

DOPE or NOPE



INSTRUCTIONS MANUAL

Reading is DOPE.
But videos are even DOPER.
Scan this to skip this manual and watch the "how-to-play" rundown



WHAT'S INCLUDED



BUYER CARDS
These are the characters that the players will be inventing new products for.



DOPE CARDS
Judges award these cards to players who pitch the DOPEST inventions for Buyers. Earn DOPE cards to win the game.



PRODUCT CARDS
Players will combine product cards together to invent new products.



OBJECTIVE

Combine products together to create DOPE new inventions, and pitch those inventions to Buyers (a.k.a the judge).

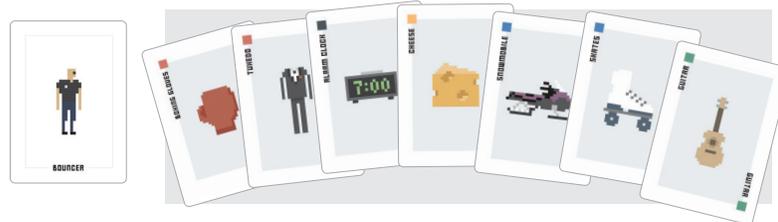
QUICK START

GET PLAYING

1. Everyone draws 7 PRODUCT cards.
2. Reveal one BUYER card. Each round, one player acts as a new Buyer.
3. Using their cards, all players have 60 seconds to combine 2 or more products into an epic invention the Buyer would love.
4. Each player takes turn pitching and selling their idea to the Buyer.
5. The Buyer awards one DOPE card to the DOPEST Invention.
6. Refill your hand to 7 cards, reveal a new Buyer, and MAKE DOPE THINGS.

HOW TO WIN? FIRST PLAYER TO WIN 3 DOPE CARDS WINS.

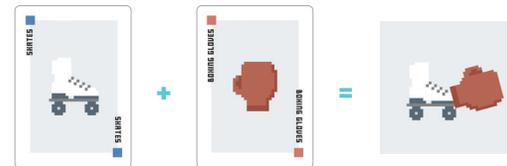
EXAMPLE Cards in your hand



BUYER CARD

PRODUCT CARDS

MY INVENTION
Introducing
The Roller Skate Boxing Glove



WARNING! Products can't exist separately as a kit!
i.e. you can't give the bouncer boxing gloves and skates as two stand alone items to wear.

Inventing the product is step one.
Now you have to sell it:

WHAT MAKES AN EPIC PITCH?

HELPFUL TIPS

1. Set the scene. Where is the Buyer and what are they doing?
2. What problem does the Buyer have?
3. How will your dope new product solve their problem?

SAMPLE PITCH

1. **Set the scene. Where is the Buyer?** Tonight, this bouncer is working a busy nightclub with both a front and a back entrance.
2. **What problem does the Buyer have?** This bouncer wants to keep both lines in check, but he's the only bouncer working tonight. No way can he be two places at once...

How will your DOPE new product solve their problem?
Introducing the Roller Skate Boxing Glove: roller skates with a boxing glove tip on the shoe. Now, the bouncer can quickly zip between both entrances, knocking out anyone misbehaving with the glove!

HOW TO JUDGE

As a judge, put yourself in the mind of the Buyer. How creatively are the Inventors using the products? Is it a "kit" or a great combination? Is the product DOPE, or Nope?



1

CLASSIC MODE

3+ PLAYERS

Multiple Inventors
pitching to one Buyer.

GAME MODES

Objective: Each player invents an awesome product for the Buyer of that round by combining product cards. The Buyer awards one DOPE card after each round. First player to 3 DOPE cards wins.

1. Each player draws 7 PRODUCT cards into their hand.
2. Pick a judge for the first round, who draws a BUYER card and shows it to the table.
3. All other players ('Inventors') have 60 seconds to combine 2 or more product cards into a DOPE invention for the Buyer.
4. When time's up, put your card face down on the table—no changes allowed. Starting from the Buyer's left, Inventors take turns pitching their product to the Buyer.
5. The Buyer can ask questions... so Inventors have to bring their A-game.
6. After hearing the pitches, the judge awards one DOPE card to the DOPEST invention!
7. Players discard used cards and refill their hands to 7 cards.
8. The player to the right of the Buyer becomes the next Buyer.

If you are confused, watch the instructional video for more examples!

www.dopeornopegame.com/howtoplay

2

THE DOPE VOTE

3+ PLAYERS

Multiple Inventors
pitching to one Buyer.

GAME MODES

Objective: All players are Inventors, and collectively decide a winner after each round. 5 rounds total.

1. Each player draws 7 PRODUCT cards and adds 1 DOPE card to their hand.
2. As a group, flip over one BUYER card for the round. Everyone is the judge in this mode.
3. Each player has 60 seconds to create a DOPE invention and sales pitch for the 'Buyer' using 2 or more PRODUCT cards.
4. After everyone pitches their invention, each player votes for the winner by awarding their DOPE card to one Inventor. (Note: you cannot give yourself a DOPE card.)
5. If you earn DOPE cards, you keep them beside you. The player with the most DOPE cards after 5 rounds wins the game.

If you are confused, watch the instructional video for more examples!

www.dopeornopegame.com/howtoplay

3

DOPE OR DIE

3+ PLAYERS

Multiple Inventors
pitching to one Buyer.

GAME MODES

Objective: Build a mega invention with other Inventors by taking turns adding one PRODUCT to an invention. If your addition is DOPE, you stay. If it's a NOPE, you're eliminated. Last Inventor standing wins.

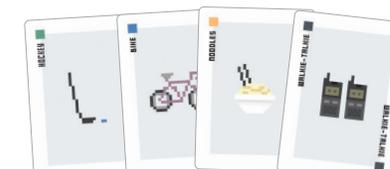
1. Each player draws 7 PRODUCT cards into their hand.
2. As a group, flip over one PRODUCT card and one BUYER card. Everyone is a judge in this mode.
3. Each player then takes turns adding a product to the invention and pitching why it makes sense for the Buyer. As each player goes, the invention grows. Players take turns adding products in a clockwise rotation. (Note: after your turn, draw a card so you always have 7).
4. After each sales pitch, the other Inventors vote on if the addition is DOPE or NOPE. DOPE = keep playing, NOPE = eliminated.
5. Inventors continue pitching new product additions until only one player remains.

If you are confused, watch the instructional video for more examples!

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STARTING
BUYER CARD



ADDITIONS
PRODUCT CARDS