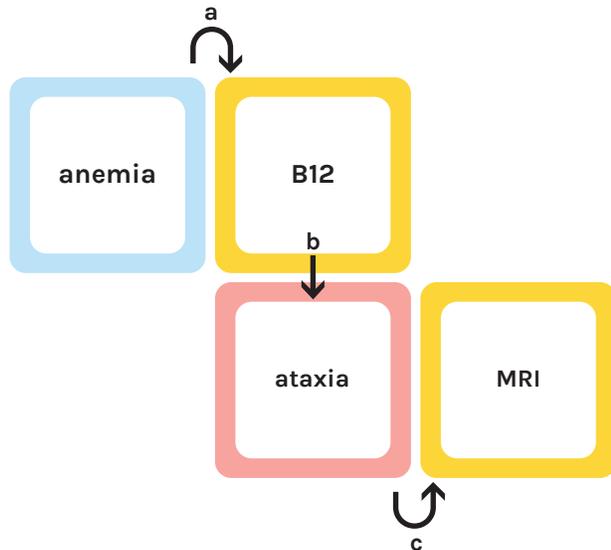


table rounds™ CORE PRINCIPLES

the goal of the game is to create teaching points by connecting cards

1. You can make up to four connections with each card (one per side).
2. The connection between each pair of cards represents a teaching point.
3. You can build on someone else's connections without needing to continue the same clinical concept.



Sample teaching points:

- a. Pernicious anemia can lead to B12 deficiency due lack of intrinsic factor secondary to autoimmune destruction of parietal cells.
- b. Vitamin B12 supplementation can improve sensory ataxia in subacute combined degeneration.
- c. Gait ataxia can be a sign of normal pressure hydrocephalus whose hallmark finding on brain MRI is ventriculomegaly.

- It is not necessary to explain a connection between ataxia and anemia because they are not touching on one of the four sides.
- During gameplay, the group decides if a connection is acceptable and may reject a connection based on the accuracy or quality of the associated teaching point.

gameplay: FLASH ROUNDS

time: 15+ min

players: 2+

win by making the most connections

1. Shuffle deck. Each player is dealt a hand of 10 cards face-down.
2. A card is drawn from the deck and placed face-up in the middle of the playing surface to serve as the starting card.
3. The first turn goes to the player who woke up earliest. Play continues in a clockwise direction.
4. A turn consists of:
 - Start a timer for 30 seconds, and the player may now view their hand.
 - The player attempts to make as many connections as possible from their hand before time expires.
 - After time is up, the player explains their connections to the group.
 - The group may reject any connections deemed unacceptable (weak teaching point or incorrect information). Rejected cards are returned to the player's hand.
 - The player places unused cards from their hand face down.
5. The first player to use all of the cards from their hand wins.
6. The cards from this round can be set aside, and the remaining cards in the deck can be used to play again (steps 1-5).