

Dope Fiend

The game of dealing and doing



**MIND
ALTERING
GAMES**

©2012 everyone will be
busted and thrown to jail

Warning!

The descriptions and illustrations in this game deal with drugs, sex, drug abuse, violence and other cool subjects.

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Contents

The Dope fiend game contains altogether 150 cards: 75 **Dope cards**, 52 **Culture cards** ja 23 **Dealers**. The package also contains the manual in English (this) and maybe in Finnish, a resealable bag for the cards and possibly some propaganda from our supporters.

The game is in English except for the Finnish manual.

Number of players

Recommended number of players is 3-5 persons.

Preparations





Each player needs a character sheet to keep score of their features. The example character sheet can be seen on the right and you can print it out for yourself online at www.bilekuosi.fi. The players also need a pen. Errata: if a card says "toss a coin" - the card user chooses whether it's heads or tails.

First every player writes the following features on their character sheet: **Mood** 0, **Sanity** 10, **Heart** 10 and **Consciousness (t)** 10.

Next, place the different types of decks (**Dope**, **Dealer**, **Culture**) on the table. Make sure there is room beside each deck for the so-called trash deck, where the cards that are removed from the table are put to. For example, when you exchange dope with a dealer that is on the table, the dope you give goes to the dope trash deck. The cards on the trash deck are always placed picture side down.

As the game progresses, the character sheet may look like this:

Nimi: *PIRI - PERTTU*

| |  |  |  |  |
|------------|---|---|---|---|
| | 0 | 10 | 10 | 10 |
| <i>POT</i> | <i>2</i> | <i>9</i> | <i>10</i> | <i>9</i> |
| <i>COC</i> | <i>6</i> | <i>8</i> | <i>7</i> □ | <i>11</i> |
| <i>SED</i> | <i>7</i> | <i>10</i> | <i>7</i> □ | <i>10</i> △ |
| <i>COL</i> | <i>11</i> | <i>9</i> | <i>2</i> □ | <i>12</i> |

Getting started

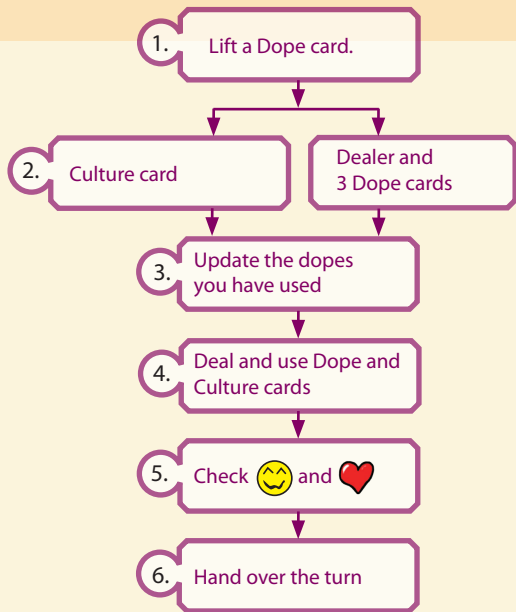
Each player starts by lifting two cards from both dope and culture decks and in addition one card from the dealer deck. Your character in this game is the character on your dealer card. If you happened to lift a **Random encounter** card, lift a new card and shuffle the old card back into the dealer deck.

The youngest player starts the game.

The steps in a turn

The actions of a player during one turn have been divided into six steps, of which the first five steps happen during the turn. Check the picture of the steps of a turn on the next page. During each of the five steps, the actions of the player can be stopped with **Instant** culture cards. There is more information about the Culture cards on page 20. The sixth step is counting the changes in the player's points, and therefore the next player can already start their turn.

1. Pick a Dope card in your hand and do not show it to others.
2. Then pick a Culture card in your hand or alternatively lift a dealer on the table. If you placed a dealer on the table, lift three Dope cards and place them next to the dealer on the table.
3. Update the situation of the dopes you have used earlier, as mentioned on page 8 (Using dope).
4. Deal (see Dealing on page 17) and use Dope and Culture cards.
5. Check if you are about to die or win the game during the turn.
6. Unless you are winning or dying, give the turn to the next player. Lastly, mark the changes of your points on your character sheet according to the dopes that have become In effect during the turn.



Using Dope

You win the game when the following terms are met:

- Somebody's turn is ending.
- You have the required Mood points.
- You are not incapacitated.

Note: It does not have to be your turn to win the game.

Required mood points:

2–3 players: 25 mood points
4+ players: 20 mood points

Kuosikortit



1. Type of dope
2. Sign that the dope is illegal
3. Usage of dope
4. Name (and class) of dope
5. Effect on Mood
6. Effect on Sanity
7. Effect on Heart
8. Effect on Consciousness
9. Price
10. Symbols of Mixed use
11. A description of the dope and its effects when it is In effect

Ways to use dope



orally: into the stomach ie. Hidden



nasally: into the bloodstream ie. Revealed



smoking:: into the head ie. In effect



shooting: like smoking



other ways: like smoking

Note: You need **Artillery** to shoot dope. Artillery is a Culture card, with which you can inject dope on yourself and on incapacitated players.

Dope types

Pills are very lowbrow drugs, that end up on the streets from the pharmacies. They affect faster, if you snort them.

Psychedelics are a one-way ticket: once you pop, you can't stop! Psychedelics are In effect until you use something that ends the trip.

Uppers keep you awake, concentrated and in a good mood.

Other drugs are different kinds of substances that don't really fit into the categories above.

Non-drug stuff are not considered drugs. However, they can have other effects on you.

Kuosikortit

Using Dope

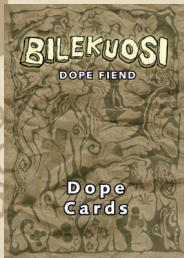
When you drink or eat dope, place the Dope card in front of you picture side down. The dope is now **Hidden** - ie. in your belly.

In the beginning of your next turn, turn the Dope card picture side up. The Dope is now **Revealed** - ie. in your bloodstream.

During your next turn tilt your Dope card on its side. That's when the is **In effect** - ie. starts to kick in. At this point its effects are marked on the character sheet.

When the dope is eaten or drank, it goes into the stomach. Nasally the dope goes into the bloodstream. Dopes that have been smoked, injected and used in other ways have an immediate effect.

! Huomio: Using dope nasally takes so much time, that it can only be done once during each turn.



(HIDDEN)









(REVEALED)






(IN EFFECT)


Health's effects in the game

A change in health: Any effect on attributes   .

If any of your attributes (  ) sinks to zero or below, you are **Incapacitated** or, worst case, dead. The table below shows how your health affects your possibilities to act during your turn.

| |  ≤ 0 Sanity |  ≤ 0 Consciousness |  ≤ 0 Heart |
|---------------------|--|---|---|
| Lifting a card | only Dope cards | X | Death & Game Over |
| Dealing | only to players | X | |
| Using Dope cards | normally | X | |
| Using Culture cards | only to self | only to self | |
| Winning | X | X | |

X = You can't do this

If your Brain's value is zero (0) or below, it gains +1  at the beginning of each turn, until its value is at least 1.



You don't gain Sanity, but you can try to boost it with Dope cards.

If the heart's value is zero or below, you are dead. You can still be saved during the same turn by an Ambulance or a Blood transfusion.

Kuosikortit

Optional rule: Mixed Use





Using cards marked with a **red triangle** tai **blue square** is especially dangerous, for they have joined effects when mixed. The red triangle can add the damage to your brain () and the blue square can add the damage to your heart ()

Dope cards marked with mixed use symbols work like any other Dope cards when they are being used on their own. The triangles and squares do not have an effect on each other, thus only dopes marked with the same symbol have a joined effect.

The effects of mixed use are counted when a new dope marked with a mixed use symbol comes **in effect**. The damages caused by the mixed use of continuously effecting psychedelics (for example PCP) are counted on your every turn.

Counting the damages of mixed use

: The number of triangles in effect before the Dope in question
= additional damage to the Brain.

: number of squares before a new dope
= added damage to the heart



Note: In this game, the mixed use is simulated in a way that the damages are counted also when two same drugs with mixed use effects are used. Thus you don't have to use two or more different drugs to suffer from mixed use.

Example: The rapper Big C has taken Sedatives and Cocaine which both have a blue square – they have joined effects with other dopes marked with a blue square. Big C snorts some more coke up his nose. The Cocaine card has a blue square and three points damage to the heart. At the beginning of the next turn, when the Cocaine kicks in, Big C's heart gets two extra damage points because of the previously used Cocaine and Sedatives. He also gets the Cocaine's normal damage points to his heart. Big C gets a pressing pain to the chest, altogether worth five points. Find an illustration of the situation below.



Mr. Big C



Already effecting Sedatives and Cocaine



More coke up the nose

$$-3 \text{ ❤️} - 2 \times \text{🟩} = -5 \text{ ❤️}$$

Kuosikortit

Smoking ring

When the player uses smoked dope, he can invite other players to the **Smoking ring**. First the player announces the smoked dopes, after which he can let the other players add their own smoked dopes to the ring. When the cards are on the table, the other players will decide whether or not they are in. The beginner of the ring decides, which dopes are allowed in the ring.

The smoked dopes affect all the smokers in the ring. The dope cards that were used in the ring are left **in effect** on the Smoking ring's beginner's table. This is good to remember regarding mixed use.

Tip: The player who starts the Smoking ring can also demand other than smoked dope as compensation for letting the other players in the ring.

Examples: how dopes work

Tip: You don't want to keep too many dopes in your hand, because the other players may rat you out to the police.

Tip: Keep screw-rap handy in your nearest music player for Codeine.

Anti-Psychotics: When **Revealed** Anti-Psychotics stop the continuous effects of Psychedelics. In future rounds said Psychedelics are no longer In effect. For clarity, you may place the stopped dopes under the Anti-Psychotics. Anti-Psychotics also stop the effects of **Haunting** and **Heat** when **Revealed**. Then place these Culture cards in the trash deck. In addition, after this you are immune to Heat and Haunting.

Butane: You can use Butane to manufacture hash out of any amount

of **Pot**. Each hash works like the original Pot card, but you gain an extra +1 😊. Use the hash immediately.

Energy drink: If you already have two Energy drinks or an Energy drink and a **Coffee**, saat diilerikortin nostaesasi nostaa yhden ylimääräisen diilerin.

Coffee: If you already have two Coffees or an **Energy Drink** and a Coffee **In effect** you may lift an extra dealer card when you are lifting a Dealer.



Kuosikortit

Kloroformi (Chloroform): During your turn, you can use Chloroform on any other player or to remove a dealer from the table. Anyone can use **Looting** on the removed dealer. Chloroform can be used like **Butane** to manufacture hash. Each hash works like the original Pot card, but you gain extra +2 😊.

Note: You can order the Chloroform to be used on any other player character. The target player will be unconscious for one turn and only wakes up at the beginning of their next turn. The same rules apply to an unconscious player as if the player was at zero 🧠. (see page 9, table on health).


MAO-Inhibitor (MAOI): As such the MAO-inhibitor does not have an effect, but certain dopes work differently after you have used MAOIs. The joined effect with MAO-inhibitors has been mentioned separately in each dope card.

PCP: PCP might be the nastiest dope in the game. The mixed use effect hits you again during your every turn, and if you are not careful, you might be unconscious very soon. Additionally, at the beginning of your every turn you must toss a coin to decide, whether or not you are allowed to play your turn in the first place.

Note: The continuous effects of PCP can be quickly stopped with **Anti-Psychotics**. You must still count the (▲) from the PCP in case of possible mixed use later.



Rapenol: Rapenol stops the **Heat** and exposes you to **Daterape**.


 **Huomio:** You may poison someone with Rapenol without the **Poisoning** card.

Rauhoittavat (Sedatives): When the Sedatives come In effect, they stop the effects of the **Haunting** and the **Heat**. Then place these cards into the trash deck. In addition, sedatives also make you immune to Heat and Haunting.

Salvia: After using Sage, you spend your next turn somewhere out there. During this time the other players can't affect you and you can't affect them. You can't lift cards. You can use Culture cards on yourself, or use the dopes that are already in your hand, or win the game, while Sage is In effect.

Sports drink: While the Sports drink is In effect, you can remove all damaging health changes caused by any of the Dopes that have come In effect after the Sports drink. Then remove Sports drink from the table. The negative effects of Psychedelics can be removed for one turn.

Green tea: While green tea is In effect, you may remove any dope you have used, except a Psychedelic, from the table indefinitely. Thus you have one less mixed use symbol to worry about in the future.

Note: Green tea does not remove the earlier effects of the dope that  is put to the trash deck.

Hahmokortit

There are seven different **character cards**, in the Dope fiend deck and they can be used for two purposes: as a player's character and as a dealer that someone has placed on the table. The character has four features, which have a meaning in the game: **Ability** ja **Goal**, which are essential only to the player's character and **Favors** ja **Dislikes**, which only affect the game when the card is on the table as a dealer. Thus Favors and Dislikes don't affect the character in any way.

Affect the player's character


Ability: Each character has a different ability that you can use while playing the character.

Goal: When you reach your character's goal, you get a substantial Mood bonus. Reaching the goal is not required for winning the game.

Affect the dealers on the table

Favors: Dopes/dope types that the dealer favors. He is willing to pay more for these dopes and sells them at a higher price.


Dislikes: Dopes/dope types that the dealer won't buy but will sell.

 **Note:** The players don't have money. They do business according to the amount of coins (1) marked on the cards.


Dealing





You can deal, ie. exchange Dope cards, with other players or with the dealers on the table. During your turn you can deal with anyone and outside your turn you can deal with the player, whose turn it is.

Rules of dealing

- If the dope is one of the dealer's **Favors**, it is +1  more valuable when buying and selling.
- If the dealer **Dislikes** the dope, he won't buy it.
- When the dealer on the table is out of dope, the dealer is removed and put to the character card trash deck.
- The deals between players are binding, if they are executed during the same turn.

Tip: Observe what different dealers like and start making a living as a dealer!

 **Note:** Dealing amongst the players is done according to the rules that the players have agreed upon.

Example: Big C is in possession of Pot worth two . In Sam meets two dealers, Hobo and Hippie. Sam's Pot is worth three  to the Hippie, because the Hippie favors Pot. In exchange the Hippie gives Sam three Beers each worth one . Sam gives the Beers to the Hobo, who favors alcohol and in exchange, Sam receives Dopes worth six .

Example 2: Speedy Sam has been using too much Psychedelics and will be referred to an asylum, unless he quickly gets some Anti-Psychotics. Sam has loads of dope and has no use for them, if he goes loony. Mr. E is the only one, who has the Anti-Psychotics that Sam so desperately needs. Mr. E extorts all of Sam's dope and the Artillery Sam owns in exchange for the Anti-Psychotics.

Hahmokortit

Playing characters



Junkie: The Junkie tolerates so much that he needs to get his hands on everything and it still won't have any effect on him - with a toll on his mood.

Ability: You can use 2x 😊 for every health damage point you want to block. To use the ability, you must have at least 2 😊.

Tip: Because of his ability, the Junkie is practically immortal.



Dealer: The Dealer has contacts to the Mob in a catholic country and if the price is right, everything will be split evenly according to Christian ethics.

Ability: When another player uses a dope, you can transfer it to the player with the least Mood points by sacrificing your dope for 3x 1. Place the cards in the trash deck.

Tip: To stop a player from winning, the other players can form an alliance with the Dealer and donate their extra dopes to him. With his ability, the Dealer can prevent the winning player from using dope.



All-Star (punk): The All-Star recognizes dopes by the flavor and he has never been particularly picky. Ability: When lifting a Dope card, you can take it from the trash deck instead of the Dope card deck, if you wish.

Tip: Keep your eye on the Dope trash deck: you can always recycle the card on top.



Strait (teetotaller): At festivals the Strait doesn't spend much time dealing dope, as he's busy bullying and moralizing the dope fiends. Despite moralizing, the Strait uses dope like the others. Ability: Instead of a Dope card, the Strait can lift a Culture card at the beginning of his turn.

Tip: A prescription for amphetamine and some speed are spot on for the Strait's game.



Hobo: The compassion is overwhelming, when this beach lion's beer tank spills.

Ability: When you Vomit, you can order someone else to Vomit as well.

Tip: The game's most common and cheapest dope helps the Hobo to reach his Goal.



Hippie: When you need to recycle old Dopes - the Hippie is there for you.

Ability: You can throw two Dope cards into the trash deck, shuffle it and lift the topmost card into your hand.

Tip: Happiness spreads, especially with the Hippie. The easiest way to share dope is to set up a Smoking ring.



Jailbait: The Jailbaits want to get fuzzy and have sex, of which they can't remember anything. The Dealers find the noisy Jailbaits easily.

Ability: When you lift a Dealer card, you can lift an extra Dealer onto the table.

Tip: When the Jailbaits are high on caffeine, they are even louder than normally.

Kulttuurikortit

You can use Culture cards to prank other players, to make your own game easier and to influence the overall flow of the game. You can use Culture cards during your own turn on yourself or on the other players. In addition to the regular Culture cards, there are also the following types:

Item Use items by playing them on the table, picture side up, next to the dopes you are using. Items with prices on them can be used as currency with the dealers. Items can be exchanged with other players according to the rules you have agreed upon.

Instant You can use the card whenever, even when it is someone else's turn. The card you use is always targeted into the current step of the turn – you cannot influence the past steps. If more than one players play the instant, the first card to hit the table wins. Check the steps of the turn on pages 4-5.

Ability Gives the character a new ability, which is in effect for the time being.

Culture card features

Dumpster Diving: Shuffle the Dope trash deck, lift the topmost card and use it or give it to someone else to be used immediately. The Hippy and Junkie can optionally keep the card in their hand.

Tip: At the beginning of the game there are fewer cards in the Dope trash deck.

Camera: By using the Camera you can take snapshots of your buddy's darkest hour and later use them to blackmail him in any way you want. The target can throw the Camera in the trash after meeting their end of the deal.

Pot Recycling: With this card you can re-use the dope that has been smoked alone or in a Smoking ring. The re-used dope works like the original dope, but you get -1 🧠 more and -1 😊 less. You can also recycle the dope that has been smoked with the **Bong**.

The Heat: Causes the target -4 😊. When you manage to remove the Heat from the table, you get +4 😊. Notice that your Mood can't drop below 0.

Tip: You can use the Heat on yourself.

Guard: The target player or Smoking ring has to hand over all illegal dope to the Guard, who then confiscates it. The player who played the Guard card can however bribe the Guard by throwing any three cards in their hand into the trash deck. After this the player who bribed the Guard gets the confiscated goods. You can also remove all dealers from the table by using the Guard. For game purposes, a guard is considered a **Cop**.

Mob Contact: The Mob contact has two uses:

1. Lift four Culture cards, pick one and shuffle the rest back into the deck, or
2. Intervene the use of any card so that the intervened card goes to the trash deck before it comes in effect.

Tip: Save for your most desperate moment.

Crackwhore: Crackwhore puts out for **Uppers**. You get +2 😊. from having sex with the Crackwhore. In the game, you are having sex until your next turn. However, this doesn't cause you to lose a turn, so you can act normally in the game.

Tip: You can pimp the Crackwhore for dope, if you have used Cocaine.

Alternative rules

Here are some alternative rules for you to try out. More alternative rules and errata found at www.dopefiend.fi

Prison rules

The first to die wins.

Quick rules

Ignore the special features of the Dope cards, if you want to. The Mixed use rules don't apply.

