

HOLDING ON™

THE TROUBLED LIFE OF BILLY KERR

PATIENT CARDS



Condition Deteriorates
Billy's Condition -1.



Condition Stable
No change in Billy's Condition.



Draw Partial Memory Card
Draw one card from the Partial Memory Deck.



Care Token
Gain one Care Token from the supply.



Draw Partial Memory Card / Gain Care Token
Gain 1 Care Token OR draw 1 Partial Memory Card.



Inquiry
An assigned Nurse may use the Inquire Action. Can be performed multiple times by different Nurses.

EVENT CARDS



Ignore Event
Continue drawing cards as normal. Does not count as a drawn card.



Quiet Moment
Billy has nothing to say. It still counts as a drawn card.



Draw Memory Card
Draw one card from this Memory Deck.



Draw Memory Card, Ignoring Events
Draw one card from this Memory Deck, ignoring any Event Cards drawn.



Change of Subject
Take next card, ignoring any from nominated Timeline.



Use trust to Improve Billy's Condition
Use one Care Token to improve Billy's Condition +1.



Use trust to gain a Memory Card
Use one Care Token to draw one card from this Memory Deck.



Condition Improves
Billy's Condition +1.



No More Talking
Billy refuses to talk any further. Stop drawing cards immediately.



Remove
Once the event is resolved, remove this card from the game.

OTHER ICONS



Positive Symbol
A positive Memory for Billy.



Negative Symbol
A negative Memory for Billy.



Send On Leave
The point in the day when the current Shift Manager has the option to send unassigned members of Staff On Leave.



Warning Check
The point in the day when the current Shift Manager must check to see if Hospital Warnings are received.



Morning Shift / Day Shift / Night Shift
The three Shifts that make up a day at the hospital.



Calling
An assigned Nurse may use the Call Action. Can only be performed once per Shift.