



How to Play WADA's Anti-Doping Card Game

Object of the game: The object of the game is to be the first person to discard all his/her cards, without being banned for life for doping.

What you will need to play: All you need in order to play WADA's anti-doping card game is the special deck of cards.

How to play:

- To start the game, choose a dealer by having each player pick a card from the deck. The person with the highest number is the dealer. When selecting a dealer, the wild cards and the Life-Time Ban card count as zero.
- The dealer will give each player seven cards and put the remaining cards face down in the middle of the table. This is the draw pile.
- Turn the top card of the draw pile over to form the discard pile.
- Take turns beginning with the player to the left of the dealer and go clockwise around the table.
- When it is your turn, place a card on the discard pile. Your card must have the same number, color or wording as the top card of the discard pile – or be a wild or draw 4 card.
- If you cannot play a card, you must draw a card from the top of the deck. Play the drawn card if you can. If you cannot play the card that you drew, keep it in your hand. It's the next person's turn.
- You can play a wild card or draw 4 card any time it is your turn.
- If you are dealt or draw the Life-Time Ban card, you are instantly out of the game. The Life-Time Ban card should then be placed in the discard pile, under the card that is currently at the top of the discard pile.
- Say "Play True" when you have one card left in your hand. If you forget to say "Play True" and another player catches you, you must draw two (2) cards.

	<p style="text-align: center;">Regular cards</p> <p>The main playing cards look like this one – in green, red, blue and yellow with numbers from 1-9.</p>
	<p style="text-align: center;">Miss a Turn</p> <p>When this card is played, the person playing after the one who played this card misses his/her turn. There are green, red, blue and yellow "Blamed your Teammates: Miss a turn" cards.</p>



Draw 2

When this card is played, the person playing after the one who played this card must pick up two cards from the deck. There are green, red, blue and yellow “pick up 2” cards. Once the player has picked up his/her cards, his/her turn is over.



Didn't Play True!

This card changes the direction of play (from clockwise to counter-clockwise). There are green, red, blue and yellow change direction cards.



Wild Card

This card is used to change the colour or suit of play. When this card is played, the person who put the card down chooses what suit will be played.



Draw 4

This card is used to change the colour or suit of play. When this card is played, the person playing after the one who played this card must pick-up four cards from the deck. The person who played the card chooses what suit will be played.



Life-Time Ban

When a player had this card in his/her hand, he/she is automatically “banned” from the game. The player can no longer play during the game. He/she can play in subsequent games.

Tournament Play:

If you are planning on playing a series of games, players can keep track of their points. The object of Tournament Play is to be the first player to reach 500 points. At the end of each game (when a player has played all his/her cards) the **winner** gets points for cards left in **all** opponents' hands.

Card	Number of points
1-9	Face value
Draw 2	20 points
Reverse Direction	20 points
Miss a turn	20 points
Wild card	50 points
Draw 4	50 points

If a player draws a Life-Time Ban card during Tournament Play, the player is only banned for the game in which he/she is banned.

1
Training
Respect
Respect
Training
1

2
Training
Fair Play
Fair Play
Training
2

3
Training
Fun
Fun
Training
3

4
Training
No To Drugs
No To Drugs
Training
4

5
Training
Rest
Rest
Training
5

6
Training
Positive Living
Positive Living
Training
6

7
Training
Dedication
Dedication
Training
7

8
Training
Healthy Living
Healthy Living
Training
8

9
Training
Honesty
Honesty
Training
9

Training

Cheated

+2

Training

Training

Cheated

+2

Training

Training

Blamed your
Teammates

Miss a
turn

Training

Training

Blamed your
Teammates

Miss a
turn

Training

Training

Didn't
Play True



Change
Direction

Training

Training

Didn't
Play True



Change
Direction

Training

+4

Change
Color

Change
Color



Play True

Cheated

+2

Play True

Play True

Cheated

+2

Play True

Play True

Blamed your
Teammates

Miss a
turn

Play True

Play True

Blamed your
Teammates

Miss a
turn

Play True

Play True

Didn't
Play True



Change
Direction

Play True

Play True

Didn't
Play True



Change
Direction

Play True

+4

Change
Color

Change
Color



Lifestyle

Cheated

+2

Lifestyle

Lifestyle

Cheated

+2

Lifestyle

Lifestyle

Blamed your
Teammates

Miss a
turn

Lifestyle

Lifestyle

Blamed your
Teammates

Miss a
turn

Lifestyle

Lifestyle

Didn't
Play True



Change
Direction

Lifestyle

Lifestyle

Didn't
Play True



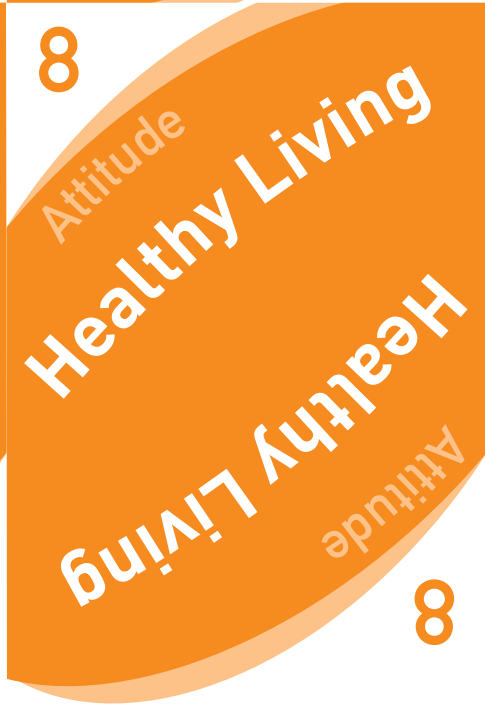
Change
Direction

Lifestyle

+4

Change
Color

Change
Color



Attitude

Cheated

+2

Attitude

Attitude

Cheated

+2

Attitude

Attitude

Blamed your
Teammates

Miss a
turn

Attitude

Attitude

Blamed your
Teammates

Miss a
turn

Attitude

Attitude

Didn't
Play True



Change
Direction

Attitude

Attitude

Didn't
Play True



Change
Direction

Attitude

+4

Change
Color

Change
Color