

History of Medicine

-an educational game-

History of Medicine is a fast-paced educational card game that takes you on a journey starting from the first rudiments of medicine to the ultimate technological discoveries; its multi-rule format allows to have fun in different ways (easy playing to cerebral) according to ability, time available, learning plan, etc. The eye-catching graphics brings scientists, discoveries, surgical tools and the health policies of the greatest civilizations alive. Fun worksheets to boost learning are also available.

Setup

RULES (for 3 or 4 players)

PLAYERS: 3-4 AGE: 12+ TIME: 15-20 minutes.

AIM: To get rid of as many History of Medicine cards as you can.

PREPARATION: Before playing you need to find the following starting cards: "History of Medicine", "Chinese", "Indian", "Egyptian" and "Greek". "History of Medicine" will be placed, face up, on the table (ideally near the left side of the table) and the other four cards will be shuffled and dealt out. If there are three players, one will have two cards, the others one only.

The youngest player gets the remaining cards, shuffles them and deals 4 each so that all players have five cards (the player with 2 starting cards will receive three).

Place the remaining cards at the centre of the table, face down.

Players do not reveal their cards.

Starting The Game

All players participate in building up the History of Medicine journey "on the table" by putting down their cards in the right sequence. The cards that can be put down are indicated in the cards themselves within the orange arrows. Cards must be put down exactly next to cards that are already down on the table. Cards can be added on the right, at the top, on

the left or at the bottom, according to the indications found in the cards themselves. In the blue frame, you can read the destination of the card, i.e. where the card should go. Please notice that the *Civilization Medicine* cards (i.e. *Chinese*, *Indian*, etc., which are going to make the central row) do not bear this indication.

In turn, clockwise, each player either puts down a card or picks the top card from the deck. The player with the *Chinese* card goes first. Once the player picks the card he/she has to pass. As the game progresses a row of "Civilization Medicine" cards should develop from left to right of the table. To this row other "branching out" cards can be added (see picture below).

Winning The Game

The game ends when the first player puts down his/her last card on the table. That player is the winner and gets zero points. All other player will score negative points. These are given by the blue numbers at the bottom of each card. If, at one point, no more cards can be put down, then all the players count the negative points.

1 At the beginning the only card that can be added here is "Chinese"

2 Once "Chinese" has been added, "Indian", and "Acupuncture" can be added down.

3 After a few turns, this is how the cards might be displayed

4 Card to be put at the top. Card to be on the right. Card to be put at the bottom. General information. Penalty point.

[Note: the recording of the negative points makes sense if you intend to play a mini-tournament]

Alternate Rules and Worksheets

You can find alternate rules and free worksheets on our website
www.educationalcards.net.

Credits

The following people made this game possible.

Game Concept: Giuseppe Turdo

Artwork: Giuseppe Turdo

Play Testers:

Mauro Turdo

Martin Tabbone

Mike Topes

Vince Tapioca

Legal

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<http://www.thegamecrafter.com>

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