

Game Manuals

This game requires a total of six players, one of whom is the moderator and scorekeeper, while the other five need to identify the players by drawing identity cards. The moderator holds the answer book, scores points according to the players' choices for each round, and determines whether the game will continue or not.

The five player identities in this game are wife Helen, friend Alex, co-worker Ethen, client Tim and doctor Laura, which represent the five attributes of the protagonist Lico - family, mood, social life, work and health. The initial value of each attribute is 60, with a maximum of 100. Once the value reaches zero, the protagonist, Rico, dies and the players fail. Each choice the players make in the game changes Lico's attribute value, but the players do not know how each choice will increase or decrease the attribute value. The players must try to keep their protagonist Lico alive until the end of the game, so that his/her stats are greater than zero. To keep Lico alive, players must choose the option that favors the attribute value of his token. Note: If one attribute goes up, another attribute will go down, so you need to strike a balance.

This game takes the perspective of Lico, describing the scenes Lico encounters in his/her life. Players draw identity cards, turn over the story cards in turn, discuss the scenarios and options given in the question, and make a choice together

(you can choose to tell your opinions and reasons for your choices in turn, and then vote to make your choices).

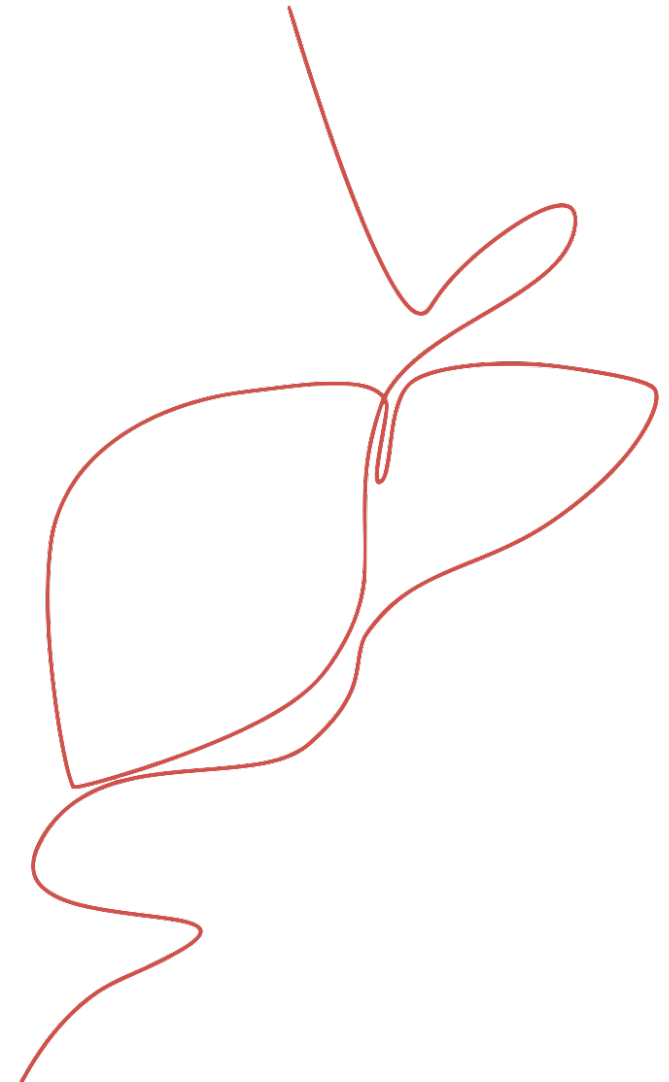
Once the moderator and scorekeeper finds that Lico has zero value for an attribute based on the answer book, he or she declares the game over. When the game is over, the moderator and scorekeeper could choose to share or not share the answer book with the players for review.

Identification cards, story cards and answer book are attached for printing out and playing. The cards should be cut along the dotted line after printing.



LICO.HEALTH

Game Manuals & Answer Book





I. Gathering of friends

- A. A friend's already raised glass of wine is put down awkwardly and his/her smile dwindles away. Everyone thinks that Lico is a bit of spoilsport and decides not to call him at the next party.
(Social -10, Mood -10, Health +5)
- B. Lico eventually couldn't resist their enthusiastic advice and drank one drink after another. The atmosphere is amusing.
(Mood +10, Health -15)
- C. The next day, Lico gets drunk and dizzy, rushes to the office and loses an important document because he/she is not in his/her right mind.
(Social +10, Mood -10, Work -20, Health-20)

II. Working dinners

- A. Lico can't walk straight after the banquet. When Lico got home, he/she was scolded by Helen. Lico felt aggravated and angry and argued with Helen.
(Social +10, Work +10, Health -20, Family -10, Mood -10)
- B. A colleague, who was not as serious as Lico in work, toasted to the leaders, accosts them, sells himself and steals an opportunity that belongs to Lico. However, Lico was unaware of this...
(Work -15)
- C. The next day, the comment that "Lico is out of touch" spreads among colleagues. Lico heard this, felt aggrieved and had a bad feeling. But Helen comforted Lico.
(Social - 10, Health +5, Mood - 10)

III. Comforting a friend

- A. Helen feels a little frustrated that Lico has reneged on his/her promise to have dinner with her.
(Health - 20, Social +10, Family - 20)
- B. What Lico thought was the best plan makes Helen and Alex uncomfortable: Helen thinks Lico is ruining their chance to be alone; Alex thinks it's not good to complain in front of Helen.
(Health +5, Mood +10, Family -10, Social -10)
- C. Lico and Alex go for a game of golf. Alex thinks it's good, but still wants to have a drink. Alex feels a little inadequate that Lico won't drink with him.
(Mood +5, Health +5, Family -20)

IV. Reception of client

- A. Lico gets the order without any problems. But when Lico comes home drunk, he/she upsets Helen.
(Work +10, Mood +10, Health -10, Family -15)
- B. A colleague steals Lico's big client, and Lico feels a bit depressed. Lico feels a bit depressed and the boss openly expresses his disappointment in Lico.
(Health +5, Work -20, Mood -10)
- C. The management thinks that Lico's personality is not suitable for the job, and is a bit worried about the plan to let Lico take on a big client.
(Health +10, Work -10)

V. Alcoholic father

- A. Father thinks Lico has a point, but he can't stand not going to parties with friends. So then he goes to a friend's party without telling Lico.
(Family-10)
- B. Father's friends have some subtle grievances against Lico. One of the friends at the party says loudly to Lico's father, "Your boy thinks we're dragging you down, if you can't drink, don't drink, no one's forcing you." The father is embarrassed and angry.
(Family- 20)
- C. Father gets drunk again afterwards, and Lico feels helpless. They become even more estranged.
(Family - 10, Mood - 10)

VI. Market shopping

- A. Lico doesn't keep his/her promise. At a weekend party with friends, he takes out the three cases of wine and get drunk with friends.
(Mood +10, Health -20, Family -10)
- B. Lico comes home and feels a little frustrated remembering the missed offers.
(Family +5, Mood -10)
- C. Lico's secret purchase of wine is discovered by Helen, who is furious.
(Health - 20, Mood +5,, Family - 20)

VII. Medical exam

- A. Alex thinks he's making a fuss and stops asking Lico to go to the party.
(Social -20, Mood -10, Health +10)
- B. Alex doesn't take it seriously and still tries to get Lico drunk at the party.
(Mood - 10, Health - 20)
- C. Alex thinks that Lico is trying to alienate everyone. A small gap is created between the friends.
(Social -10, Mood -10, Health +10)

VIII. Half a bottle of wine

- A. No guest arrives, and Lico finishes the newly stocked wine alone- or maybe the guest is himself/ herself!
(Health -15)
- B. Lico sees the wine and wants to drink it, doesn't want to wait a second longer. Lico feels that drinking only half a bottle of wine is the result of restraint, as a result of the family responsibility. Although half a bottle of wine is not much, it brings Lico a great deal of satisfaction.
(Mood +20, Health -10)
- C. Helen finds out the hidden wine, and she thinks Lico is not only stealing the wine but also trying to cheat on her, so she gets angry and disappointed.
(Health - 5, Mood - 10, Family - 20)

IX. Promotion

- A. Lico's excessive drinking has affected work and cost promotions, but Lico thinks it's because leadership doesn't value him/her. Even Alex's gentle reminder didn't go to his/her heart. Lico is disinterested in the work, but he/she couldn't find a suitable new job.
(Mood - 10, Work - 25, Health - 20)
- B. Lico cut down on complaining, cut down on drinking, worked well, and quickly got a promotion.
(Mood +10, Work +10, Health -5)
- C. Lico doesn't have the guts to take on job-hopping, so Lico complains about work all day and is often criticized by boss for delayoing work because of drinking. And Alex disappointed in Lico.
(Social - 10, Mood - 15, Work - 20, Health - 20)

X. Welcoming new life

- A. Some orders are taken, some are not. The leadership is a little disappointed in Lico, but Lico thinks it's worth it for the sake of health.
(Work -20, Mood +10, Health +10)
- B. Lico's health is not good and he/she has to postpone the plan for a new baby.
(Health - 25, Work +20)
- C. Lico and Ethen take the order together. Ethen thanks Lico for the help in the work, but also blames Lico for his frequent health problems associated with drinking.
(Health -15, Social -5, Mood +10, Work +10)

XI. Wife concerns

- A. Helen thinks that Lico drinks too much, doesn't care about health and is irresponsible to the family. Helen has the idea to leave Lico.
(Health - 10, Family - 20.)
- B. Lico's secret drinking is still discovered by Helen, who is sad and thinks Lico is cheating on her.
(Mood - 10, Health - 15, Family - 15)
- C. Lico's stress doesn't get less, it gets worse. Helen is unaware of Lico's inner stress and is only happy that Lico is taking responsibility for health.
(Mood -20, Health +10, Family +10)

XII. Regular follow-up visits

- A. Lico has reduced the frequency of drinking parties, but the alcoholic still damage to his/her liver has increased though Lico appears to be in good health.
(Work - 10, Social - 10, Health - 15)
- B. Lico continues to attend lots of drinking parties and gradually develops alcoholic hepatitis, for which he/she has to be hospitalized. Lico misses work and Helen was angry.
(Work - 10, Social +5, Health - 30, Family - 10.)
- C. Lico underestimates his/her dependence on alcohol - the work and the body are used to it. Once Lico drinks, he/she can't stop. As much as Lico wants to cut down on drinking, Lico is frustrated by the knowledge that he/she cannot.
(Mood - 20, Health - 20)

LICO.HEALTH

Co-protect your Liver & Life.