

How to Play

The deck contains 77 cards, each bearing a neurological symptom or sign.

Two teams of 3 to 6 members each.

The objective of the game is to have the teammates guess as many cards as possible, as quickly as possible (in less than 1.5 minutes).

The game is played in three rounds:

1. In the first round, a member of one of the 2 teams must get his teammates to guess as many words found on the cards as possible using all the terms and sentences he wants in ≤ 1.5 min. Once this time is up, it is the turn of a member of the opposing team, and so on until there are no more cards. The number of guessed cards is counted and the team with the most cards wins the first round.
2. The second round uses the same deck of cards and proceeds in the same way, but only one word can be given to guess the word on the card. The team with the most cards wins this second round.
3. The third and final round is the same, but the players have to guess the words by mime without speaking.

If the players did not know the sign/symptom, they can move to the next card as many time as they want.

No gestures or mimes are allowed during the first two rounds. Similarly, players guessing cards may not speak during the third round.

During each of the 3 rounds, if after one try for each team, the last cards are not found, the game can be stopped and cards counted.

At the end of the 3 rounds, the team that has found the most cards wins.

