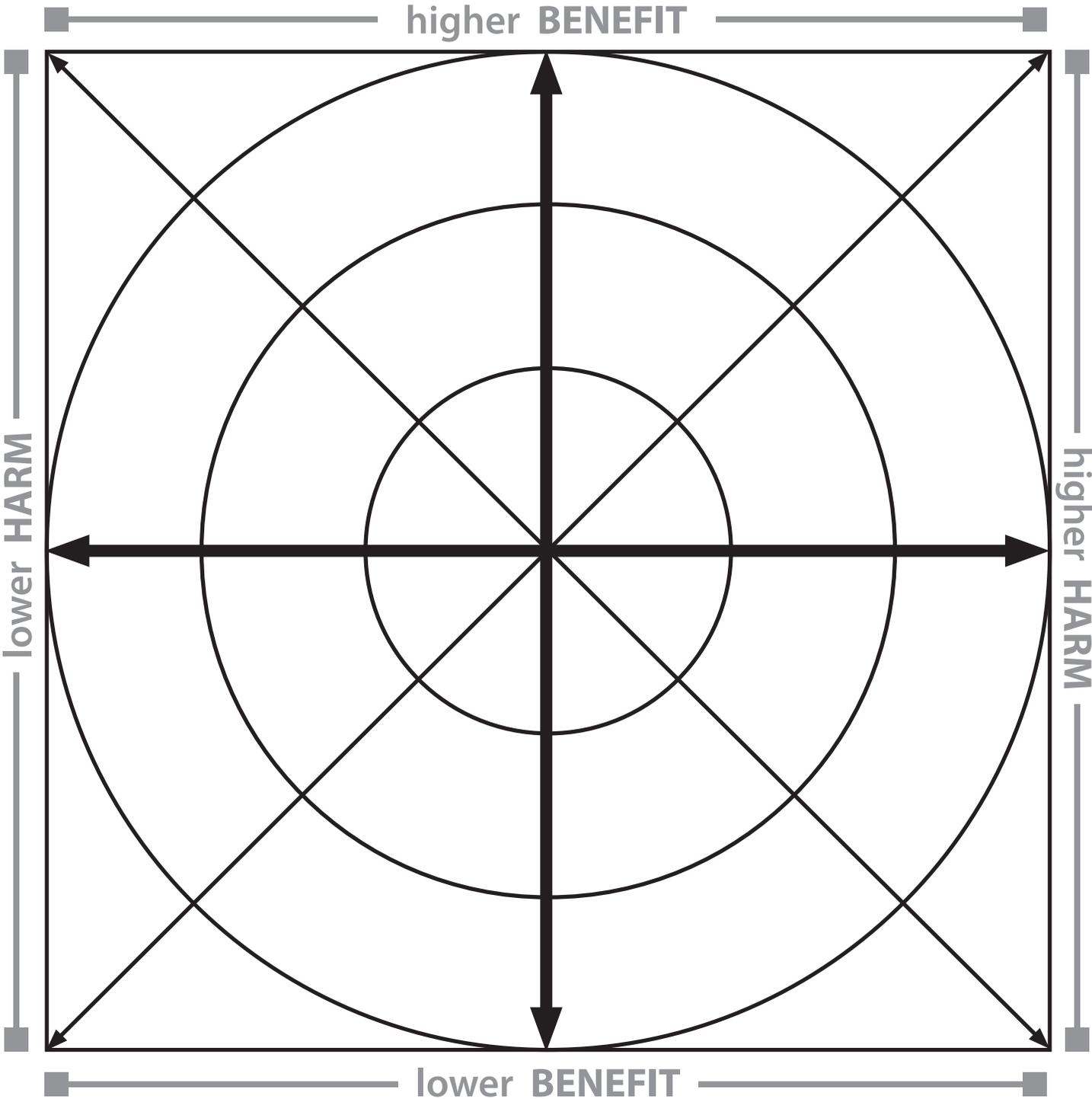


Instructions:

1. Randomly sort the Factor Cards and place face down in a pile.
2. Player 1 constructs a modern day drug use scenario involving **person(s)** using a **drug** in a particular **context**, and then places a marker on the spectrum representing their estimation of the level of risk involved.
 - *e.g., Player 1 imagines a group of teens in a park getting drunk on a Saturday night and places a marker indicating low potential benefit and mid-high potential harm.*
3. All players discuss the placement and come to a consensus on final placement.
 - *e.g. Players debate the level of risk and agree to move the marker slightly higher on potential benefit.*
4. Player 2 turns over a factor card, proposes a change in the scenario related to the indicated factor, and moves the marker to reflect the change in risk.
 - *e.g., Player 2 picks up a Person card, changes the ages of the people to "young adults," and moves the marker to indicate slightly less potential harm.*
5. All players come to consensus on the placement, and then the process continues.
 - *e.g. After some debate, players agree with the placement.*
6. Game ends when time runs out, or when each player has had several chances to modify a scenario.







FACToR CARD

Drug

type, quantity, purity,
frequency, method



FACToR CARD

Person

age, gender, physical health,
mental health, sexual
orientation, personality, job



FACToR CARD

context

peers, location, situation,
access, drug laws, culture



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Drug

type, quantity, purity,
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