

# HOLDING ON™

THE TROUBLED LIFE OF BILLY KERR

## DAILY CHECKLIST

- **HANDOVER:** Pass the Shift Manager board to the next player who becomes the Shift Manager for that day.
- **MORNING SHIFT:** Shift Manager reveals a Patient Card and assigns Staff to deal with the Shift. Assigned Staff then decide how best to handle the Shift, either providing Medical Care or Palliative Care. [Optional: If Billy is Stable, assigned Staff may then Inquire about Clear Memories.]
- **SEND ON LEAVE [Optional]:** Shift Manager decides whether to send unassigned Staff On Leave.
- **AFTERNOON SHIFT:** Shift Manager reveals a Patient Card and assigns Staff to deal with the Shift. Assigned Staff then decide how best to handle the Shift, either providing Medical Care or Palliative Care. [Optional: If Billy is Stable, assigned Staff may then Inquire about Clear Memories.]
- **NIGHT SHIFT:** Shift Manager reveals a Patient Card and assigns Staff to deal with the Shift. Assigned Staff then claim one single Care Token. They then decide how best to handle the Shift, either providing Medical Care or Palliative Care. [Optional: If Billy is Stable, assigned Staff may then Inquire about Clear Memories.]
- **CHECK FOR HOSPITAL WARNING:**  
If no Medical Care was given over the three Shifts, take a Hospital Warning token.
- **REMAINING STAFF:** Give two Care Tokens to each member of Staff left in Break Room, if any.
- **GATHER CARE TEAM:** Return Assigned Staff to Break Room. Return Shift Manager if playing with four players.
- **REMOVE ON-CALL STAFF:** If used, return On-Call Staff to the box.
- **RETURN STAFF:** If any, move On-Leave Staff back to Break Room, removing any Stress they were holding.
- **OVERSTRESSED STAFF:** If any, move Overstressed Staff to On-Leave space, if any.
- **CLEAN UP:** Discard Patient Cards. Return spent Care Tokens to pool.
- **TALK ABOUT PARTIAL MEMORIES:** Reveal all Partial Memory cards collected this round.
- **REVEAL MATCHING CLEAR MEMORIES:** Players secretly check any Clear Memory cards collected this round. If matching, place over top of corresponding Partial Memory. If not, return Clear Memory to the deck.

## WARNINGS

### A warning is received if:

- Staff fail to provide Medical Care at least once per day (minimum one Care Token)
- the member of Staff scheduled to be Shift Manager the next day is forced to go On Leave instead
- the Shift Manager cannot assign enough Staff to fully cover a Shift

