



### *Interactive 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:
  - 13 "Checked" cards
  - 37 "Wrecked" cards
  - 2 "Intervention" cards
  - 2 "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, Intervention, and Check Your Friend cards. You will also need the list of scenarios to read from in this situation.
  - 13 "Checked" cards (hearts)
  - 37 "Wrecked" cards: (diamonds, clubs and spades)
  - 2 "Intervention" cards: (jokers)
  - 2 "Check your friend cards" (two-eyed jacks)
  - 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 four possibilities: drawn.
    - a. **Checked-** positive result.
      - These cards are taken out of play once used.
    - b. **Wrecked-** negative result.
      - These cards are taken out of play once used.
    - c. **Intervention-** a safe card- player doesn't complete the story- nullifies the next wrecked card.
      - Intervention cards are taken out of play once used.
    - d. **Check Your Friend-** 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 3<sup>rd</sup> wrecked card they are out of the game and must read their "Cherish" card aloud to the group.

THE FACILTATOR or GROUP LEADER ENCOURAGES AND MODERATES DISCUSSION  
GENERATED BY SCENARIO ENDINGS

### *Helpful Tips for Playing the Game*

- Make sure you are familiar with the game before your first presentation (the rules, scenario questions, etc.) It is helpful to play the game ahead of time with people to get a feel for the format, flow, and anticipated responses.
- Always make sure there is discussion going on between all the players.
- Make sure everyone who wants to speak gets a chance.
- If you have extra time and everyone is willing to participate, have the players create new scenarios and discuss them among the group as if these are part of the game. Complete the scenarios in the same format as the players completed the scenarios during the game (positive result or negative result with consequences). This offers more conversation and allows the players to create other situations that they have either experienced themselves, situations that someone else has experienced or the scenario is made up.