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.

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.

Lose 5 family points.

QUOTE

He reminds me of the man who murdered both his parents and then...pleaded for mercy on the grounds that he was an orphan.

Abraham Lincoln (1809-1865)
U.S. President

What happened?

What are the effects in the game?

Fact, Quote or Proverb?

What is there to learn learned?

Who said it?

Card number

SO1
Appendix A

THE 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.
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