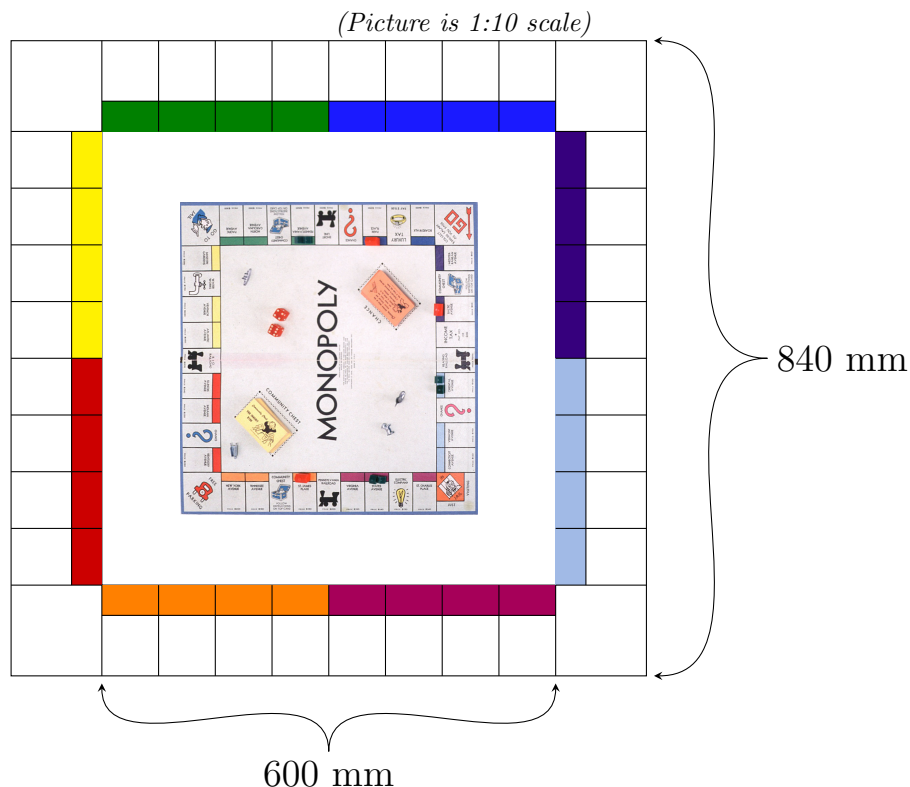


Name _____

Date _____

Grand Drug Addict



⇒ I have put the original monopoly board in the middle for layout reference. However, our game will not be like Monopoly, but more of a “get around the board fastest” type game. Harder drugs and higher rolls will have more and more serious effects, which can speed you up, slow you down, put you in jail, earn you money, or even debilitate you for life (e.g. for the rest of the game, all your rolls are $\frac{1}{2}$ value)

⇒ Each group will take 1 color, which represents 1 drug. The eight drugs will be as follows, listed from *least* to *most* dangerous:

- Cigarettes (purple)
- Alcohol (light blue)
- Marijuana (maroon)
- Cocaine (orange)
- Ecstasy (red)
- LSD (yellow)
- Methamphetamines (green)
- Heroin (blue)

⇒ Each group should come up with their own ideas of what happens when someone lands in your area. For today, please do the following:

- Choose groups, choose which section to represent
- Each group will have 4 spaces to fill. There will be 3 drug spaces, and 1 “Found a friend” space (see below).
- Give each of the 3 drug spaces a unique name related to your drug, e.g. *Take a Tequila Shot*
- Write 12 action cards for your drug, e.g. rolling dice w consequences/lose a turn/lose money/have fun/feel better. There should be positive and negative cards, with realistic outcomes. The actual, physical cards will be made next week.
- “Found a Friend” space: This space is much like “Chance”, as friends can be helpful and also hurtful when considering drug use. Write 4 action cards for this space.

