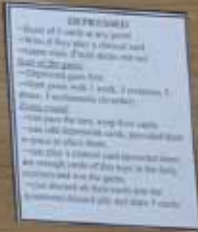


START OF AN **INTERVENTION** GAME, WITH THE DEPRESSED PLAYER HAVING SET UP HER INITIAL ROUTINE: "I GOT AN EMERGENCY PHONE CALL ABOUT SOME WORK STUFF SO I HAD TO DITCH AN EVENT AND STAY HOME, WHERE I DRANK A FEW SHOTS BY MYSELF AND PROCRASTINATED UNTIL LATE, NOT FINISHING MY WORK STUFF."

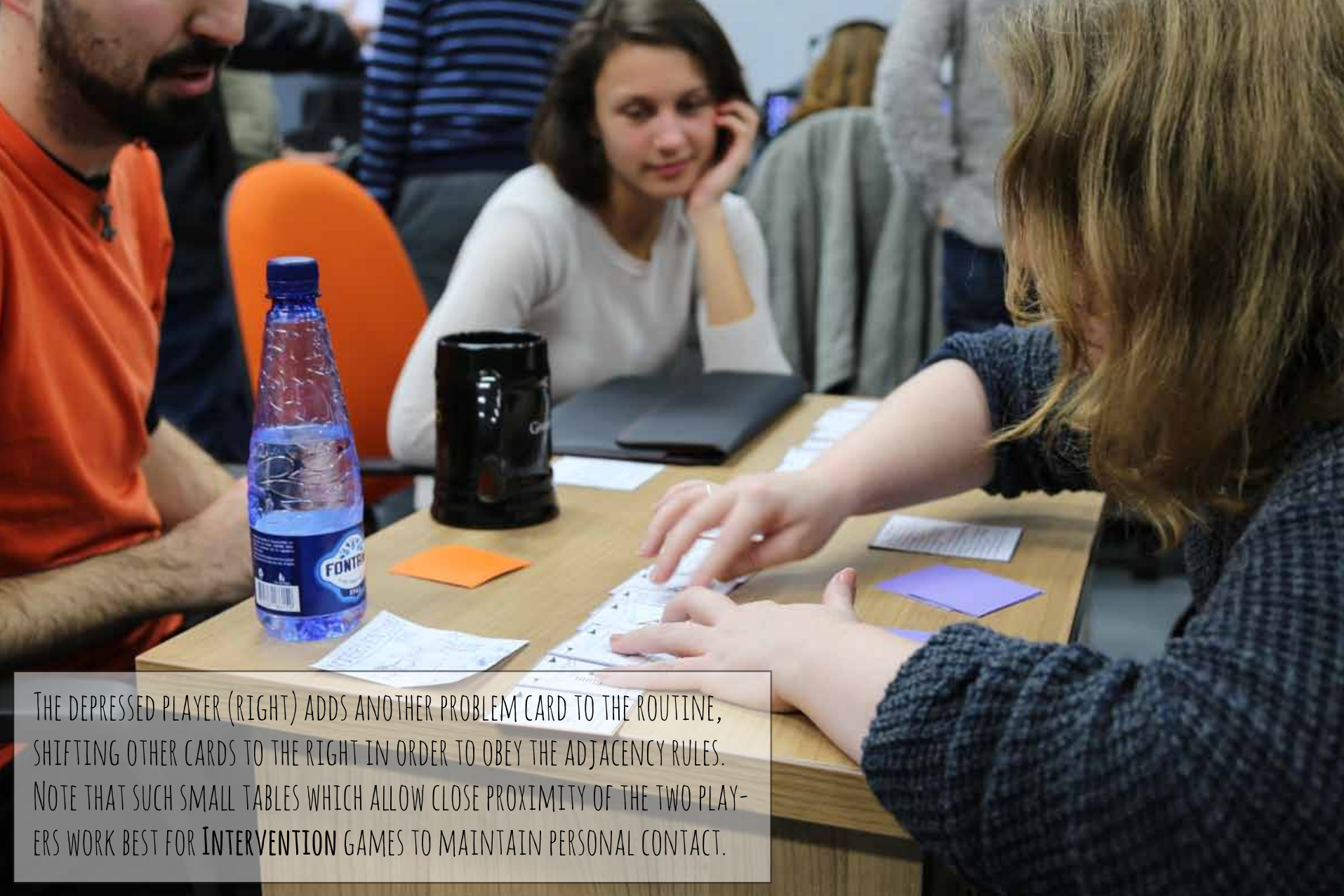


FINAL STATE OF THE GAME, WHERE THE DEPRESSED PLAYER PLAYED A CLINICAL CARD FOR ANGER (HERE WE REPLACED THE THREE ANGER CARDS WITH THE CLINICAL 'VIOLENCE' CARD TO SAVE SPACE). THE CARETAKER "CURED" RESTLESSNESS, WORK AND ISOLATION, BUT THE DEPRESSED PLAYER HAD MANY CARDS FOR ANGER AND ABUSE.





LATE STAGE OF THE GAME, WHERE THE DEPRESSED PLAYER (RIGHT) HAS MANAGED TO CREATE A LONG ROUTINE BUT LACKS THE CLINICAL CARD TO CAPITALIZE ON IT. THE CARETAKER PLAYER (LEFT) IS KEEPING SOME INTERVENTION CARDS TO CANCEL ANY CLINICAL CARDS FROM TAKING EFFECT.



THE DEPRESSED PLAYER (RIGHT) ADDS ANOTHER PROBLEM CARD TO THE ROUTINE, SHIFTING OTHER CARDS TO THE RIGHT IN ORDER TO OBEY THE ADJACENCY RULES. NOTE THAT SUCH SMALL TABLES WHICH ALLOW CLOSE PROXIMITY OF THE TWO PLAYERS WORK BEST FOR **INTERVENTION** GAMES TO MAINTAIN PERSONAL CONTACT.



DUE TO THE INHERENT CHALLENGE OF PLAY-ACTING WHILE STORYTELLING THE CARDS THEY PLAY, PLAYERS OFTEN GIGGLE AND JOKE BETWEEN THEM. HOWEVER, STRONG EMOTIONAL REACTIONS AND CHANGES IN BODY LANGUAGE ARE STILL PREVALENT. HERE THE DEPRESSED PLAYER (RIGHT) IS BEING MOTIVATED BY THE CARETAKER (LEFT): “JUST LET GO OF IT, JUST DRAW THEM [THE PROBLEMS] INTO A NEW WORLD: WHAT WOULD BATMAN DO?”



TOWARDS THE END OF THE GAME, THE DEPRESSED PLAYER (RIGHT) CAN ONLY PLAY ABUSE AND ANGER CARDS, AS ALL OTHER PROBLEM CARDS REQUIRE ADJACENCIES WITH CARDS NO LONGER IN THE ROUTINE. AS BOTH DECKS RUN OUT, HOWEVER, THE GAME ENDS WITH A DRAW, WITH A FEW PROBLEMS REMAINING IN THE ROUTINE.

When narrating the play of a clinical card, the depressed player (left) starts rationalizing why he reached that conclusion (“thoughts of suicide”) while the caregiver player (right) joins in the narration “It’s just TV dinners! Whatever you’re thinking of, don’t do it!”

