

Description

What would you do to win? Cycling has a long history of performance enhancing drug and doping scandals. **DOPESTRONG** is a board game modeled after Le Tour de France. The game puts players in the role of professional cyclists with the mission of winning the Tour. Being crowned the Tour winner brings the accolades of being the most celebrated athlete in the international world of cycling.

Cyclists play through the stages of the race, choosing whether they will dope before each stage. At the end of each stage, points are tallied and a random drug test may be performed. The goal is to win by collecting the most yellow jerseys after seven stages. This game would complement feature pieces on doping in cycling, allowing a reader to play the role of professional cyclist with the option to dope (resulting in bonuses and possible penalties for getting caught) in a highly competitive international cycling race.

Components

- 2-4 players, 1 score keeper (may be a player or another person)
- Score Sheet: Shows race stages, each stage is comprised of 3 race legs and a podium score section
- Doping cards: Clean, Doping (each player has one of each, a clean card and a doping card)
- Drug Test cards: Hot, Blank (each set of Drug Test cards contains 16 cards, 4 hot, and 12 blank cards with nothing printed on them)
- Stage Cards: Bonuses and penalties for each stage (each player chooses 1 per round, after the round these cards may be reshuffled back into the Stage Card deck)
- Blank Cards: Included with the stage cards, should be separated out during initial play, can be used for modding
- Yellow jerseys
- Dice

Play Example:

Stage Card (SC)	Drug Test (DT)	Doping Card	
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Race Leg 1	Race Leg 2	Race Leg 3	Podium Score	Stage Winner
W <u> 2 </u> G <u> 4 </u>	W <u> 5 </u> G <u> 3 </u>	W <u> 1 </u> G <u> 2 </u>	W: Race Legs Total: 8 SC <u>+2</u> DT <u>+3</u> = <u>13</u> G: Race Legs Total: 9 SC <u>+1</u> DT <u>-5</u> = <u> 5</u>	White!

DOPESTRONG Rules

Each player chooses a color to represent a cycling team racing to win the Tour. The colors are White, Green, Pink, and Yellow (represented as W, G, P, Y on the scoresheet). The scoresheet is divided into seven stages, each stage is comprised of three race legs and the podium.

- Step 1: Without revealing their cards, each player should choose a Doping Card, Stage Card, and Drug Test Card. Each player should put their cards, facedown, on the table while they play the rest of the turn.
- Step 2: Each player should roll the dice and the scorekeeper should note the total in each players spot on the score sheet. Each player will do this, alternately, for the 3 race legs in each stage as demonstrated below on the score sheet.
- Step 3: After each player rolls for a total of 3 race legs, the score keeper will total preliminary scores and note them in the Race Legs Total spots in the Podium Score section of the score sheet.
- Step 4: Players then reveal Stage Cards and whether they chose to dope. Stage Cards are bonuses or penalties for various situations during the race. The scorekeeper notes these points in the SC spot in the Podium Score section of the score sheet.
- Step 5: Finally, players reveal whether they chose to dope during this stage of the race, and whether they were drug tested. HOT = Drug Test. Blank = No drug test.
 - Doping can earn a player 3 bonus points.
 - If the player pulls a blank card it means she got away with doping and earns the bonus.
 - If a player chose to dope and pulls a HOT drug test card, the player fails the drug test and the penalty is -3 points and the loss of one yellow jersey (*if they player has any jerseys).
 - If the player pulls an HOT and she chose not to dope, she comes up clean and nothing happens.
- Step 6: The scorekeeper then totals each players Podium Score and the winner of the stage earns a yellow jersey. Repeat these steps for each stage of the race. The winner of the game is the player who earned the most yellow jerseys.

****TIE BREAKER:** If one of the players chose to dope, that player wins the jersey. If both or neither player doped, each player should roll the dice and the highest roll wins.

****Optional bonus:** At the end of the game the player who dopes the most without getting caught wins an extra jersey.