

How to Play

Game of about 112 cards played with 6-10 players.

Each card corresponds to a neurological sign or symptom belonging to the main neurological syndromes (pyramidal, cerebellar, vestibular, meningeal, frontal, dementia, confusional, peripheral neurogenic, myogenic, myasthenic, posterior cord).

The objective of this game is to run out of cards.

All cards must be dealt to the players, face down in front of them. To begin, all players turn over the top card of their deck at the same time and place it in the middle of the players so that all cards are visible. **If one of the players identifies at least 3 neurological signs/symptoms belonging to the same neurological syndrome among the cards turned over, then he/she must knock on the table and the other players must also knock on the table as quickly as possible so as not to be the last to knock.** The player who knocked first must say which syndrome he/she is referring to and with which cards. If he/she is wrong, he/she gets the returned cards back. If he is right, the player who struck last gets them back. Also, if the player has given the correct answer, he can get rid of one of his cards by giving it to one of his opponents. **The first player to run out of cards wins, provided that during the course of the game he/she has mentioned a syndrome at least twice correctly with the corresponding cards, otherwise he/she is eliminated.**

If after turning over one card each, there are not 3 signs/symptoms belonging to the same syndrome or if no one has identified the 3 signs/symptoms contained in the same syndrome, then either the player who dealt the cards adds a card if it is the first try or the one who lost in the previous try. Then the players take turns adding a card clockwise until one player taps the table.

There are **bonus cards** that can be used for several syndromes. These cards need to be explained verbally according to the syndrome being discussed. For example, for the "osteotendinous reflexes" card, it can be taken to mean "weak/absent osteotendinous reflexes" or "brisk osteotendinous reflexes". This should be clarified verbally by the player. The other bonus cards are: dysarthria (spastic, cerebellar, parkinsonian), abnormal walking (stepping, spastic, waddling, small step, or one of the ataxias), ataxia (cerebellar, vestibular, proprioceptive, frontal), hypertonia (spastic, plastic), tremor (resting, action).

There are "**distractor**" cards that do not fit into any syndrome.

/! All the tests, maneuvers and signs indicated on the cards must be considered as present.

/! If there are two (or more) cards on the table that are identical or mean the same thing, only one can be used to form the syndrome.

It is possible for instance to make the game more difficult by deciding not to evoke the syndromes that are considered to be easier to find, such as the pyramidal syndrome and/or the cerebellar syndrome.

