RULES FOR THE END OF THE GAME

Once the last card is drawn from the pile the game is nearly over, and some new rules come into effect.

Asking for system cards

When you ask someone for any card in a system they must give you up to 3 cards from that system (if they have them).

Example

Alice, do you have any Respiratory System cards?

• If Alice has any Respiratory System cards she must give you up to three of them of them. If she has more than three, she decides which cards to give you.

Running out of cards

When you have no cards left in your hand, the game is over for you.

Ending the game

The game is over when no one has any cards left.

WINNING THE GAME

Once the game is over, add up your score.

- Every card is worth one point.
- · Every complete system is worth one point.

The player with the highest score is the winner.

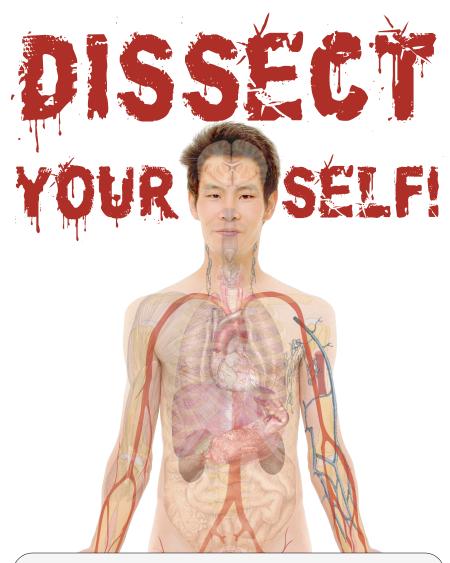
CREDITS

Dissect Yourself! was designed by Robert Prior.

All illustrations are public domain images from WikiMedia and Pixabay, except where otherwise noted.

More science resources can be found at http://science.robertprior.ca

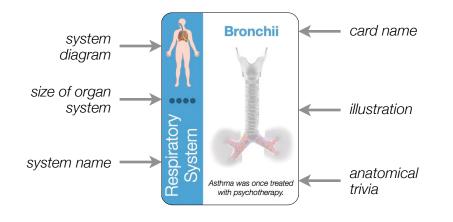




DEDICATION

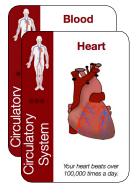
These game rules are based on **Go Extinct!** designed by Ariel Marcy and published by STEAM Galaxy Studios. **Go Extinct!** is an award-winning game teaching humans as young as 8 how to read evolutionary trees. Learn more about **Go Extinct!** at www.steamgalaxy.com; educators can print a free version at www.steamgalaxy.com/for-educators/

ANATOMY OF A CARD

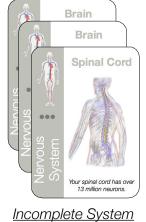


YOUR GOAL

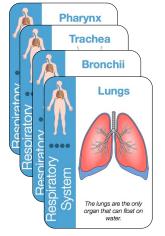
Every player is trying to collect as many *complete organ systems* as possible. The coloured dots below the system diagram indicate how many *different* cards make up a complete system.



Incomplete System Not enough cards.



Correct number of cards, but one is a duplicate.



<u>Complete System</u> Correct number of different cards.

BEGINNING THE GAME

Shuffle the deck and deal every player 6 cards. Place the remaining cards in a pile between all the players.

The person to the left of the dealer starts the game.

PLAYING THE GAME

Your turn has 3 steps. After you have finished all 3 steps play passes to the person to your left.

Step 1: Ask for a card

You must ask a *specific person* for a card, not the entire group.

You can ask them for either a specific card or any card in a specific system.

Examples

Bill, do you have a Heart?

• If Bill has any Heart cards he must give it to you one.

Alice, do you have any Respiratory System cards?

 If Alice has any Respiratory System cards she must give you one of them. She decides which card to give you.

The Ask Again Rule

If you asked for and received a *specific card*, you may ask again. You can ask a different player or the same player. If you asked for a card from a system, you may not ask again.

Step 2: Play complete systems

If you have any complete organ systems, play them face-up in front of you. Once an organ system is in front of you the cards cannot be taken by other players.

Step 3: Refill your hand

If you have less than 6 cards in your hand, draw fresh cards until you have 6 cards.

Once you have finished refilling your hand your turn is over.

RULES FOR THE END OF THE GAME

Once the last card is drawn from the pile the game is nearly over, and some new rules come into effect.

Asking for system cards

When you ask someone for any card in a system they must give you up to 3 cards from that system (if they have them).

Example

Alice, do you have any Respiratory System cards?

• If Alice has any Respiratory System cards she must give you up to three of them of them. If she has more than three, she decides which cards to give you.

Running out of cards

When you have no cards left in your hand, the game is over for you.

Ending the game

The game is over when no one has any cards left.

WINNING THE GAME

Once the game is over, add up your score.

- Every card is worth one point.
- · Every complete system is worth one point.

The player with the highest score is the winner.

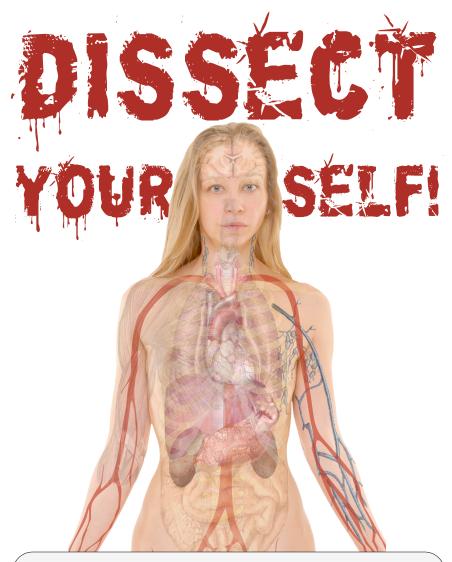
CREDITS

Dissect Yourself! was designed by Robert Prior.

All illustrations are public domain images from WikiMedia and Pixabay, except where otherwise noted.

More science resources can be found at http://science.robertprior.ca

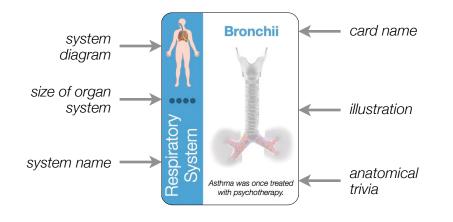




DEDICATION

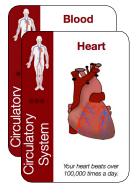
These game rules are based on **Go Extinct!** designed by Ariel Marcy and published by STEAM Galaxy Studios. **Go Extinct!** is an award-winning game teaching humans as young as 8 how to read evolutionary trees. Learn more about **Go Extinct!** at www.steamgalaxy.com; educators can print a free version at www.steamgalaxy.com/for-educators/

ANATOMY OF A CARD

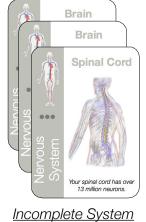


YOUR GOAL

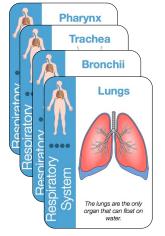
Every player is trying to collect as many *complete organ systems* as possible. The coloured dots below the system diagram indicate how many *different* cards make up a complete system.



Incomplete System Not enough cards.



Correct number of cards, but one is a duplicate.



<u>Complete System</u> Correct number of different cards.

BEGINNING THE GAME

Shuffle the deck and deal every player 6 cards. Place the remaining cards in a pile between all the players.

The person to the left of the dealer starts the game.

PLAYING THE GAME

Your turn has 3 steps. After you have finished all 3 steps play passes to the person to your left.

Step 1: Ask for a card

You must ask a *specific person* for a card, not the entire group.

You can ask them for either a specific card or any card in a specific system.

Examples

Bill, do you have a Heart?

• If Bill has any Heart cards he must give it to you one.

Alice, do you have any Respiratory System cards?

 If Alice has any Respiratory System cards she must give you one of them. She decides which card to give you.

The Ask Again Rule

If you asked for and received a *specific card*, you may ask again. You can ask a different player or the same player. If you asked for a card from a system, you may not ask again.

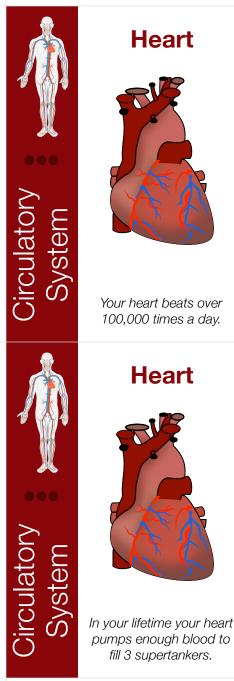
Step 2: Play complete systems

If you have any complete organ systems, play them face-up in front of you. Once an organ system is in front of you the cards cannot be taken by other players.

Step 3: Refill your hand

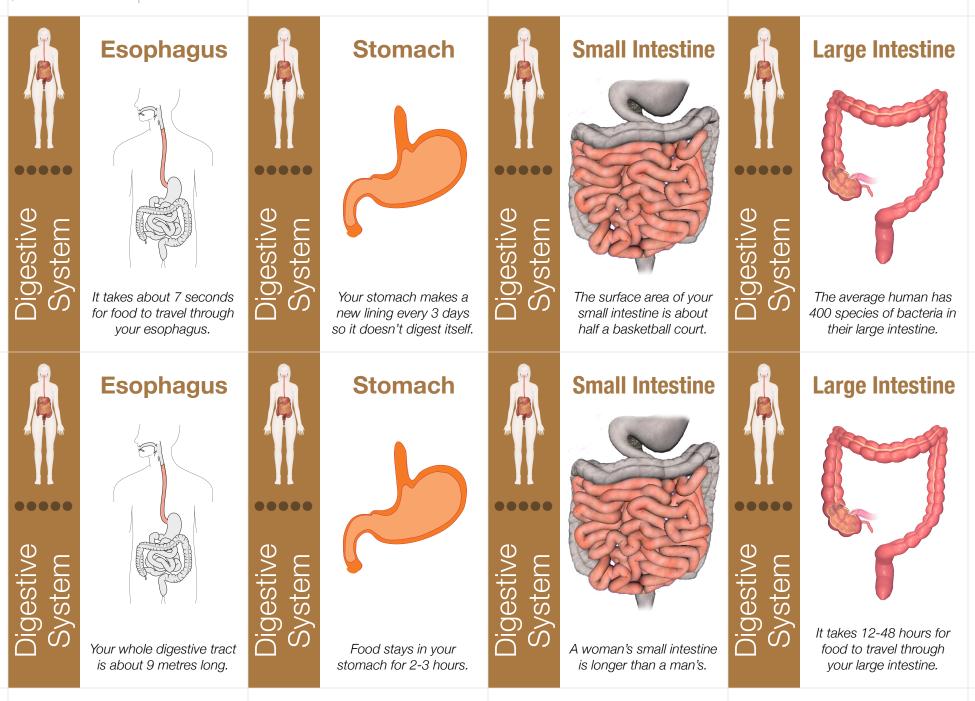
If you have less than 6 cards in your hand, draw fresh cards until you have 6 cards.

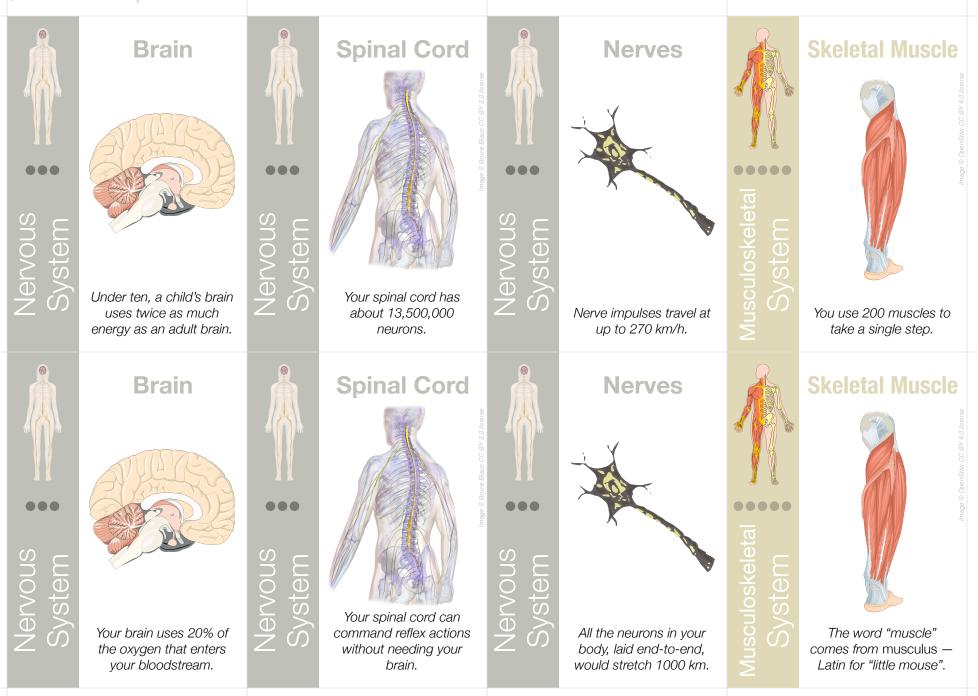
Once you have finished refilling your hand your turn is over.



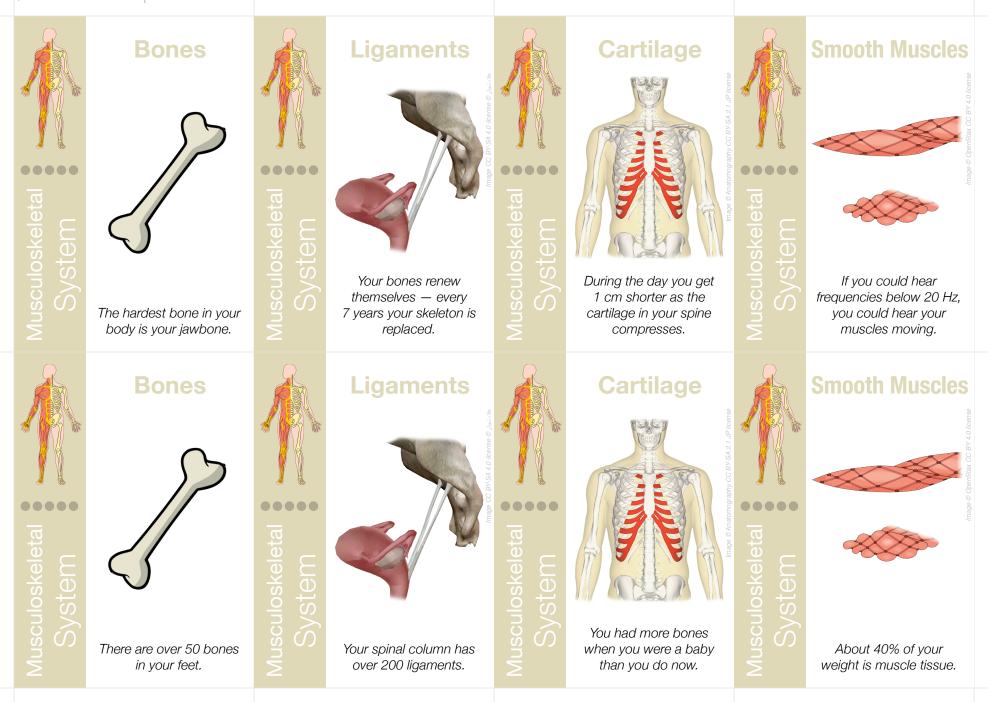
©2016 Robert Prior

Blood Vessels Blood Mouth Dirculatory Digestive Dirculaton System System System Laid end-to-end your There are as many blood vessels would bacteria in your mouth as wrap around the world Blood makes up about there are people on twice. 7% of your weight. Earth. **Blood Vessels Blood Mouth** Dirculatory **Dirculatory** Digestive System System System It takes only 8 seconds It would take 1,200,000 You will produce enough for blood to travel to your mosquitos to suck out all saliva to fill two swimming brain and back. vour blood. pools during your life.

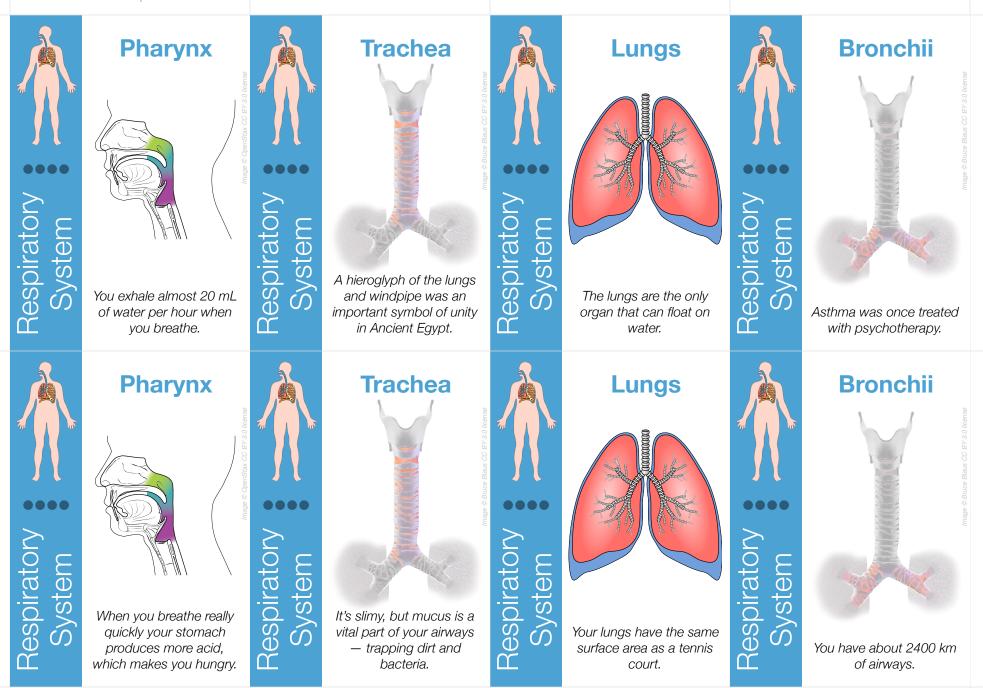




©2016 Robert Prior



©2016 Robert Prior



©2016 Robert Prior



Tonsils Lymph Nodes Tonsils can bounce higher than a rubber ball for the first 30 minutes You have 500-700 lymph after they are removed. nodes in your body. **Lymph Nodes Tonsils**

Tonsils trap bacteria

before they enter the

body.

Swollen lymph nodes (buboes) gave bubonic plague its name.

Lymph Vessels

6/9



....

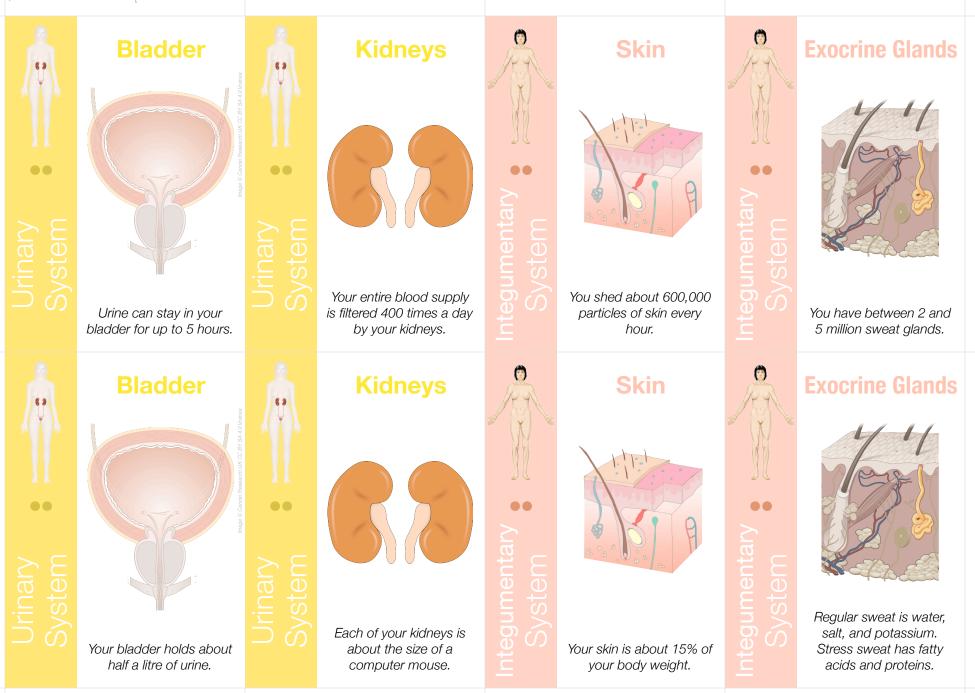
....

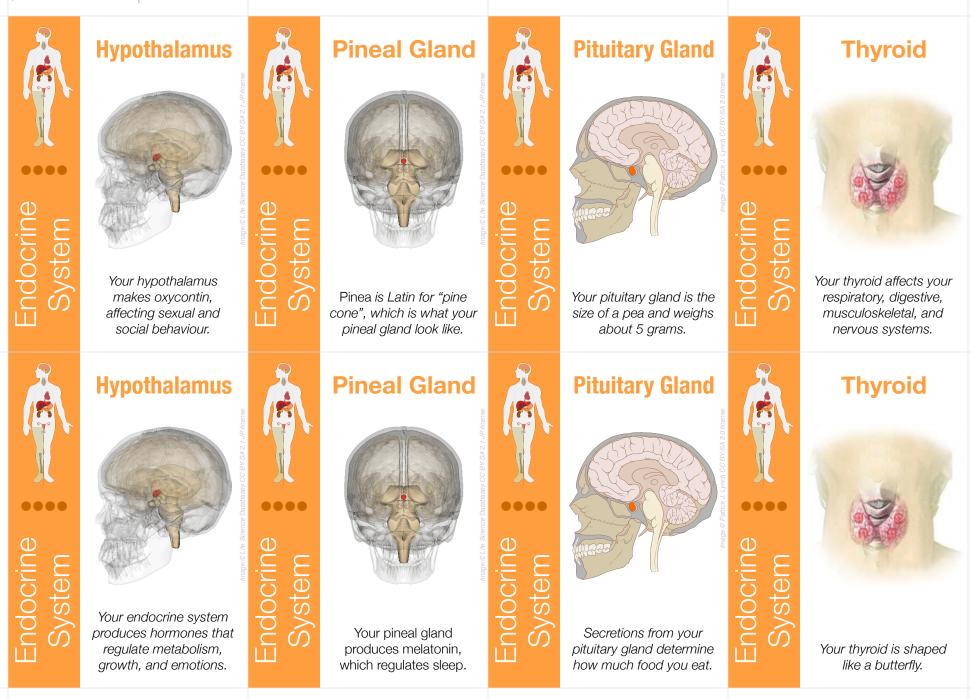
Lymph is named for Lympha, the Roman goddess of fresh water.

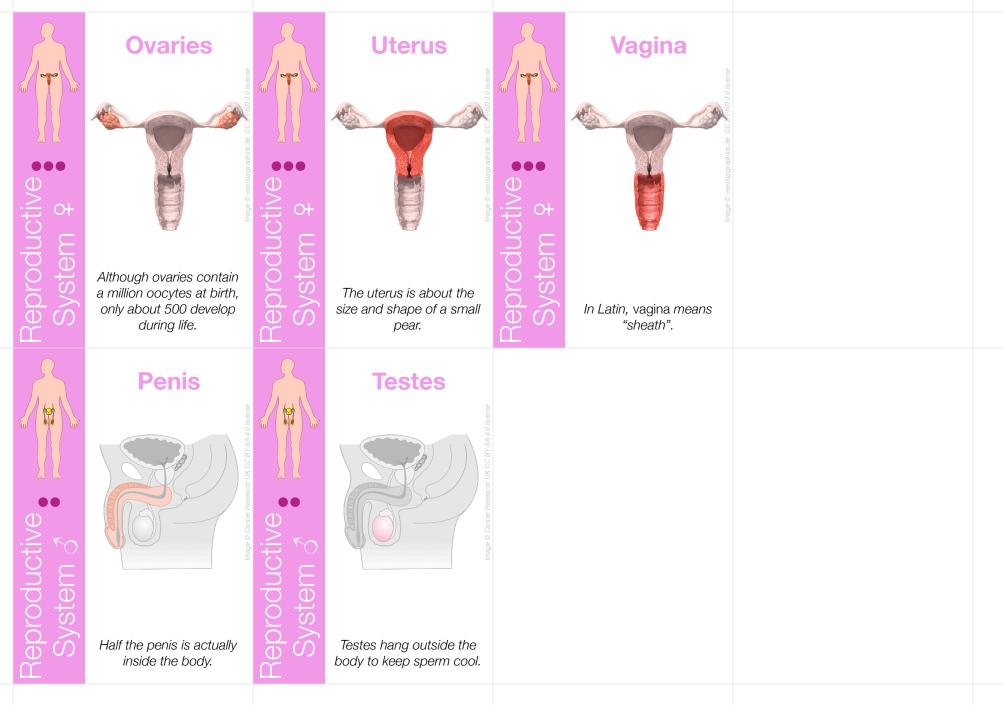
Lymph Vessels



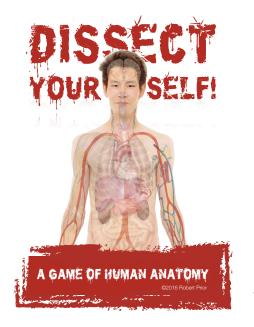
Lymph flows up towards your neck, carrying waste.



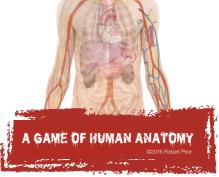




DISSECT YOURSELF Card Backs





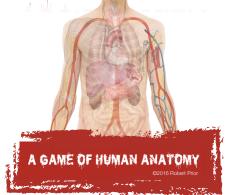




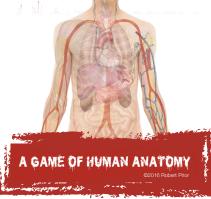
A GAME OF HUMAN ANATOMY



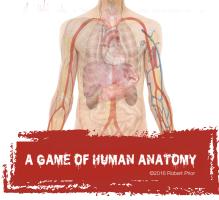




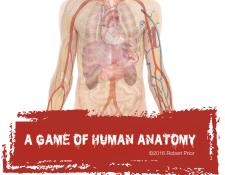
DISSECT OUR SELF!

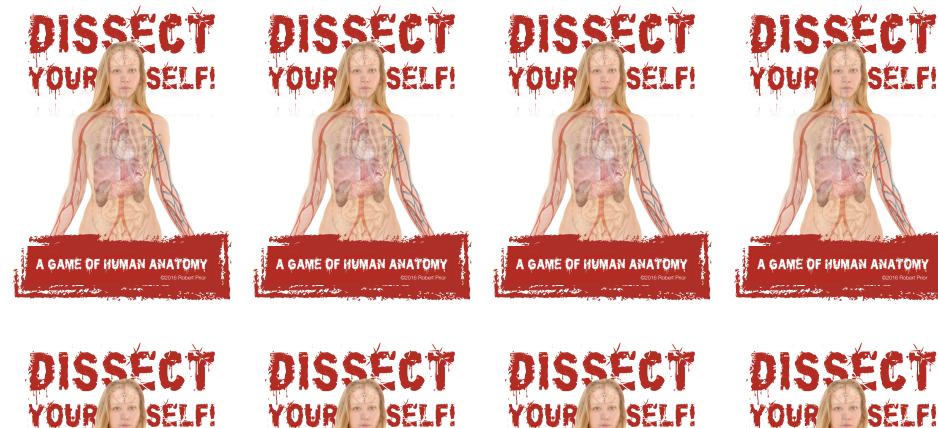


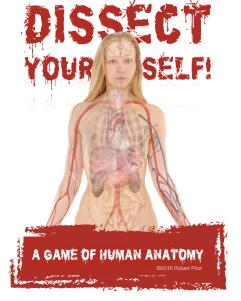
DISSECT YOUR SELF!



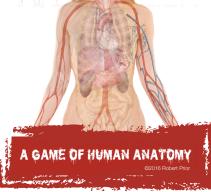
DISSECT YOUR SELF!







YOUR SELF!

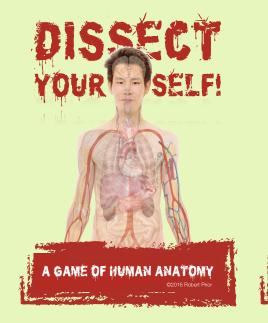


SELF! YOUR

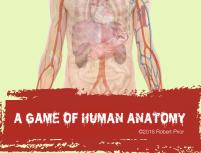
A GAME OF HUMAN ANATOMY



YOUR

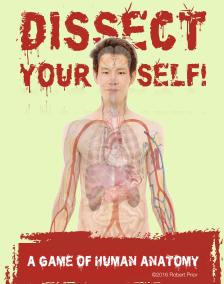




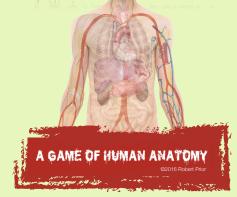








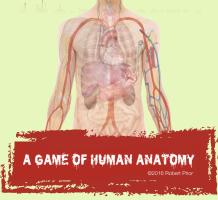




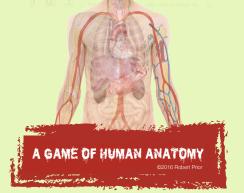
DISSECT YOUR SELF!



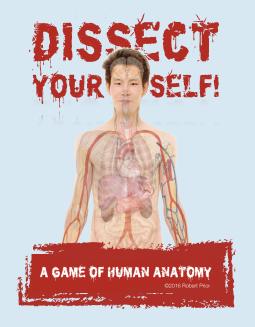
DISSECT YOUR SELF!



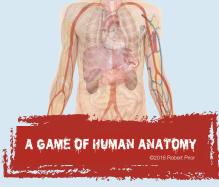
DISSECT YOUR SELF!



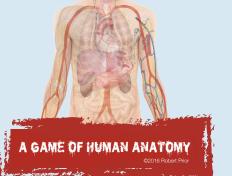


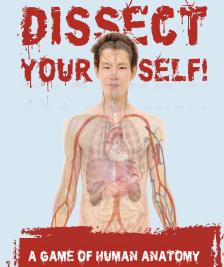




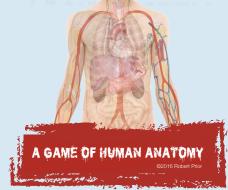




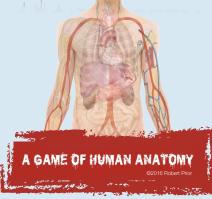




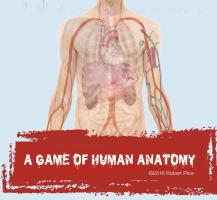




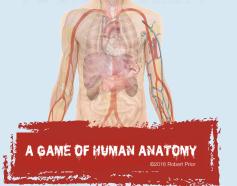
DISSECT OUR SELF!

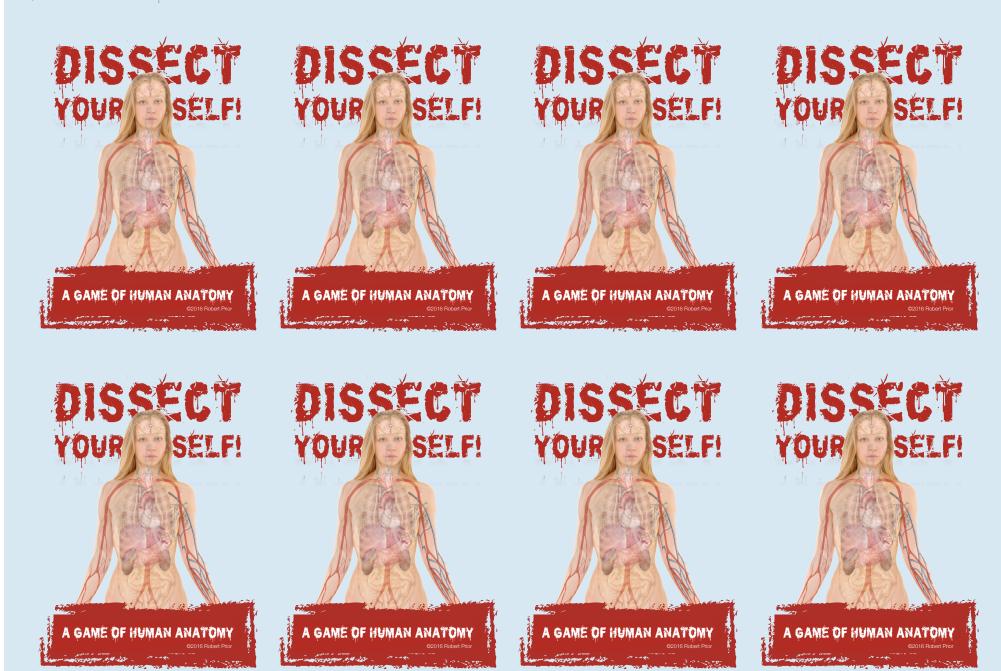


DISSECT YOUR SELF!

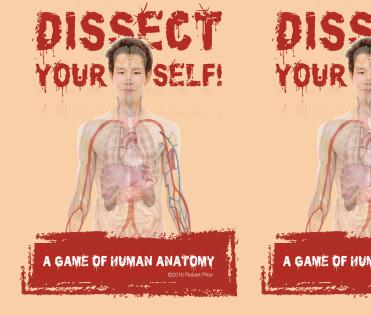


DISSECT YOUR SELF!













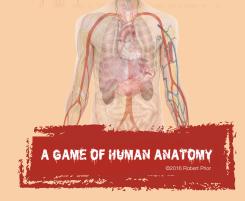








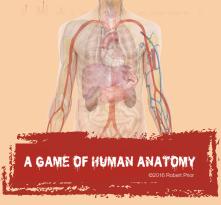




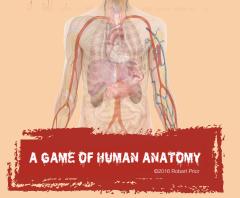
DISSECT YOUR SELF!



DISSECT YOUR SELF!



DISSECT YOUR SELF!

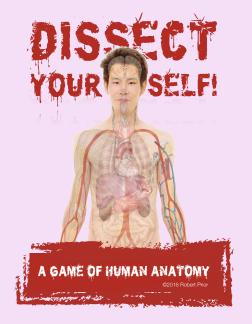




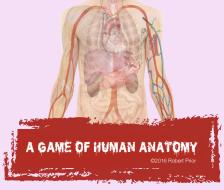




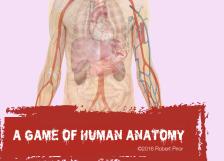








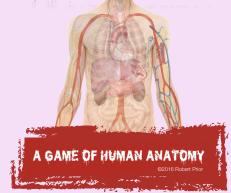




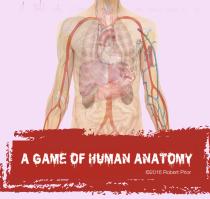


A GAME OF HUMAN ANATOMY C2016 Robert Prior

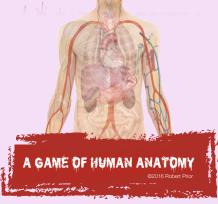




DISSECT YOUR SELF!



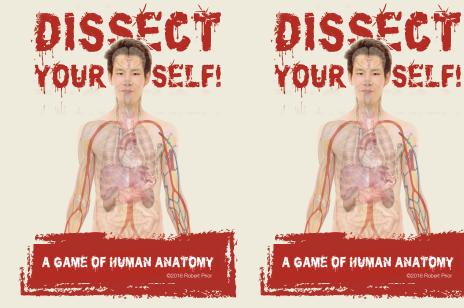
DISSECT YOUR SELF!

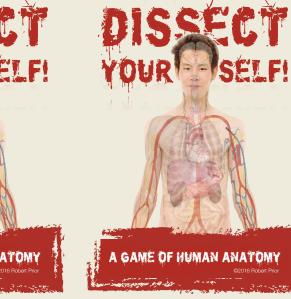


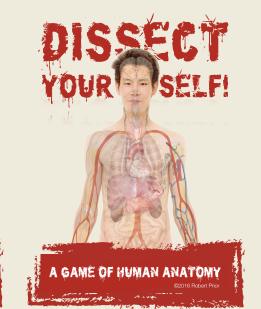
DISSECT YOUR SELF!



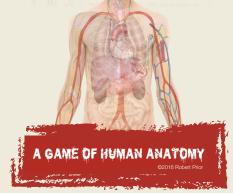




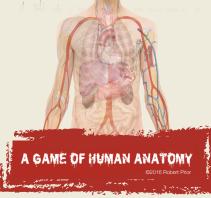




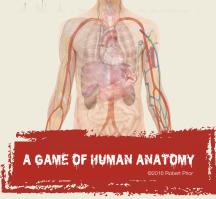




DISSECT YOUR SELF!



DISSECT YOUR SELF!



DISSECT YOUR SELF!

