



Multi-Player: Psychiatrist(s) and Patient
 Played in the same manner as Group Therapy, except one individual is chosen as the focus for the disorder. Bonus: If a player feels another player exemplifies this disorder, the focus of the current session can be switched to them by way of range voting. Continue through the disorder.

Multi-Player: Group Therapy
 Go around the circle in a designated order. Verbally discuss each player's exemplification of the current symptom. Give examples of incidents when these were symptomatically displayed. Continue through the disorder.

Solo Play: Self-diagnosis
 On a sheet of paper, take notes about how you feel regarding each of the criteria and numeric value for how much you display that symptom. At the end of the disorder, add up your score, divide by the number of criteria you evaluated yourself on. This your disorder index. Continue through the disorder.

How to Play:

- 1) Choose a disorder from your DSM source.
- 2) Read the criteria for the selected disorder aloud.
- 3) Depending on which style of play you are using (next page), proceed accordingly.
- 4) Continue through the remaining criteria or until you or the group want to explore another disorder in the DSM.
- 5) The game session ends when one hour has elapsed.

Delusional Disorder
 The player expresses an idea or belief with unusual persistence or force. The individual tends to be humorous and oversensitive, especially about the belief. An attempt to contradict the belief is likely to arouse an inappropriately strong emotional reaction, often with irritability and hostility.

Major Depressive Episode
 The player reports a depressed mood/ "down in the dumps," hopeless. The player is in denial about these feelings, yet appears to be on the verge of tearfulness, has a depressed facial expression and disposition, or appears to be overly irritable.

Two Sample Disorders from Wikipedia:



DSM books (Wikipedia can also be used)
 #Example entries provided on the back lists to a work of servers get it?

DSM-IV
 the game!

Free #
 TheMediaCollective.org presents...
 a Board? Why Let's Play... production

Introduction

A beautiful way to engage and learn about yourself, family, and friends. An ice breaker at your next holiday gathering.



Hold a mirror to yourself and others.

Items Needed:

- DSM Access (books or Wikipedia)
- One Literate Person
- People for which to analyze.