

Instructions

The NARC GAME is basically self-explanatory, as each square you land on tells you the play you must make.

1. Each player starts the game with \$10,000 from the bank.
2. Each player must decide either to buy or sell drugs on the particular squares pertaining to buying and selling. It is not mandatory - any player can take a pass on the deal offered. The "Drug Stash Box"—The drug stash contains 3 packages of colored board playing pieces for buying and selling purposes - Each package contains 100 separate pieces -
The white board denotes 1 - ounce cocaine each.
The green board denotes 1 - pound marijuana each.
The yellow board denotes 100 hits of speed each.
3. If you find yourself busted by the NARC and in the "Criminal Justice System," you must draw a Prosecutor's Card. Keep this card until you work your way up the system to the Judge. After you are found guilty or innocent, by the roll of the dice, return the Prosecutor's Card to the bottom of the Prosecution Card Stack. If you should happen to draw a Defense Card, you must return the card to the bottom of the Defense Card Stack after using the card for the purpose stated thereon.
4. Any player that lands on a square already occupied by another player is automatically guilty of "Trespass" and must pay a fine of \$500.00 to the player or players presently occupying said square.
5. If a player runs out of cash (NARC BUCKS) and has drugs in his or her possession, the player may exchange the drugs with the Banker for NARC BUCKS for the value paid by the player for the drugs. If a player runs out of money and drugs and goes completely broke - a loan from the Banker can be arranged for the amount of \$5,000. This loan is restricted to two (2) loans per player - per game—limited to \$5,000 each loan. The loan amount will be deducted from the player's total cash after reaching "HOME."

REMEMBER—Each square tells you the play you must make. Additional "House Rules" can be established if all players agree on the rule in question.

The object of the game is for **all** the players to reach "Home." The player that has accumulated the least amount of arrests - after reaching "Home" is the Winner.—Remember to keep a written score card as you play.

If you want additional NARC GAMES, and they aren't available at your favorite Retail Shop, please order direct to the NARC GAME, Atlanta, GA.

Notice: The owners of the NARC GAME do not endorse the use or abuse of drugs.

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NARC
game**®