

Homework #3

Game Name: Nurse Wars

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High Level Summary:

Nurse Wars is a 4 player game featuring strategic negotiation with other players and lots of kids to cure.

Story/Theme:

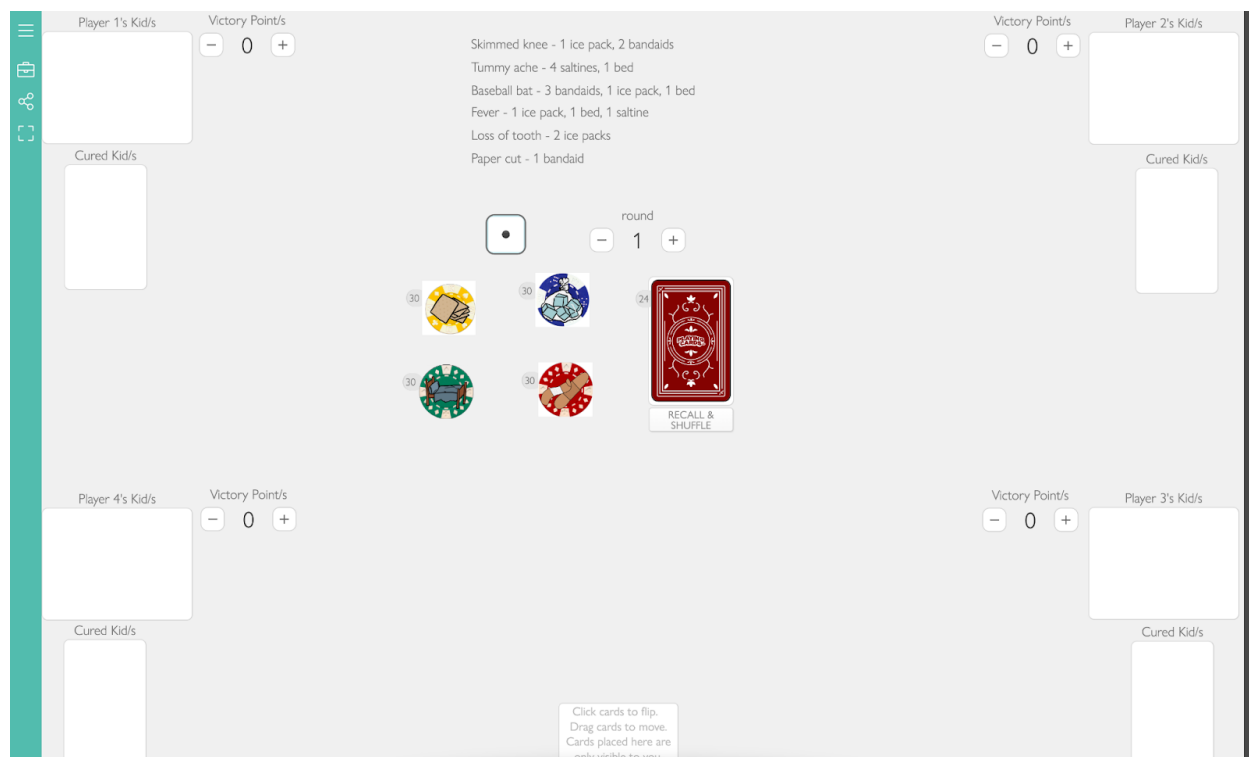
You are a nurse competing against other nurses to see who can cure the most kids and become the best nurse. Given resources and kids to cure, negotiate and trade with other nurses to cure the most kids and not be left with any sick kids.

Set Up:

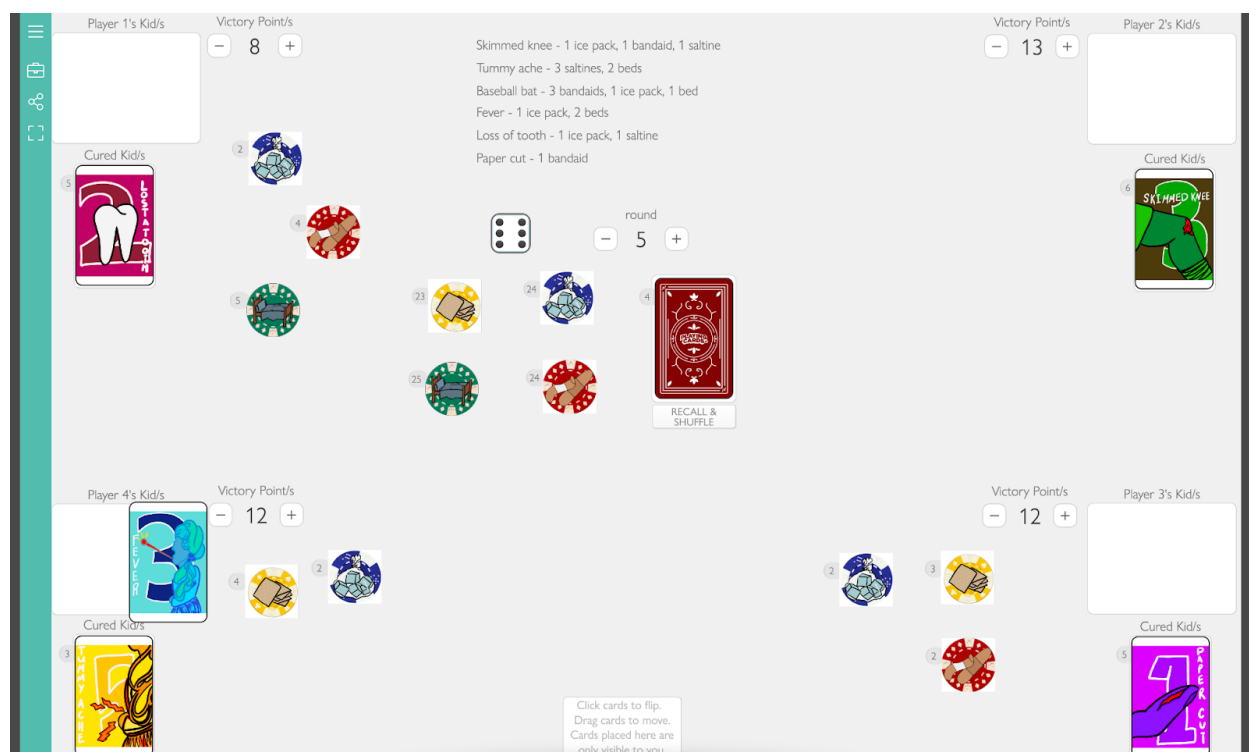
- The Kid Card pile consists of 31 cards total: 4 Paper Cut Cards, 4 Loss of Tooth Cards, 5 Fever Cards, 5 Skimmed Knees Cards, 4 Tummy Ache Cards, and 4 Hit by Bat Cards.
- The Resource Token piles consist of 30 tokens each (Ice Packs, Saltines, Band-aids, Beds).

Steps for Playing:

- Begin the 1st Resource Phase: player 1 will start the game off by choosing one of the four resources they'd like to acquire.
- After picking their desired resource, the player will roll the die. Depending on the result of the rolled die, the player will receive that amount of the chosen resource token.
- After receiving their resource(s), the player will have to draw one of the kid cards from the kid cards pile.
- The player will keep all of their resources and kid cards on the board in front of them for the other players to see.
- After all four players have taken a turn completing the Resource Phase, the game will move on to the Action Phase.
- Begin the 1st Action Phase: there are two actions that can be taken at any time during the action phase.
 - Trading: players may choose to trade their resources or kid cards with other players.
 - Curing: players may choose to "cure" any number of their kid cards. This means expending resources to move one of their kid cards into their "cured" pile and obtaining the victory points associated with curing that kid, which is the number of resources it takes to cure that kid.
- The Action Phase ends once everyone is happy to move on.
- Repeat these 2 phases for a total of 5 rounds.
- At the end of the game, the victory points of kids who are left uncured are deducted from that player's total victory points. Whoever has the most victory points, wins! In the case of a tie in points, whoever has the most resources is the winner.



Screenshot above: game set-up



Screenshot above: game end after 5 rounds