

Rules of Crack House

To start the game, everyone will:

- Always call everyone “Crackhead, ...” and their name. If you don’t, you drink. If they answer, they drink (making you drink doesn’t count as answering).
- Designate a “dealer.” One of you crack heads has to keep up with the crack.
- Chose a color for your playing piece (pawn).
- Place your pawn on the start block
- Shuffle the cards, crack head. Put them on the board.
- Collect your “Crib 1” and “Ride 1” cards
- Collect 5 crack rocks from the dealer
- Pour a “Splash” in the cup at the center of the playing board. This is the grog.

To Play:

- Each turn you move forward one space and draw a card. Do whatever the card tells you to do.
- You may slide by the middle block of each section, (you go from space 2 to space 4) but it costs one crack rock. You still draw a card.
- You must pay 5 crack rocks to move out of one section and into the next section. It also costs 5 rocks to move off the board (into the crack house).
- If a card moves you forward to the next section, you still have to pay 5 crack rocks to get into the next section. (There’s no free lunch, crack head!)
 - If you can't pay to get into the next section, you have to stay on the last block of your section and draw a card each round (and do what the card says) until you can pay to move forward.

Crib and Ride Cards:

- You start a new section with a new crib and new ride (for free).
- At the end of the section, you must trade in your crib and ride for crack. You’ll get your new crib and ride at the start of the next section (for free).
- If you need to, you can pawn your crib or ride before the end of the section (but you get less crack if you pawn them. The values are on the cards).
- If you need crack and have nothing to pawn, you can stay where you are and continue to draw cards in hopes of getting more crack. OR, you can strike deals with the other crack heads to earn crack by doing... well, that’s up to the other crack heads! (or use the optional “Favor Spinner”)

Favor Spinner (sold separately):

- Simple, if another crack head will pay you, then spin the spinner and do what it says. Who needs self respect when they can trade it in for crack?

Winning:

- Once you make it off the end of the board, you are in the Crack House! Don’t celebrate your “success” too soon, Crackhead. You still have to pay 5 rocks to move off the board AND you have to draw one last card – who knows, maybe you’ll get into rehab and be back in the game!
- When a player goes out (into the Crack House), all the remaining players have to take a drink from the grog.
- The game is played until only one player remains.

Terms:

- Crack Head: You, and the other players (see “Homies”)
- Give a Splash: Pour some of your drink into the Grog (center bowl)
- Homies: The crack heads you hang with (other players)(see “Crack Head”)
- Take a Drink: Drink from your drink (unless directed to the Grog)
- Lose a Turn: Set your pawn outside the track for a turn. You don’t get to move or draw a card. While you wait, you must drink whenever someone else does!
- Crib: Where you live.
- Ride: How you get around.