



## WARNING: THIS GAME MAY PROVOKE EUPHORIA!

In *Grass*, your objective is clear: find weed, open a market, and get rich. Easy. The problem is that you are not the only one in on this, and your competitors want to beat you to the punch. To dominate the grass market, you need to put the heat on others, stay out of jail, and protect your stash, while you build your empire.

## GOAL OF THE GAME

*Grass* is a strategy game: not only must you be the first to earn \$250,000 in profit, but you must also prevent your competitors from making money. This might take one or more hands, depending upon the level of your competition. At the end of each hand, each player's profits are added up. Once a player reaches or exceeds \$250,000 at the end of a hand, the game is over: that player is declared the *baron of the deal* and wins the game. If several players exceed this sum in the same hand, the richest player wins.

## SET UP

The dealer is determined at random (the last one to have rolled a joint, the one with the longest hair, the one with the greenest fingers, etc.).

- ① This player deals 6 cards to each player.
- ② The rest of the cards are placed in a pile (face down) at the centre of the table and this is the stock pile, called the GRASS STACK. The player to the dealer's left plays first, and the others follow in clockwise fashion until the end of the hand.
- ③ Each player leaves a cleared space in front of him or her for a HASSLE PILE.
- ④ To the right of the HASSLE PILE each player leaves space for their MARKETPLACE.
- ⑤ Also, leave space open next to the GRASS STACK for the discard pile: the WASTED PILE.



## HOW TO PLAY

When your turn comes, you must take the following two actions:

### 1: TAKE A CARD

Take the top card from the GRASS STACK. Add this card to your hand. This is the only time you will have 7 cards in your hand; at the end of your turn, you will have 6 cards again.

### 2: PLAY ONE CARD

A card may be played:

- On your own HASSLE PILE: the **Market Open**, **Heat Off**, **Pay Fine** /**Heat Off**, **Market Close** cards.
- Or in your own MARKETPLACE: **PEDDLE**, **PROTECTED**.
- OR on an opponent's HASSLE PILE: **Heat On**, or **Steal Your Neighbour's Pot** cards.
- Or in the centre of the table: the Nirvana (**Stonehigh** and **Euphoria**), Paranoia (**Sold Out**, **Double Crossed**, and **Utterly Wiped Out**) or **The Banker** cards.

## 3: DEALING

In addition to these two required actions, you may also deal. It is **not required**, but it is good for business:

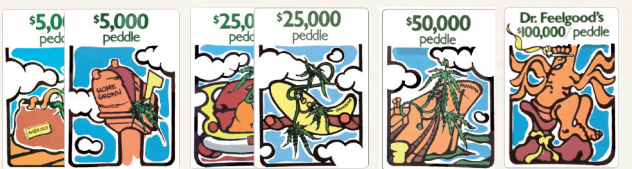
- You can negotiate with any opponent to exchange a card from your hand for one from his/her hand. You are the only person who can deal with other players during your turn. Good news! You can do this as many times as you want, before and/or after you have played a card.
- Once per turn, you can also exchange (without asking his/her opinion!) one of your Peddle cards showing in front of you (in your MARKETPLACE) with a *Peddle* card showing in front of an opponent. These cards must not be protected (see protected cards).
- When you have played your card and you are finished dealing, the player to your left takes their turn. Players take turns playing until the end of the hand.

## THE CARDS

Here is a description of all the cards in Grass: **Name** and **number** of that card in the game.

### Market Open, 10

The Market Open card is the key to being able to start peddling. It is played face up in front of you and is always the first card in the HASSLE PILE (the shit will come later...). Until you have opened your market, you cannot play any peddle cards. If you get impatient, you can try to trade for a *Market Open* card with someone who has several of them. It is important to note that in seeking a Market Open card, you cannot discard Sold Out, Double-crossed, or Utterly Wiped Out cards in the WASTED PILE.



### Peddle, 29

They have a value of between \$5,000 and \$100,000. And yes, selling your personal plants grown on the balcony does not earn as much as the famous Dr. Feelgood's herb! You can only play a Peddle card if you have already played a *Market Open* card and it is visible (no shit in play). It is played face up to the left of the HASSLE PILE in your MARKETPLACE. There is no limit to the number of peddle cards a player may have showing in front of him/her. Business is business.



### Heat On, 12

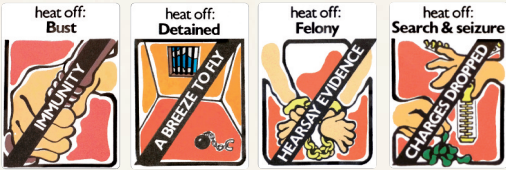
There are 4 different types: Search & Seizure, 3; Detained, 3; Bust, 3; and Felony, 3. Regardless of the type, they are played in exactly the same way: target an opponent (yes, the one with a big blissful smile who thinks they're hot stuff) who has a *Market Open* card face up in front of them. The *Heat On* card is played on top of his/her *Market Open* card. As long as it remains in place, that player can no longer play Peddle or Protected cards until a Heat Off card (see below) cancels out this problem. Note that a *Heat On* card cannot be played on top of another *Heat On* card, as the Market Open card is no longer showing... one problem at a time is enough.



### Protected, 6

The Protected cards have a coverage value of \$25 or 50,000. The flesh is weak, and the vices of some are the good fortune of others; cards like *Lust Conquers All* or *Grab a Snack* will protect your weed inventory. The Protected cards have a coverage value of \$25 or 50,000. A Protected is placed on one or more

*Peddle* cards previously played in your MARKETPLACE. The total amount of the protected cards must be equal to or less than the coverage value of the card. The Protected card protects these cards against any effects until the end of the hand. No *Peddle* played later can benefit from a Protected card played previously. So, in plain English, it would be a bit stupid to protect a little pot worth \$5,000 with the Lust Conquers All card that could have covered ten times more. Don't forget: the Dr. Feelgood card can never be protected.



### Heat Off, 20

There are four different types of *Heat Off* cards, corresponding to the 4 types of Heat On cards. There are 5 of each type of card. A *Heat Off* card is played on the corresponding *Heat On* card showing on your HASSLE PILE. The two cards cancel out, and are placed at the bottom of this pile. The Market Open card shows and becomes active again. Phew!

### Pay Fine/Heat Off, 4

A *Pay Fine* card is played in the same way as a Heat Off card, but you must discard a Peddle card already played in your MARKETPLACE (whether protected or not). It can cancel out any *Heat On* card played on your HASSLE PILE as if it were the corresponding *Heat Off* card. The discarded Peddle card goes into the WASTED PILE, face up.

### Steal Your Neighbour's Pot, 4

The grass is always greener on the other side of the fence; that is reason enough to nick a bit. Steal Your Neighbour's Pot is played on an opponent whose Market is open and who has at least one unprotected *Peddle* card. His/her Market open card must be showing; you cannot steal from someone who has existing problems... There is a code, even among dealers. To play *Steal Your Neighbour's Pot*, your Market Open card must also be showing. Place the Steal card in the WASTED PILE, then nick an unprotected *Peddle* card from your opponent and immediately place it in your own MARKETPLACE... with a big smile.

### Stonehigh, 4

When you play a Stonehigh card, each player must give you an unprotected *Peddle* card from their MARKETPLACE. Players who have no cards in their MARKETPLACE or have protected all their cards, do not give you anything. The cards you receive go directly into your MARKETPLACE, that's Nirvana! The *Stonehigh* card is placed in the WASTED PILE after being played.

### Euphoria, 1

The Euphoria card is played exactly like a Stonehigh card, but each player must give you their highest value unprotected *Peddle* card. That's what Euphoria is all about! The Euphoria card is then placed in the WASTED PILE.

### Sold Out, 4

Being sold out is never good, and neither is receiving this card. Your opponents will learn about it at your expense. If you play this card on the HASSLE PILE of one of your opponents, they must take the unprotected *Peddle* card of their choice from their MARKETPLACE and put it into the WASTED PILE. Each player (including you) then secretly selects a card from their hand and gives it to the player to their left. Of course, given the mindset, it is unlikely that they will give you a great card. But be careful! Not playing the *Sold Out* card could be a serious error, because if you have a *Sold Out* card at the end of the hand, you will have to pay a \$25,000 fine!

### Doublecrossed, 3

Being Doublecrossed by a competitor hurts; so does this card. When you play this card on the HASSLE PILE of one of your opponents, he/she must place his/her highest value unprotected *Peddle card* in the WASTED PILE. In addition, he/she must skip a turn. And as if that weren't enough, each player (including you) also secretly selects a card from their hand and gives it to the player to



their left; undoubtedly, it will not be a gift. Important! When the hand ends, if you have a *Doublecrossed* card, you must pay a \$50,000 fine. Perhaps it would be better to play it after all.

### Utterly Wiped Out, 1



Playing this card will wipe out one of your opponents for good: the player to whom you give this card (by playing it on their HASSLE PILE) must put all their unprotected *Peddle* cards in the WASTED PILE, along with their entire HASSLE PILE, including their *Market Open* card!! Now they are as poor as a church mouse. Thus, they must play another Market Open card before they can start to deal again. In addition, they must skip a turn. You just made yourself an enemy for life. So that they don't feel so alone, each player (including you) secretly selects a card from their hand and gives it to the player to their left. Making an enemy like this in a game with several hands is dangerous, but not playing this card is dangerous too: having an *Utterly Wiped Out* card at the end of a hand will subject you to a \$100,000 fine. So, use your grey matter to pick the right moment to play this card, or not. When we told you, *The Grass* is a strategy game...

### The Banker, 1



This card is only used at the end of the hand. At the end of the hand, the player who has this card collects \$5,000 from all players whose *Peddle* cards are not protected. Thus, a player who would have scored \$25,000, will only earn \$20,000, and the Banker receives an extra \$5,000. Yes, it's unfair.

### Market Close, 5



This card can only be played by a player whose Market is open and who has no *Heat On* card showing on his/her HASSLE PILE. Playing a *Market Close* card immediately ends the current hand. Very useful for collecting the \$25,000 bonus ahead of the others!

## THE END OF A HAND

A hand may end in two ways: when a player has played a Market Close card, or when the GRASS STACK is used up. If a player takes the last card from the GRASS STACK, he/she plays his/her turn normally, and the hand ends after that. Then it is time to count up the points.

## KEEPING SCORE

Each player adds up the value of all the protected *Peddle* cards in their MARKETPLACE. That is their **protected profit**.

Then, each player adds up the value of all the unprotected *Peddle* cards in their MARKETPLACE. This is their **at-risk profit**.

If a player has the *Banker card*, he/she nicks \$5,000 from the **at-risk profit** of each other player. He/she cannot take anything from someone who has nothing, or who thought to protect their profits. Each player adds their protected and at-risk profits (minus or plus any payments to the banker) to determine their **net profit**.

Each player shows the cards remaining in their hand and subtracts any fines from their net profit if their hand contains any of the following cards:

Sold Out	-\$25,000
Doublecrossed	-\$50,000
Utterly Wiped Out	-\$100,000

Each player also subtracts the value of the best *Peddle* card remaining in their hand from their net profit. At this point, it is time to compare the profits of all players. The player with the largest profit for the hand receives a bonus of \$25,000. Now each player knows their earnings for the hand.

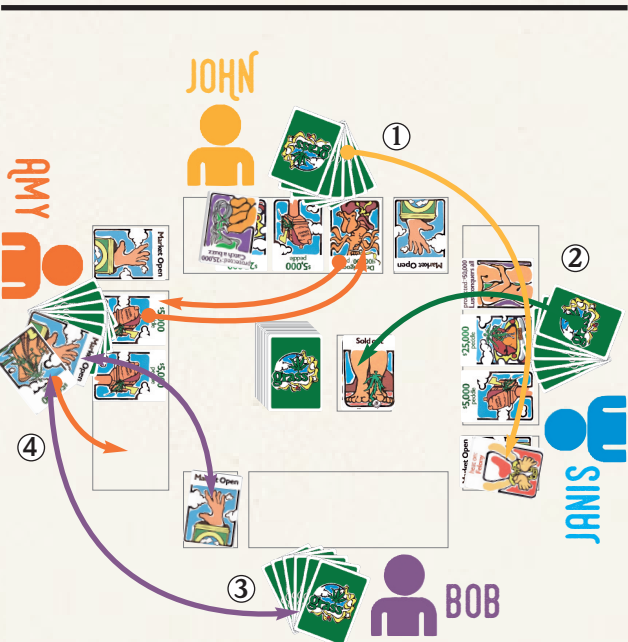
## WINNING THE GAME

If you score \$250,000 or more after everything has been counted, you are crowned *Baron of the Deal* and win the game. If no player reaches this amount, each player's score is recorded. All the cards are shuffled, and a new hand begins. Yes, yes, you read it correctly; all the cards, including *Market Open*. It's tough, but that's the law of the market. At the end of the second and any subsequent hands, the new profit is added to the old one, to attempt to reach or exceed \$250,000. Important: a hand may end with a negative result (see example below). If you end the first hand with a negative

result, it is not recorded (you remain at 0). If that happens in a subsequent hand, your negative score is subtracted from what you earned in previous hands. However, you cannot drop below zero.

## EXAMPLE OF TWO TURNS

We are in the middle of a game, and it is **JOHN'S** turn to play.



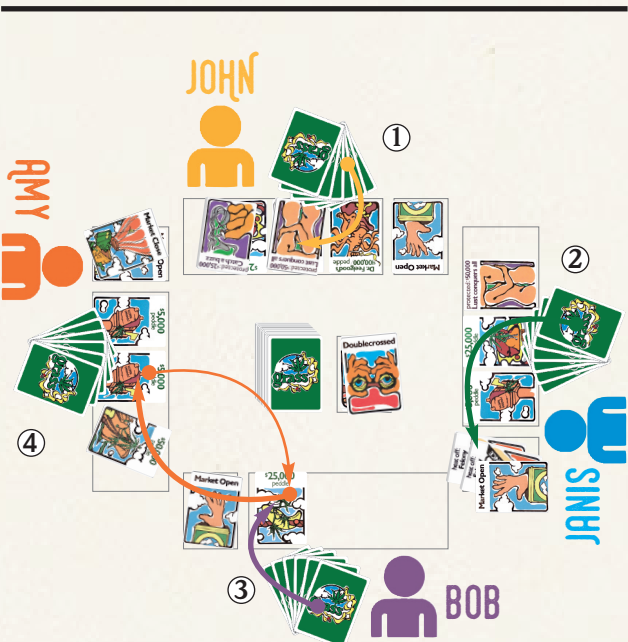
1 **JOHN'S** market is open, and he already has three cards in his MARKETPLACE, including Dr. Feelgood's Famous Herb. He decides to slow **Janis** down by playing a Heat On - Felony card on her HASSLE PILE. He has no interesting possibilities for exchanging any of his Peddle cards. He ends his turn.

2 **JANIS** is blocked, and she cannot play any *Peddle* cards because of the **Felony** card. She also cannot exchange any of her *Peddle* cards because they are all protected. She decides to play a Sold Out card. She puts it in the WASTED PILE. She does not have to discard a *Peddle* card as they are all protected. Each player secretly gives a card to the player to their left (**Janis** takes advantage of this to get rid of an *Utterly Wiped Out* card) by giving it to **Bob**.

3 **BOB'S** market is still not open, and tough luck, he does not pick up a *Market Open* card. He asks if someone wants to exchange a *Market Open* card for a Panama *Peddle* card (\$50,000). **Amy** accepts. He plays the *Market Open* right away on his HASSLE PILE. He can now begin to peddle on his next turn.

4 **AMY** plays the **Panama** *Peddle* card she just received from **Bob** in her MARKETPLACE. She then decides to exchange her **Home Grown** *Peddle* card for **John's Dr. Feelgood** card.

It is **JOHN'S** turn to play again.



1 **JOHN** has no *Market Close* card, or else he could have played it after the card exchange with **Amy**. Being a cautious player, he decides to protect his **Panama** pot by playing a Lust Conquers All *Protected* card.

2 **JANIS** is lucky, and she just got a *Heat Off* **Felony** card. She plays it on her *Heat On* **Felony** card, cancelling it. Both cards go to the bottom of the HASSLE PILE, and her *Market Open* shows again. She will be able to get back into the race on her next turn.

3 **BOB** can finally play a *Peddle* card. He plays a **Jamaica** card with a value of \$25,000. **Bob** is happy.

4 **AMY** clearly has no heart; she exchanges her **Homegrown** *Peddle* card with the card **Bob** has just played. Then, she plays her *Market Close* card, ending the hand with the idea of collecting the \$25,000 bonus.

## NOW IT IS TIME TO COUNT UP THE PROFITS FROM THE HAND.

**John** has a protected profit of \$75,000, **Janis** \$30,000, and the others, nothing.

**John** has an at-risk profit of \$5,000, **Bob** has \$5,000, and **Amy** has \$175,000.

In a dramatic turn of events, Janis has the *Banker* card. Therefore, she collects a tax of \$5,000 from the at-risk profits of the other players: \$5,000 from **John**, **Bob**, and **Amy**.

Thus, at this point, **John** has \$75,000, **Janis** has \$45,000, **Amy** has \$170,000, and **Bob** is penniless!

As **John** has no *Peddle* or penalty cards in his hand, he stays at \$70,000. **Janis** has three \$5,000 *Peddle* cards, but only one is deducted, so she now has \$40,000. **Bob** still had a \$25,000 *Peddle* card as well as an *Utterly Wiped Out* card, so he now has -\$125,000. Luckily, it is only the first hand, so he remains at \$0. Phew! If that were not the case, the \$125,000 would have been deducted from his profits from the previous hands. **Amy** still had a \$5,000 *Peddle* card in her hand, along with a *Doublecrossed* card she never dared to play. Therefore, she loses \$55,000 and now has \$115,000.

With that score, **Amy** is still the leader and receives the \$25,000 bonus, giving her a total of \$140,000. She allows herself an air of superiority, but since she does not yet have \$250,000 in profits, all players record their scores and start the next hand.

## VARIATIONS

Here are three variations to add new life to the game by changing the rules a bit. You can add one or more of them at a time.

## GIVE ME FIVE

This variation makes it possible to balance the starting hands by holding a **draft**. During the set-up, each player receives six cards. Each player sets aside one card they want to keep, and gives the other 5 to the player to their left. In the same way, each player sets aside one of the 5 cards they just received and gives the other 4 to the player to their left. This continues until each player has 6 cards set aside (this is automatic for the last card). This is the starting hand. The direction of the **draft** is reversed for each hand.

## HIDDEN DEALS

This variation will increase the treachery and tension around the table, and test your ability to bluff. As a reminder, a player can negotiate as much as he/she wants during his/her hand, before or after playing a card. This is called a **deal**. Dealing consists of exchanging a card with an opponent. In this variation, after each deal between two players, the **card exchange is carried out with the cards face down**. Thus, a player can say he/she will exchange a Market Open card but give a *Doublecrossed* card. Warning: what goes around, comes around. If you have been ripped off, you can say so out loud, or not; you can even say you've been ripped off when this is not true, but in **no case can you show the card you received to the other players**.

## LUCKY OR NOT

This variation will add a bit of chaos and unfairness, and thus a bit of anarchy... and we like that. When a *Sold Out*, *Doublecrossed*, or *Utterly Wiped Out* card is played, instead of giving a card to the player to their left, each player (starting with the player who played the card, and continuing in clockwise fashion) takes a card at random from the hand of the player to their right.



Grass™  
Warning: Drugs Kill

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