on duty. What do you do?</p> <p>If s/he goes away (e.g. to go to another facility or to come back the next day), move back two places. If not, stay where s/he is.</p>	<p>You are feeling very ill and think it would be best to see a doctor (rather than a nurse). The clerk at the facility you go to indicates that he can get you in to see the doctor if you give him €15. Do you pay this 'under-the-counter' fee or not?</p> <p>If s/he pays the €15 (to the banker), advance two places. If not, advance two places without paying the €15 (s/he gets to see a doctor anyway as s/he is very sick).</p>
<p style="text-align: center;">Wildcard</p> <p>All your favourite staff are on duty at the facility you attend. They are supportive, spend time examining you and take full details of your illness. They prescribe treatment, explain how and when to take the medicine and assure you that you will soon be better. Advance four places.</p>	<p style="text-align: center;">Wildcard</p> <p>Your patient records have been misplaced by the facility. Move back one place.</p>



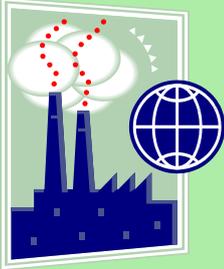
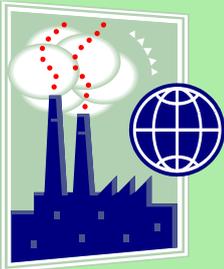
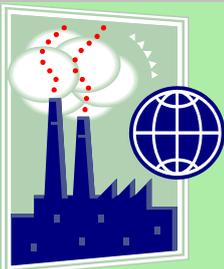
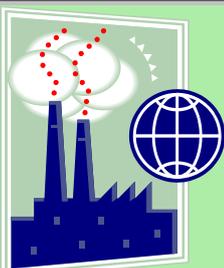
<p>You see the doctor, but he doesn't speak your language. You do not understand what he tells you about what is wrong with you or about when and how you should take the medicine he has prescribed. What do you do? If s/he accepts the situation/does nothing, s/he should move back two places (s/he will not take the medicine appropriately and will not get better). If s/he does something (e.g. asks the nurse or dispenser to explain how to take the medicine), move the end of the board.</p>	<p>You see the nurse and she tells you what is wrong with you, but says that the facility does not have the drugs you need. She tells you what drugs you need. You go to the local drugseller who tells you he hasn't got those exact medicines but something similar. What do you do? If s/he buys the drugs, pay €10 and go back two spaces (they are the wrong drugs). If s/he goes to another health facility to get the right drugs, pay €10 and advance two places.</p>
<p style="text-align: center;">Wildcard</p> <p style="text-align: center;">A relative who works in the city hears that you are sick and needing treatment and sends you €10. Claim €10 from the bank.</p>	<p style="text-align: center;">Wildcard</p> <p style="text-align: center;">The diagnostic equipment at the clinic is broken so the tests you need cannot be undertaken. Move back two spaces.</p>

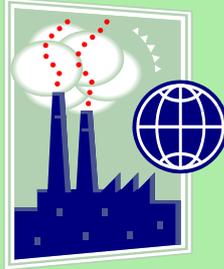
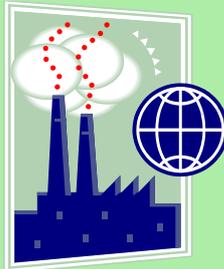
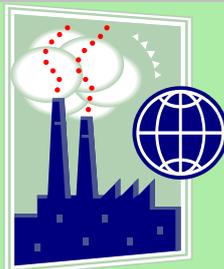
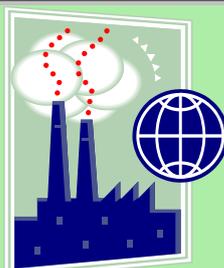




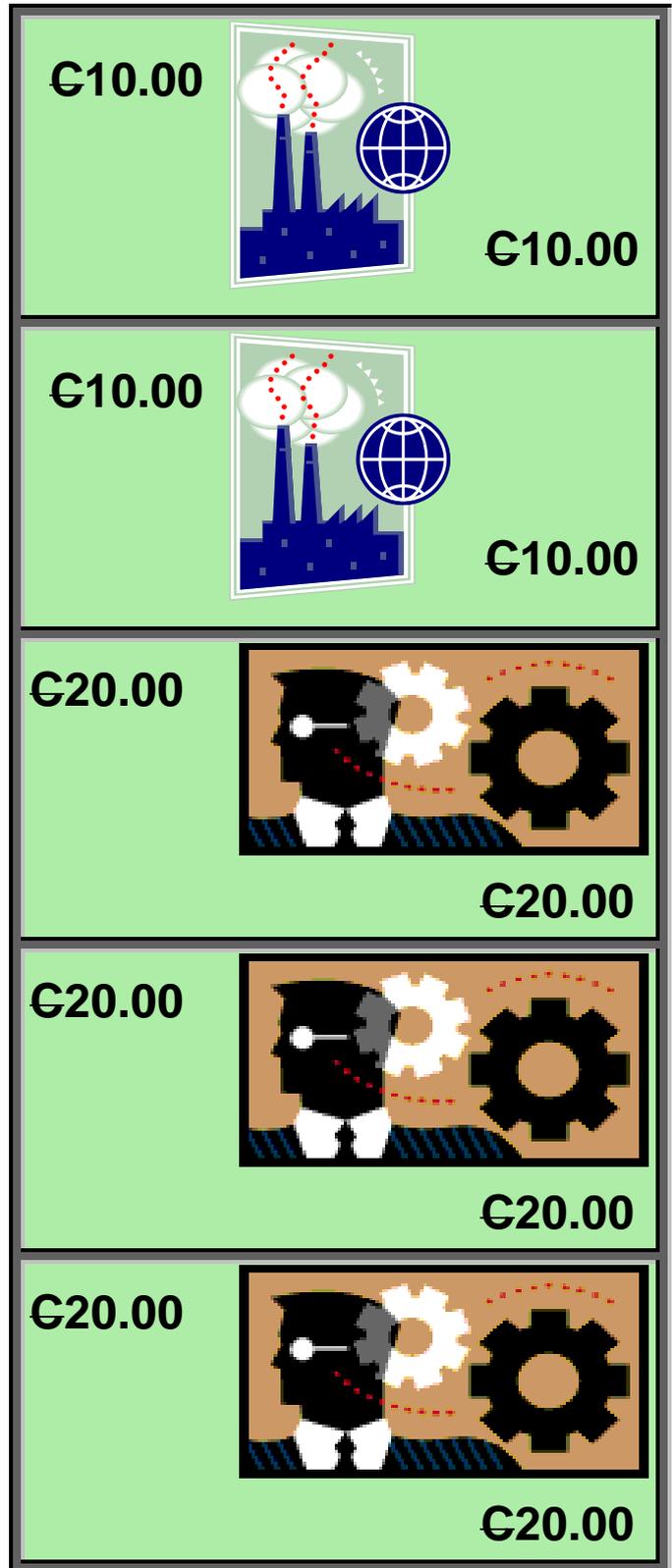
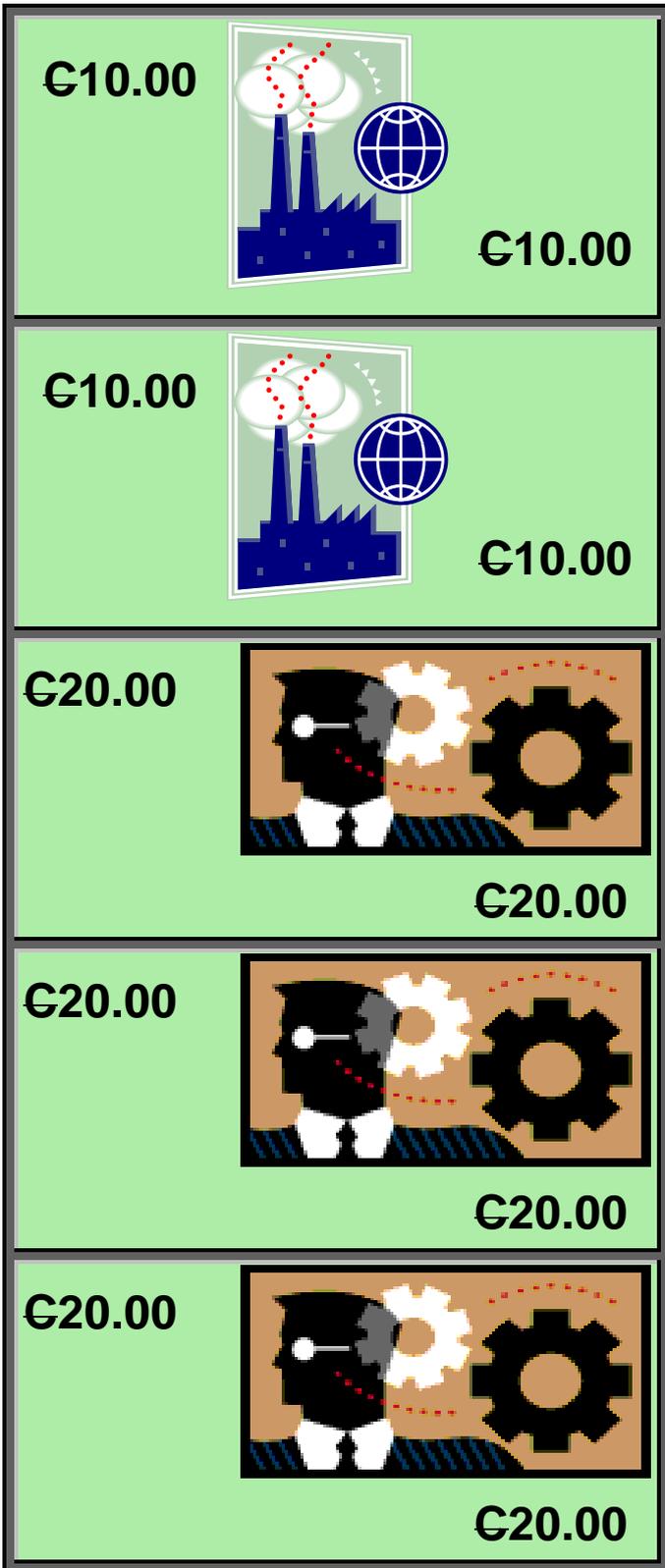


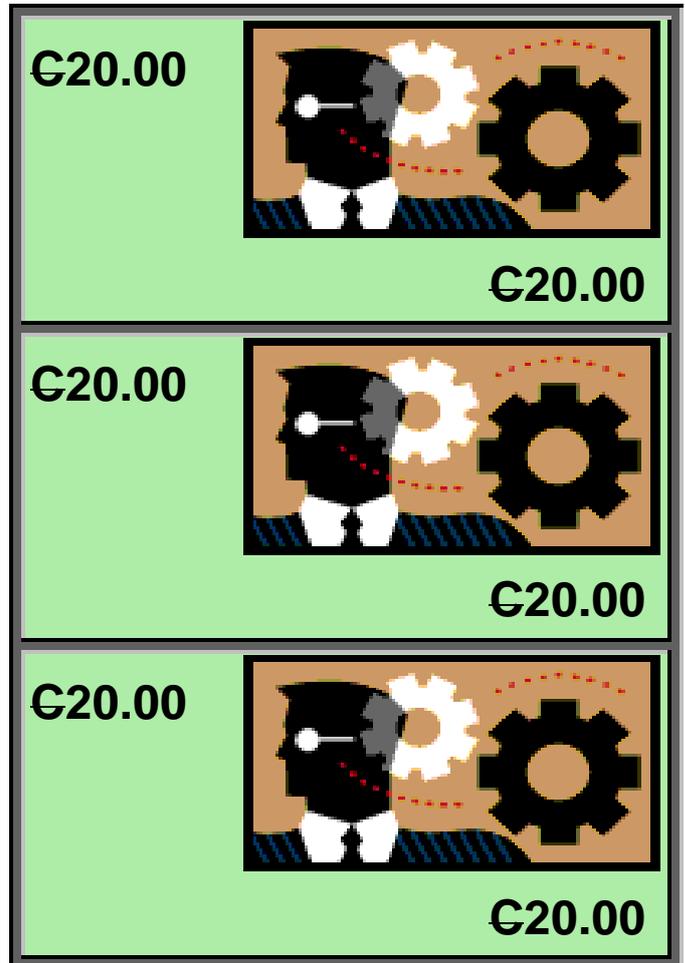
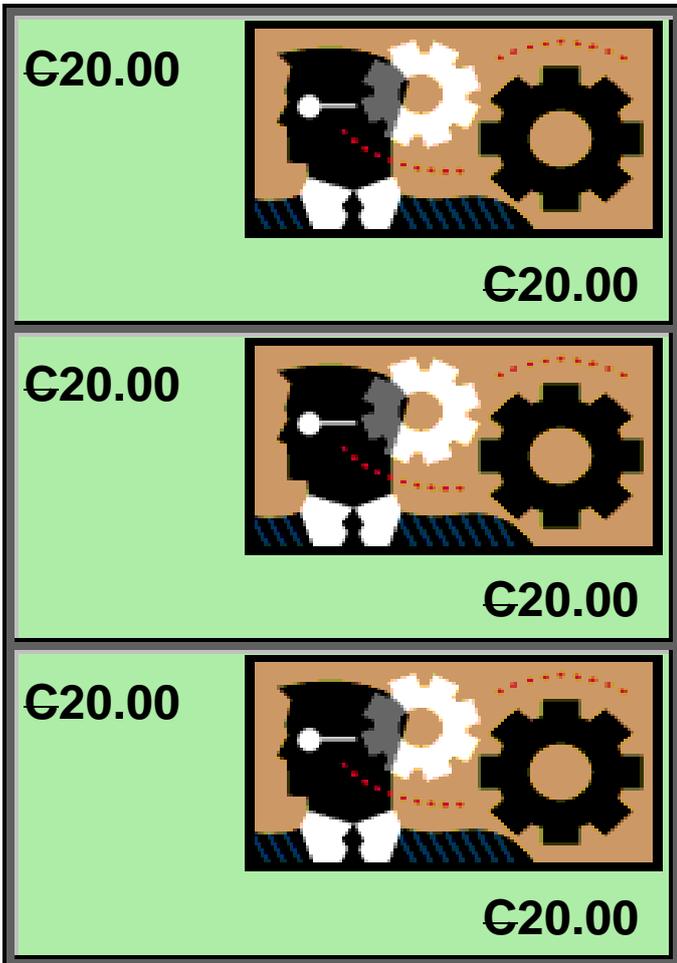


€5.00		€5.00
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How to play the game (Instructions for the players)

Each person selects a coloured 'counter' to show their place on the board and places it on the first "Fall ill" block. When each person has selected their colour, the facilitator will provide each player with an envelop containing a description of their household circumstances and an initial amount of cash (in Cedancs / e), which represents all that the cash that the household presently has.

The object of the game is to reach the last block ("Health Outcome") in the shortest possible time, but also to be in the best possible financial situation (e.g. have used as little of your precious household resources as possible, not incurred debt, etc.). There are three 'phases' on the board – the first green section relates to an initial phase of attempting self-treatment, seeking advice from family and friends etc.; the second blue section relates to decision-making about seeking care from 'formal' medical services and the process of getting to the service provider; and the third red section relates to the process of engaging with different service providers.

Each player throws the dice at the beginning, to determine who will start - the person with the highest number will start (by throwing the dice and advancing the same number of places on the board as shown on the dice). The person on the left of the first player will then throw the dice and move along the board and so on. One player is elected to serve as the 'banker', and will receive all money paid by players, which is to be placed in a separate place (i.e. the banker cannot use these resources herself/ himself).

Some blocks contain a  symbol. If a player lands on one of these blocks, they must pay the amount stated in the block. At two points, these blocks are marked "All pay" – this means that as any player passes that point, they must pay the amount stated in the block (i.e. they do not have to land on the block in order to be required to pay this amount).

Other blocks contain a  symbol. If a player lands on one of these blocks, they need to make a decision, based on a scenario described on the relevant 'decision card'. At the beginning of the game each set of 'decision cards' should be shuffled and placed face down next to the board. On landing on a 'decision card' block, the player should draw a card from the top of the relevant pile (e.g. if in the green section of the board, a green card should be drawn). The card should be handed to another player to read out the scenario – once the player has made his/her decision (and has explained why they have made that decision), the implication of the decision is read out to him/her. Some of these cards do not require a decision – they are 'wild cards' and they can either provide assistance to, or impose a penalty on, the player who draws them.

If a player runs out of cash, they can appeal to the other players to be allowed to borrow money from 'the bank'. The other players must decide how much money they are allowed to borrow and at what interest rate, based on the likelihood that the household will be able to repay this loan in future – the player wishing to borrow money must motivate in this regard. Alternatively, a player can try to sell one of their assets. The other players must decide how much the person wishing to sell the asset should be paid, based on their assessment of the relative value of this asset.



The game is over when the first person reaches the final block (“Health Outcome”). At this point, all players should count up their remaining cash, calculate how much they have had to pay due to ill-health and treatment seeking and assess any debt they have incurred.



Facilitator's notes

To prepare for the game, you need to do the following:

- Print the board using a colour printer – preferably on A3 cardboard. The number of boards you need to print will depend on the number of groups who will play the game (there should be a maximum of 4 players per board, so if you have a group of 20 course participants, you will need 5 boards).
- Print the sheets of colour-coded 'decision cards', preferably on cardboard, and cut them into individual cards. Again, the number of sets of cards to be printed will depend on the number of groups who will play the game (each group needs their own set of cards).
- Print the money sheets (2 copies of the €2.50 sheet and 4 copies of each of the €5, €10 and €20 sheets for each group) and cut them into individual notes.
- Print the instructions for playing the game (so that each group has an instruction sheet).
- You also need to obtain a dice and a set of four coloured 'counters' – a yellow, green, blue and red counter – for each group. Players use the counters to indicate their position as they move around the board.
- Prepare a set of 4 envelopes for each group, marked yellow, green, blue or red. Place the description of the household circumstances for each colour into the respective envelopes. In addition, place €40 into the yellow envelop, €60 into the green envelop, €100 into the blue envelop and €150 into the red envelop.

In facilitating the game, you should:

- Divide participants into groups of a maximum of 4 per group and distribute the instructions for playing the game, boards, counters, dice, decision cards and money to each group.
- You should allow each group to read through the instructions for playing the game and clarify any aspects that are uncertain.
- Each group member should select a coloured counter – hand out the envelopes according to the counter chosen.

When each group has finished the game, you should have a brief discussion in plenary. In particular, you should re-emphasise the dimensions of access (availability, affordability and acceptability) and highlight issues relating to some households incurring debts or having to sell assets due to their illness and seeking health care.



Household circumstances: Yellow

Your household consists of yourself, your spouse, 2 children (of 4 and 7 years old) and your elderly parents. Your household is engaged in subsistence farming, selling a small amount of your crops at the market. You also raise chickens and have 3 at present. You live some distance from the nearest town in a small traditional house with no electricity or toilet and have to walk half an hour to get water from the stream. The only assets you have are your farming equipment (hoes etc.) and the chickens.

Household circumstances: Green

Your household consists of yourself, your spouse, 3 children (of 8, 10 and 13 years old), your spouse's parents and your sister. You undertake subsistence farming activities and own 2 goats and 5 chickens. You live on the outskirts of a town in a small house with no electricity, but near a community water-well and shared ventilated pit latrines. The only assets you have are your farming equipment (hoes etc.) and the goats and chickens.

Household circumstances: Blue

Your household consists of yourself, your spouse, 3 children (of 5, 8 and 10 years old), your mother and your two younger brothers. Your household engages in farming (both for subsistence and market selling purposes) and your spouse runs a small stall in the local market. You live on the edge of the town in a house with no electricity but with a community water standpipe nearby and a ventilated pit latrine. You own a cow, 15 chickens and a bicycle.

Household circumstances: Red

Your household consists of yourself, your spouse, 4 children (of 2, 4, 5 and 8 years old), your mother and your spouse's mother. You own a small 'general supplies' shop and your mother and mother-in-law weave baskets that are sold in the local market. You live in town in a house with electricity and a single water tap. You own two bicycles, a radio and a TV.

