

Kayfabizarro!

Georg von Westphalen

MedKayfab: Mnemonic Medicine Mayhem

Doc FrizzleBob's Anti-Rule Book for the Clinical Story Wrestling Game



MedKayfab!

Bizarro-Medicine vs. The Bureaucracy

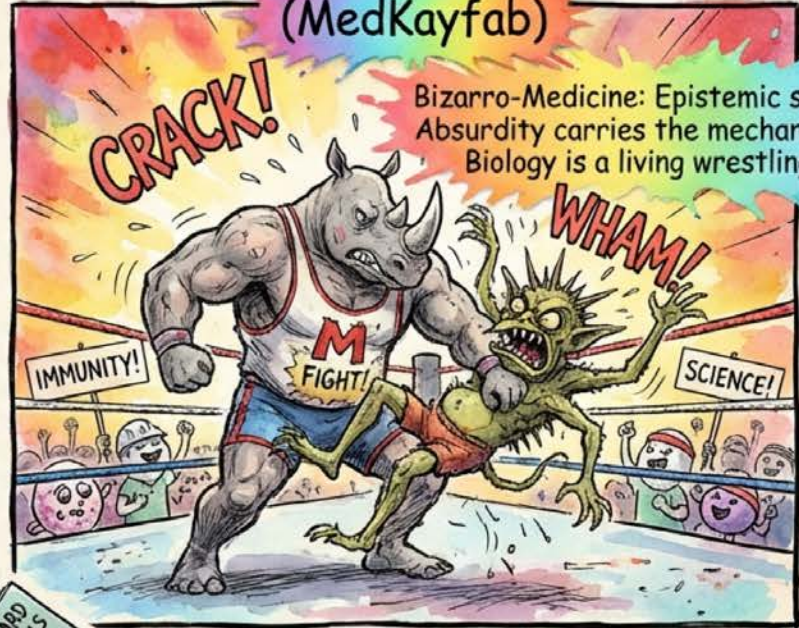
The pathophysiology is real. If you understand the mechanism, you win the match against forgetting.

(The Old Way)



Bureaucracy: Rote memorization, mindless lists, clinical dogma.

(MedKayfab)



Bizarro-Medicine: Epistemic sabotage. Absurdity carries the mechanism home. Biology is a living wrestling match.

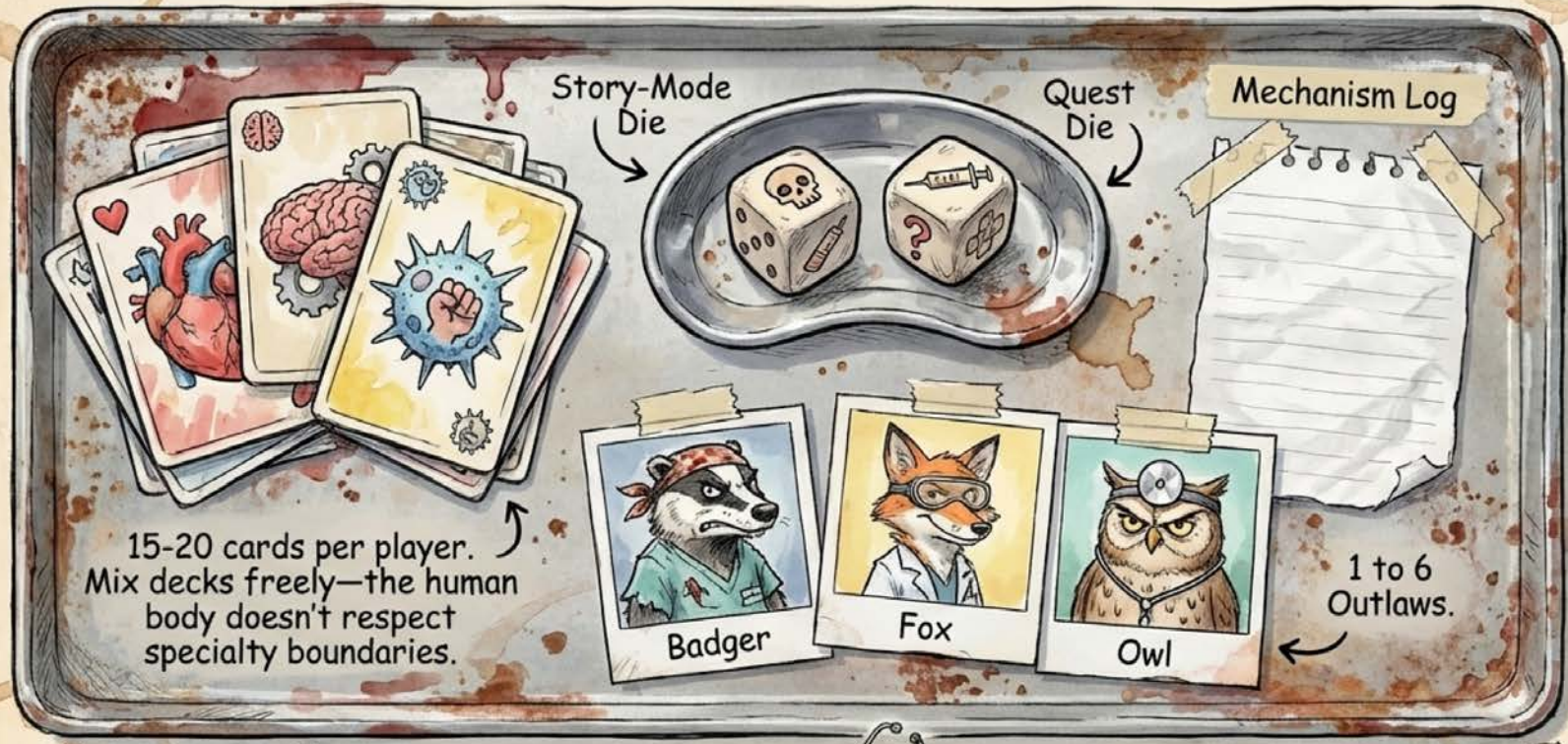
BLÖDSINN!



HUMBUG!

The Outlaw's Armory

No board. No pawns. No 800-page manual. The complexity is in the cards.



15-20 cards per player.
Mix decks freely—the human body doesn't respect specialty boundaries.

Story-Mode Die

Quest Die

Mechanism Log



Badger



Fox



Owl

1 to 6 Outlaws.

Stay fluffy!

2-Minute Quick Start

You will feel slightly ridiculous for the first few minutes. That's fine.

1. Deal



Give 3 cards to each player. Keep secret.

2. Characters



Everyone picks 1 Character card. Run the intro Ritual out loud.

3. Quest Reveal



Starting player draws a Quest card, frames the clinical tension. Quest Die to 1.

4. Go



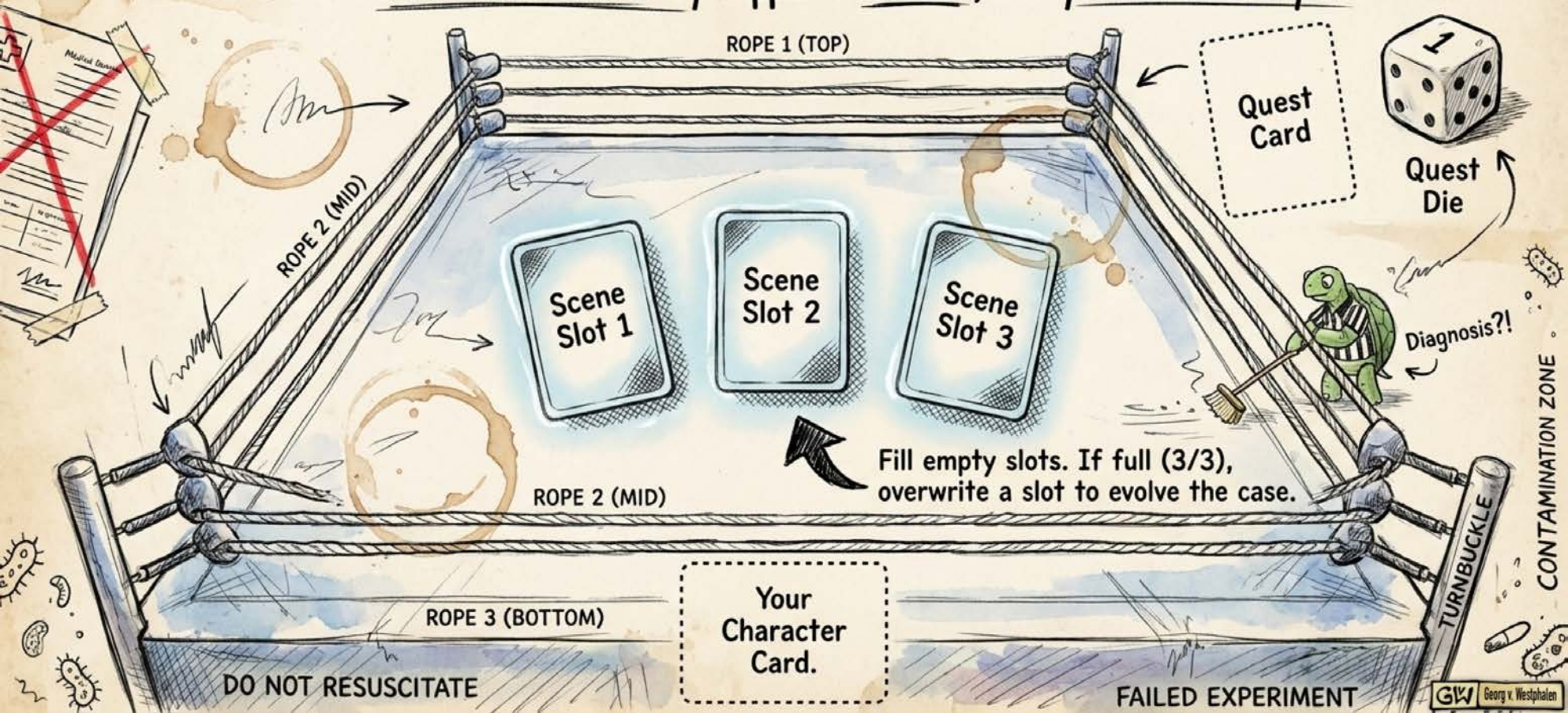
Stage is empty. Starting player tells the first story.

What the FLUFF?!



The Clinical Stage: 3 Slots of Reality

Where the shared clinical reality happens. Yes-and, not yes-but-actually-no.



ROPE 1 (TOP)

Quest Card

Quest Die

Scene Slot 1

Scene Slot 2

Scene Slot 3

Diagnosis?!

ROPE 2 (MID)

Fill empty slots. If full (3/3),
overwrite a slot to evolve the case.

ROPE 3 (BOTTOM)

Your Character Card.

DO NOT RESUSCITATE

FAILED EXPERIMENT

GW Georg v. Westphalen

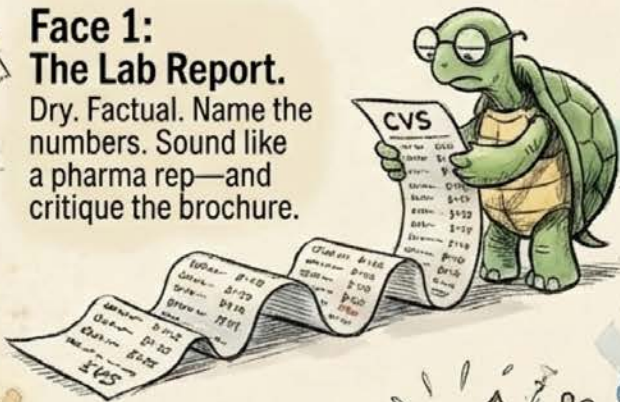
CONTAMINATION ZONE

The Story-Mode Die: Faces 1-3

The Mode is a frame, not a cage. Commit to the roll.

Face 1: The Lab Report.

Dry. Factual. Name the numbers. Sound like a pharma rep—and critique the brochure.



Face 2: Clinical Sabotage.

Something goes wrong. Diagnostic error, drug interaction. How does your card react under pressure?



Face 3: The Mechanism Flash.

ACTIVE RECALL! Explain the mechanism in 1 sentence without looking. Succeed = +1 Quest Die immediately.

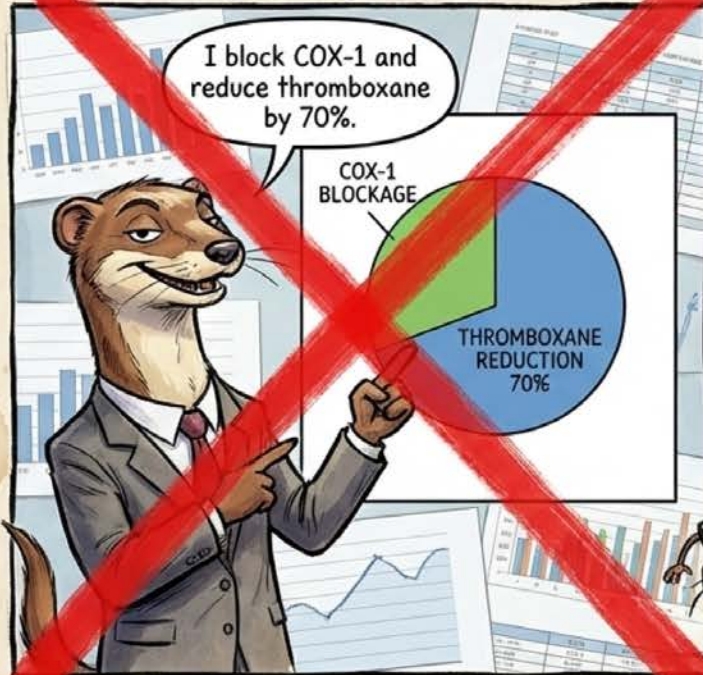


CORPORATE HOSPITAL
URGENT
CONFIDENTIAL

Powers: Perform, Don't Calculate

Nothing on a card is a rule. Everything is an invitation.

NOT THAT (Calculated)



HUMBUG!

Stay fluffy!

DO THIS (Performed)



The Quest Die Arc: Clinical Escalation

The die is yours to conduct. You decide when to push hard or let the pathophysiology breathe.

Die 1-2: Anamnesis

Die 3-4: Workup

Die 5: Crisis Point

Die 6: Grand Finale



Symptoms appear.
Characters introduce themselves.
The picture takes shape.

Investigations ordered.
Pathophysiology escalates.
The unexpected emerges.

The darkest moment.
Differential narrows.
Something must give.

Resolution. Mechanism
Treatment chosen.
Case closes.

Kayfabizarro!

Calls from the Ringside

Social feedback for the clinical arena. Interruptions are part of the game.

BINGO

KayfaBINGO!
That landed.
The mechanism
clicked.
Spontaneous
cheer.



①

BONGO

KayfaBONGO! Power
calculated, not
performed. Force
player to restate as
a story beat.



②

BOGGLE

KayfaBOGGLE!
One concrete clinical
question. Active
player answers in
1-2 sentences.
Play continues.



③

BLÖDSINN!

Blödsinn!
Rule broken
(Out of character,
ignored Mode).
If majority agrees,
Quest Die does
not move.

④



What the
FLUFF?!

The Grand Finale & The Mechanism Log

A messy ending that was earned beats a clean answer imported from the index.



When the Die hits 6, tell the Finale. The case resolves.

Tabula Rasa:
Stage clears,
Quest Die resets to 1.



The magic of Active Recall crystallizes the chaos.



After the Finale, write the core mechanism in ONE sentence on the Log. Read the Log at the end of the night.

Diagnosis?!



whitelist

KayfaBINGO!

SOLO PLAY: FEYNMAN WITH CARDS

Pick a concept. Explain it out loud. Find the gaps. The cards make the gaps visible.

1 DRAW 5. PICK 1 CHARACTER. QUEST DIE TO 1.

2 PLAY ALL PERSPECTIVES. THE STORY-MODE DIE STILL APPLIES.

3 SOLO LORE-FLASH: ROLL A 3? COVER THE CARD, RECITE FROM MEMORY. CHECK, ADJUST, MOVE ON.

4 WRITE 1 SENTENCE IN THE MECHANISM LOG AFTER EVERY STORY.

MEDKAYFAB!



Doc FrizzleBob's Clinical Cheat Sheet

Cut the cards. Scrub in. Start the Mayhem.

Intro Ritual:

Name it,
Claim it,
Power it.

Turn Steps:

Draw, Roll, Play,
Tell, Move.

Story Modes:

1:Lab, 2:Sabotage
3:Flash, 4:Power
5:Teach, 6:Anarchy

Table Culture:

No Shaming.
Tempo Matters.
Overacting Encouraged.
Laughter Breaks Nothing.



Doc FrizzleBob

"Stay fluffy—and always read the primary literature."

What the
FLUFF?!

Diagnosis?!