To Play: Use more than two sentences in your response.
Effects: The Patient skips his or her next turn.

Escalation: -2

Deep Insight

To Play: You must identify a previously unidentified piece of information about the patient's past in your response.
Effects: The Patient has an extra word constraint in his or her next response.

Sound Professional

To Play: Use a four-syllable word in your response.
Effects: The patient has an extra word constraint in his or her next response.

To Play: Use more than two sentences in your response.
Effects: The patient skips his or her next turn.

Escalation: -2

Stall For Time

To Play: Use more than two sentences in your response.
Effects: The Patient skips his or her next turn.
Patient Action

Doctor Action

Patient Action

Doctor Action

Patient Action

Doctor Action
Emotional Outburst
To Play: Include a description of your outburst in your response.
Effects: The doctor has an extra word constraint in his or her next response.
Escalation: +2

Threaten Doctor
To Play: Threaten the doctor in your response.
Effects: The doctor has an extra word constraint in his or her next turn.
Escalation: +1

Ramble On
To Play: Use more than two sentences in your response.
Effects: The doctor skips his or her next turn.
Escalation: -1

Emotional Outburst
To Play: Include a description of your outburst in your response.
Effects: The doctor has an extra word constraint in his or her next response.
Escalation: +2

Threaten Doctor
To Play: Threaten the doctor in your response.
Effects: The doctor has an extra word constraint in his or her next turn.
Escalation: +1

Ramble On
To Play: Use more than two sentences in your response.
Effects: The doctor skips his or her next turn.
Escalation: -1
Patient Action
Patient Action
Patient Action
Patient Action
Patient Action
Patient Action
Getting Upset
To Play: Read your response with an upset or raised voice.
Escalation: +1

Effects: The doctor has an extra word constraint in his or her next response.

Threaten Doctor
To Play: Threaten the doctor in your response.
Escalation: +1

Effects: The doctor has an extra word constraint in his or her next response.

Ramble On
To Play: Use more than two sentences in your response.
Escalation: -1

Effects: The doctor skips his or her next turn.

To Play: Include a description of how you touch or attack the doctor in your response.
Effects: If escalation < 4 increase escalation by 3; otherwise the game ends.

To Play: Read your response with an upset or raised voice.
Escalation: +1

Effects: The doctor has an extra word constraint in his or her next response.

Rough Handling
To Play: Include a description of how you touch or attack the doctor in your response.
Effects: If escalation < 4 increase escalation by 3; otherwise the game ends.
Mother

Room

Stop

Security

Crazy

Child
Father

Anger

Doctor

Phone

Dinner

Door
Confusion

You have no idea where you are or how you got here. You’re tired, agitated, have trouble focusing on anything, and feel like you’ve been drugged. You think you have had mental problems recently. You are suddenly confronted by an official looking person.

Disrespect

Another patient laughed at you in group therapy, which was more than you could bear. You gave him up a beating right there and then to teach him a lesson.

Withdrawal

You broke into a supply cabinet looking for drugs, but found nothing. When you went to leave you were confronted by a doctor.

Poison?

Your medication has been making you feel terrible. You think someone is trying to poison you.

Sleeplessness?

The patient in the room neighboring yours keeps making loud noises throughout the night. You became so fed up with her that you threatened her with a knife today at lunchtime.

Abuse?

One of the nursing staff members looks exactly like someone who attacked you in the past. You attacked him today before he could do it again.

When a nurse brought your medication today you knocked it out of his hands and threatened to kill anyone who tried to make you take it.