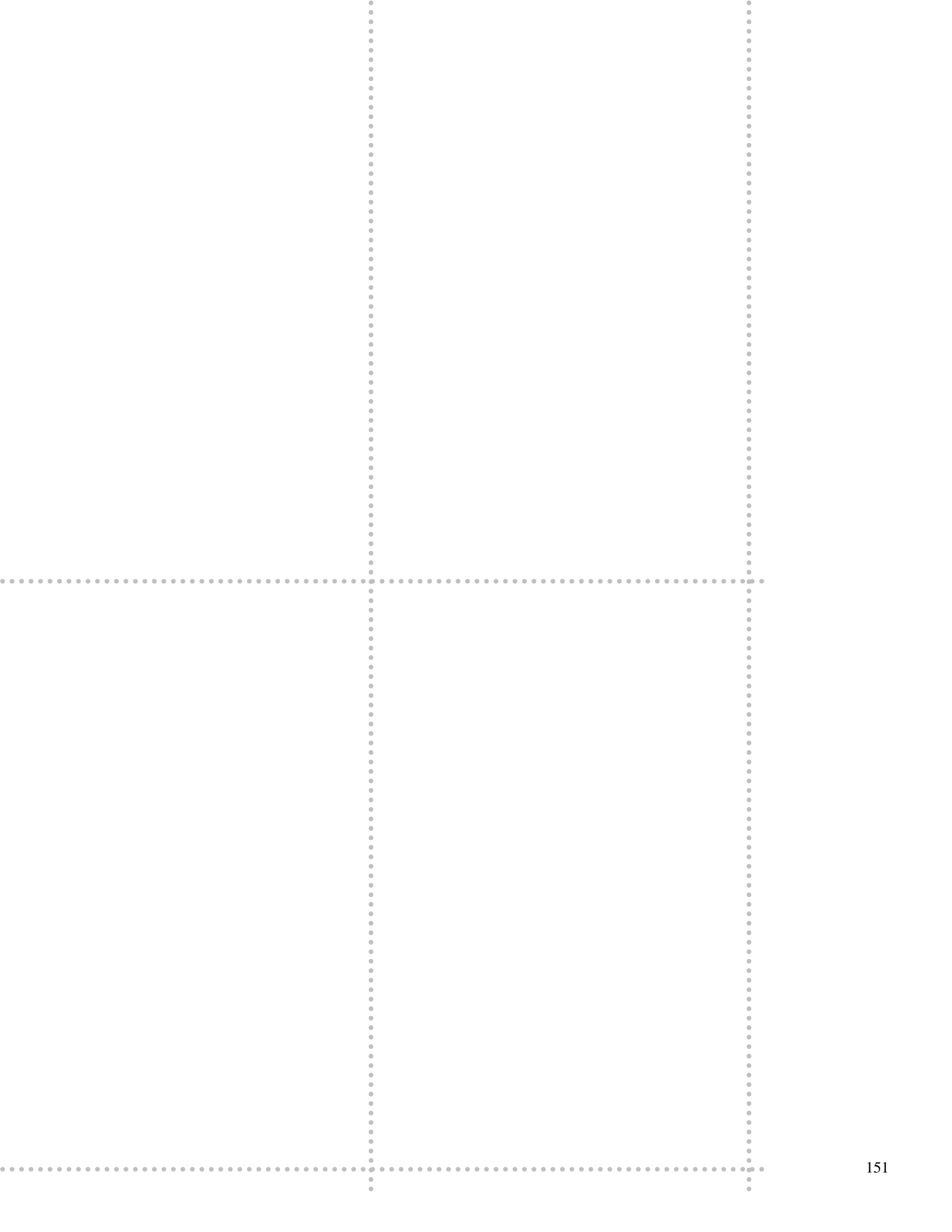


BLANK CARDS



The blank cards can be used to personalize the game by creating our own consequence cards. Answer the following questions to create a card and type or write them onto copies of the blank cards on the next page. Be creative and have fun.

<p>My family kicks me out of the house because I was stealing money from them to pay for drugs. I think they are being unreasonable, because I really needed the drugs.</p>	What happened?
<p><u>Lose 5 family points.</u></p>	What are the effects in the game?
<p><u>QUOTE</u></p>	Fact, Quote or Proverb?
<p><i>He reminds me of the man who murdered both his parents and then...pleaded for mercy on the grounds that he was an orphan.</i></p>	What is there to learn learned ?
<p><i>Abraham Lincoln (1809-1865) U.S. President</i></p>	Who said it?
<p>S01</p>	Card number



Appendix A

THE CARDS



CONSEQUENCE CARDS



Financial/legal
(Card # FL1-FL72)

Negative consequences that involve money or legal problems.



Self-Concept
(Card # SE1-SE72)

Negative consequences that affect the way you think about yourself.




Social
(Card # SO1-SO72)

Negative consequences that affect your family, friends, children, and significant other.



Chance
(Card # CH1-CH72)

Good and bad things that can happen by chance.



Health/Sanity
(Card # HS1-HS72)

Negative consequences that affect your health or sanity (or both).

OPPORTUNITY CARD

Opportunity Card
(One card only)

Opportunity to learn something (and earn back points) from the negative consequences of the downward spiral.




OUTCOME CARDS

(These cards end the game for better or for worse – usually for worse).


Death Cards
(Card # DE1-DE6)

Substance abuse leads to death or worse – end of the game, you lose.



Recovery Card
(One card only)

Your one chance to get out of the downward spiral of substance abuse.



This manual was developed as part of the National Institute on Drug Abuse (NIDA) Grant DA08608, *Cognitive Enhancements for the Treatment of Probationers (CETOP)*.

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