



Wilderness Medicine Playing Card Games

General

You can adapt most card games to include the case studies. Below are a few basic games to get you started. Decide if players can use the Wilderness Medicine Handbook or not. Decide if you are going to use a timer. You may want to appoint a person to read the cards and judge answers. If you develop a game you like a lot, please send the rules to office@wildmedcenter.com and we'll add your game to the file...and give you credit for its design.

Go Fish

Shuffle the deck and deal seven cards to each player. Place the remaining cards face down in a stack or spread out in a "fish pond". Players try to match any two cards (9 with 9, K with K, etc.) by asking another player for a specific number or face card. Here's the medical twist: In order to get a card from another player, the asking player must answer the case study to get the card; if not, their turn ends...and they don't get the card. If the player doesn't have the card they pick a card from the "fish pond". They do not need to answer a case study to pick a card from the "fish pond". The game ends when one player has no cards.

War

Deal cards to all the players until gone. Play war as usual. However, when a war occurs between player the high card wins IF the player can answer the case study on the back of the winning card. If not, the player with the next highest card may try to answer the case study on the back of his or her card; if their answer is correct s/he wins the war. If no one can answer the case study, there is no winner the cards go into each players discard pile.

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For two players or two teams. You'll need a pair of dice, a cribbage board, and a timer (use an egg timer, three or five minute sand timer, stop watch, etc.) Use a cribbage board (or paper) to keep track of the score. Place the cards face down in front of the players (or teams). Player (or team) 1 takes the top card and read the case study to Player (or team) 2 and start the timer. If the player (or team) correctly answers the case study, they roll the dice and score the total number of points on the dice. If they roll doubles, they get another turn. The game ends when one team reaches the finish line on the board (or scores 100 points).