

The Diagnosis

Select two six-sided die of different colors and one four-sided die. Allow the patient to roll the six-sided die to explore his or her psyche.

As the patient rolls, ask questions to unravel the patient's psyche.

Begin with the question 'Tell me about the last place you remember?'

Listen to the patient. Mark a tick toward madness or sanity depending on the complication die. Balance means no tick mark.

d4 Complications

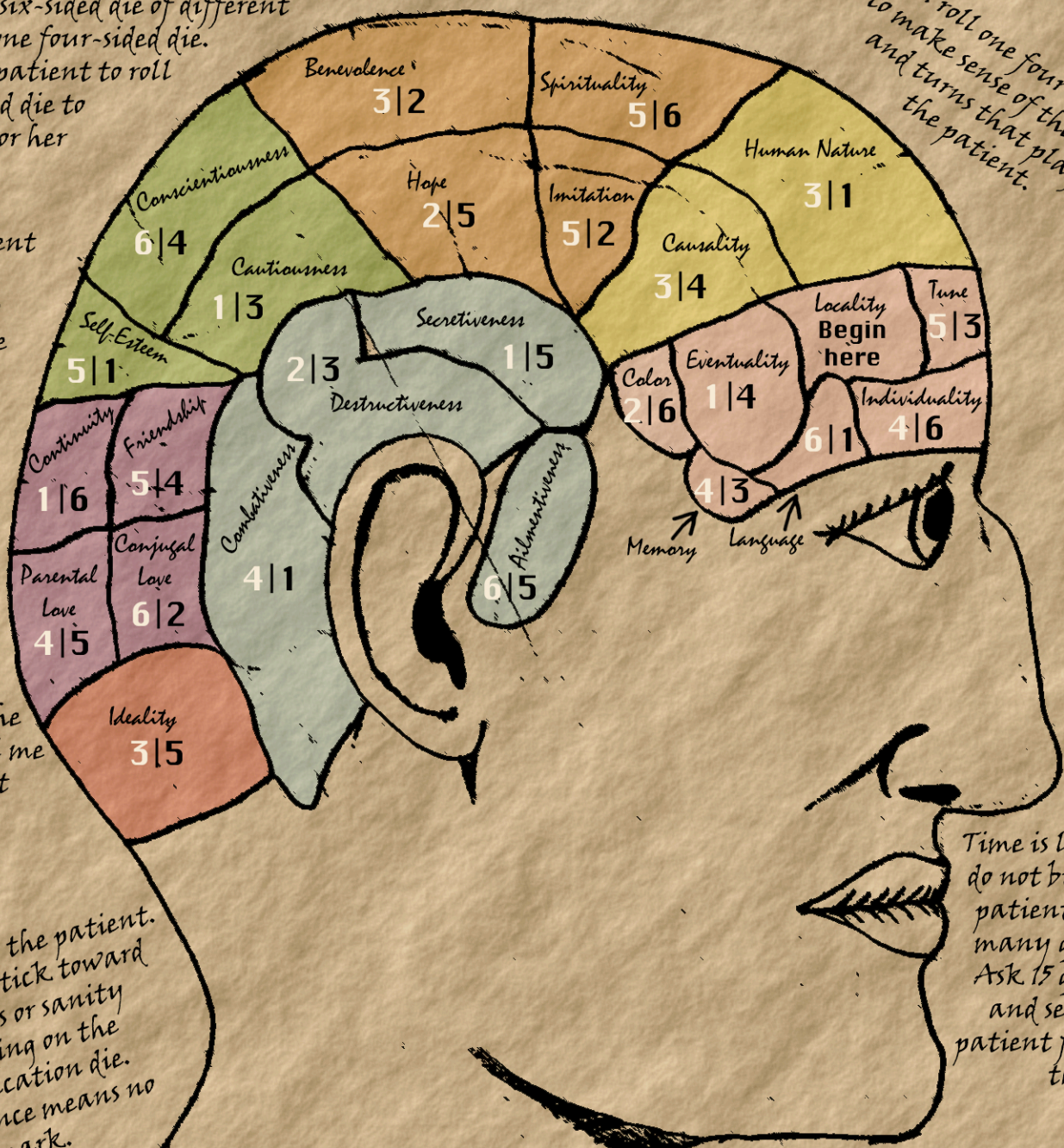
1	Sanity
2	Madness
3	Balance
4	Madness

Sanity Madness

Begin diagnosis

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You roll one four-sided die to make sense of the twists and turns that plague the patient.



Time is limited, so do not burden the patient with too many questions. Ask 15 questions, and see how the patient feels after the session.

If you roll doubles? Re-roll.

Re-phrase your question. The patient is confused.

If one number is twice the size of the other? Return to 'Locality.' The patient is upset.