



wreckED Card Game Directions

Like much of life, wreckED is a random game of chance. wreckED playing cards and wreckED scenario cards are available but are not necessary; you can use a standard deck of playing cards and the scenario list.

The game simulates the scenarios, choices and consequences faced by teens confronting their personal views of substance use and abuse. It feeds off the momentum built by the video presentation and engages the audiences in random, real-world situations to help participants better identify the risk factors and behaviors that lead to substance abuse and addiction. The game allows them to personalize the consequences of their choices.

Object of the game

To generate a discussion among the players on alcohol/drug issues and consequences

Elements of the game

- Players
 - 5 to 10 per group (optimal number is 7 people)
- wreckED playing cards - the deck includes the following:
 - 24 "Checked" cards
 - 24 "Wrecked" cards
 - 6 "Check Your Friend" cards
 - 10 Scenario cards (you can also refer to the list of scenarios)
- If you do not have the wreckED playing cards, a standard deck of cards will work. Below is the breakdown of how to use the Checked, Wrecked, and Check Your Friend cards. You will also need the list of scenarios to read from in this situation.
 - 24 "Checked" cards (hearts and diamonds)
 - 24 "Wrecked" cards: (clubs and spades)
 - 6 "Check your friend" cards (two-eyed jacks and 2 jokers)
 - 10 Scenario cards (use the scenario list)

Set-up

- Players break into groups and sit in a circle.
- The cards are scattered on the table face down.
- Each player creates a "Cherish" card:
 - To create a "Cherish" card each player writes down one thing he or she cherishes -- something they could lose as a negative consequence of getting in trouble with drugs or alcohol.
 - Examples: a friend, a relationship, respect from a teacher, playing on a sports team, a scholarship.
- "Cherish" Cards remain face down in front of the players.

Game Play

- The game is played in several rounds

- In each round
 1. Each player in the group draws a card at random.
 2. The facilitator or designated leader then chooses a scenario card and reads it to the group and picks someone to go first.
 3. Each player verbally completes the scenario (finishes the story) based on the type of card drawn. These are the three possibilities:
 - a. **Checked-** positive result and outcomes.
 - These cards are taken out of play once used.
 - b. **Wrecked-** negative result and consequences.
 - These cards are taken out of play once used.
 - c. **Check Your Friend-** a safe card- you must give this card to another player to nullify a wrecked card and explain how she/he would help a friend in need.
 - Check your Friend cards are taken out of play once used.
 4. The game can last from 3-6 rounds, time permitting.
 5. Once any player draws his or her 3rd wrecked card they are out of the game and must read their "Cherish" card aloud to the group.



Game Scenarios

(Top 10 followed by others)

1. It's a school night and your parents have gone out and left you and your older brother home alone. Your brother has some friends over and they are hanging out in his room. You go into his room and they are smoking pot, and he asks you if you want to smoke with them. What do you do?
2. You do not do drugs, but it is well known that one of your best friends smokes pot from time to time. Your friend has even been caught with pot before. Your friend asks if they can stash their pot in your locker at school because nobody would ever check your things. What do you do?
3. You're a star on your school basketball team and you twisted your knee during the last game. You haven't told the coach yet, in hopes that you will play in the upcoming tournament. Your teammate offers you a painkiller they were prescribed for an injury earlier in the season. What do you do?
4. A friend invites you to visit at college. The two of you have a few drinks in the dorm room before heading to a house party off campus. You arrive there and immediately lose track of your friend. You join a group of students who seem to be the "life of the party" and they offer you ecstasy. What do you do?
5. Your friend picks you and a few other people up to head to a house party across town. Once there, you have a few mixed drinks and head upstairs to make a phone call. When you come back you see that all the people you came with are snorting cocaine in the kitchen. You just assumed that your friend would be the designated driver. What do you do?
6. You and a friend scored some pretty believable fake ID's. You decide to head toward the college bars to test them out. To your surprise they work and you spend the whole night drinking and flirting with a good-looking stranger. They invite you back to their place. What do you do?
7. You got into some trouble a few months ago and now you are on probation. You are at a party and someone offers you a beer. You know that you are with someone who is the designated driver. What do you do?
8. You are cramming for finals and you have to do well to avoid academic probation. A friend told you about a pill he was able to get from someone which helps him stay really focused and study for a longer period of time. Even though you know they aren't his pills to begin with he offers you a couple. What do you do?
9. You and one of your soccer teammates are getting ready for a game. You see the star forward on the team pop a couple of pills. You ask what they are for and are told they make you run faster. They offer you a couple. What do you do?

10. Your parents aren't big drinkers but you do have alcohol in the house. They are away one evening and you decide to mix yourself a drink. It tastes pretty good, so you have another. Before you know it, the bottle is almost empty and you know your parents will notice. What do you do?
11. You are a senior in High School and you have received a scholarship for college in the fall. It's graduation weekend and your friends come to pick you up to celebrate. There are alcohol and drugs in the car. What do you do?
12. You are invited over to a friend's house where you know your crush is going to be. While you all are hanging out, one of your friends pulls out some pills. Your crush pops one and hands you the bottle. What do you do?
13. Your best friend just started dating this new girl. You know this girl is into drugs and alcohol and have even seen her passed out at parties before. You notice your friend starting to drink more frequently and there is a definite distance in your friendship. What do you do?
14. It's the weekend and Sally's parents are out of town - guaranteed - and she's having a party. Then you get there everyone is dancing and playing drinking games. As the night continues, one of the partygoers offers everyone ecstasy to keep the party going. What do you do?
15. It's the dying days of summer and school starts in a week. You've gotten permission from your parents to take their car go to a concert in the city with a friend. You arrive at the venue and find a parking spot a few blocks away. Your friend grabs some weed out of a bag, rolls a blunt, and says how much fun the concert is going to be, sparks up and passes it to you. What do you do?
16. It's finally Friday, and some friends have invited you to a bonfire. You tell your parents you need a ride to your friend's house to study. After they drop you off, your friend's brother picks you two up and you all head to the bonfire. He is drinking a beer when you get in the car. Your friend grabs one and cracks it open, then offers one to you. What do you do?
17. It's a boring Saturday night until some kids you know call to invite you to see a movie. The last time you went out with them you all smoked pot and had a good time. There is nothing else going on tonight. What do you do?
18. You're at your local skate park trying to pull a switch Five-O down the hubba ledge. You finally make it and the resident park ripper that you hope to be as good as someday clacks his board on the deck and gives you the knuckles. A while later he asks you if you want to smoke a joint with him. What do you do?
19. You enter the locker room at school to change before track tryouts. Several seniors are smoking cigarettes and hitting a bottle of vodka next to the open window. You see the captain of the track team in the group and he calls you over. What do you do?