

A WEEK WITH Mary & Julep

Designed by Charles A. Smith, Ph.D.

For 2 to 4 players, 13 years and older

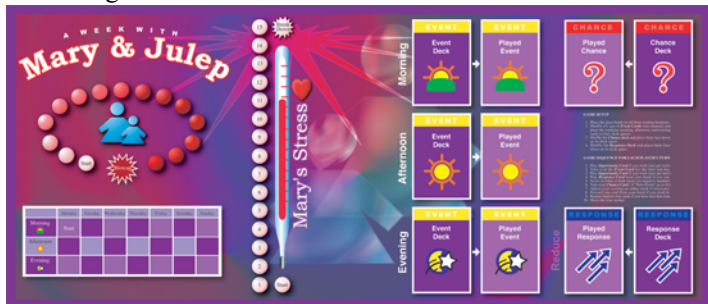
Idea of the game

Two to four players (best with two) work cooperatively to try to prevent Mary, the single mother of 6-year-old Julep, from having an emotional breakdown or damaging her relationship with her daughter. There are 21 rounds in the game, one for each of three time periods over the course of seven days. **EVENT** cards are revealed at each time period that present a challenge to Mary. Players play **RESPONSE** cards from their hands, if they can, to prevent negative outcomes to either Mary's *Relationship with Julep* (human figures path) or *Mary's Stress* (thermometer path). **CHANCE** cards are also revealed on each turn that can help Mary or make things worse. Once markers on either path enter a starburst space, the game is over. Either the *Relationship with Julep* has deteriorated too much or *Mary's Stress* has caused her a personal meltdown.

Players can show and discuss the **RESPONSE** cards in their hands to each other. Some **RESPONSE** cards provide "opportunities" that allow players to exchange cards or help each other in some other way.

Game components

Fold-out game board



Three glass stones to use to keep score and time.



Three decks of cards:



70 **EVENT** cards
(yellow banded top)



78 **RESPONSE** cards
(blue banded top)



40 **CHANCE** cards
(red banded top)

Setting up the Game

Carefully cut out all the game cards and assemble the decks.

Separate **EVENT** cards into six different time period decks. Icons at the top of each card indicate deck identity.

- | | |
|--|------------------------------------|
| | 1. Weekday morning (cards 1-14) |
| | 2. Weekday afternoon (cards 15-28) |
| | 3. Weekday evening (cards 29-42) |
| | 4. Weekend morning (cards 43-51) |
| | 5. Weekend afternoon (cards 52-60) |
| | 6. Weekend evening (cards 61-70) |

Place the glass stones on the three starting positions: Monday morning on the *Turn Chart*, the starting space on the *Relationship with Julep* path, and the starting space on *Mary's Stress* thermometer path.

Shuffle and place the three weekday **EVENT** decks face down in their respective morning, afternoon and evening spaces on the board. Set the three weekend decks aside for later in the game. You can tell where a card belongs by its number and by card icons (see the list above).

Shuffle the **CHANCE** deck and place it face down on its space.

Shuffle the **RESPONSE** deck and deal four cards to each player. Place the remaining **RESPONSE** cards face down on the **RESPONSE** deck space.

Choose someone to go first and begin.

Turn Overview

Each player is responsible for helping Mary during the time period taking place during his or her turn. The player will play cards from his or her hand until the time period comes to a close. Scoring occurs during the period. When one person's turn is completed, the *time marker* is moved to the next time and day and the next player takes a turn. Some **RESPONSE** cards allow for additional action during one's own or another person's turn. These cards are called "**RESPONSE Opportunity**" cards.

Sequence of Play

This section details each of the 10 phases in a player's turn.

1. Play a **RESPONSE Opportunity** card if you wish (one per turn).

If you have a **RESPONSE Opportunity** card in your hand you may play it now if you wish and the card permits the action. Your partner may do the same.

It is Jerry's turn. He has a **RESPONSE** card (#64) that gives him the following opportunity: "On your turn, discard this card and take 2 **RESPONSE** cards." He puts the card face up on the "Played **RESPONSE**" space and takes the top two **RESPONSE** cards from the face-down deck. Jerry now has five cards in his hand. Paula has a **RESPONSE Opportunity** card but chooses not to play it now.

2. Turn over an **EVENT** card for the time and day.

Turn over the top **EVENT** card for the time period and read it aloud.



Jerry begins the game and turns over the top **EVENT** card (#12) for Monday morning. It reads, "Julep is playing with Woofie and having a good time. Mary tells her to stop playing and get dressed and then come into the kitchen so they can go over some spelling words before school..." This card carries two negative reactions, +2 on *Mary's Stress* thermometer and +3 on the *Relationship with Julep* path.

3. Play a **RESPONSE** card from your hand if you can.

Now you can play a **RESPONSE** card (that is not a **RESPONSE Opportunity**) from your hand in order to offset the negative reaction(s) on the **EVENT** card that was turned over at Step 2. You may choose not to play a card if you wish. The icons on the **RESPONSE** card you play *must match the color and shape* of the icons on the **EVENT** card. In some cases more than one color is on the **RESPONSE** card. Only the numbers in the color matching the **EVENT** card will be used in scoring the round.

All RESPONSE cards are deductions. Deduct the scores on the **RESPONSE** card you play from the scores on the **EVENT** card *rounding up to zero*. In other words, if the current **EVENT** card indicates that *Mary's Stress* goes up by 2 and the **RESPONSE** card you play from your hand deducts 4 from *Mary's Stress*, then the net effect is zero, which results in no change on *Mary's Stress* path. *When you deduct the RESPONSE card score from the EVENT card score for either the Mary's Stress or Relationship with Julep paths, the number cannot be less than zero.*



If Jerry plays no **RESPONSE** card, *Mary's Stress* thermometer will go up by 2 and the *Relationship with Julep* will go up by 3 ("Going up" means getting worse). So he looks in his hand of six cards and chooses **RESPONSE** card #7, "**Encourages Herself**. Mary pauses for a moment and says to herself, "Mary, Julep is a challenging kid, but not a bad one. You can deal with this." Jerry matches the orange icons on this **RESPONSE** card to the orange icons on the current

EVENT card. (See card above at Phase 2.) He can deduct 1 from *Mary's Stress* (the heart) and 1 from the *Relationship with Julep* (the person) scores on the current **EVENT** card.

4. Score on either or both paths.

Move the markers up on both *Mary's Stress* and the *Relationship with Julep* paths, unless they were held to zero.

Jerry has to move the marker on *Mary's Stress* up 1 (2-1) and the *Relationship with Julep* up 2 (3-1).

5. Play a **RESPONSE Opportunity** card if you wish.

If you did not play a **RESPONSE Opportunity** card in Phase 1, you may play one now and the card permits the action. Your partner may do the same. Each of you may only play one



RESPONSE Opportunity card each turn so if you played one at Step 1, you cannot play another now.

Jerry cannot play a **RESPONSE Opportunity** card because he has already done so earlier. Even though it is not her turn, Paula plays her **RESPONSE Opportunity** card (#69) that reads, "Discard this card and draw 1 **RESPONSE** card. Give another player 1

card from your hand." She puts the card face up on the "Played **RESPONSE**" space and takes the top **RESPONSE** card from the face-down deck. She gives Jerry a card he can use later.

Unfortunately, Paula now has only three cards in her hand to play when it's her turn. Jerry is in a great position, though, with five cards in his hand.

6. Turn over the next **CHANCE** card

Turn over the top face-down **CHANCE** card and perform the action described on the card. If the **CHANCE** card reads "New **EVENT** this turn" then go back to Phase 2 and repeat the sequence once again. When you arrive at this step the second time on your turn, ignore a "new **EVENT**" card if revealed, and consider your turn over and continue to Step 7.



Jerry turns over **CHANCE** card #32 that reads, "Mary woke up a few times last night. She's feeling crabby. Increase *Mary's Stress* by 2. Change the time marker and end your turn."

7. Adjust scoring on either path if necessary.

Move the markers up *or down* on both *Mary's Stress* and *Relationship with Julep* paths depending on the outcomes on the **CHANCE** card.

Jerry moves the marker on the thermometer (*Mary's Stress*) up two spaces because of the **CHANCE** card.

8. Discard one card from your hand if you wish.

You may select any one **RESPONSE** card in your hand to discard.

9. Restore your hand to four cards if you have less than four.

Take cards from the **RESPONSE** deck to restore your hand to four. If you have more than four in your hand or have revealed a **CHANCE** card at Step 6 that prevents such restoration, do not draw new cards.

10. Move the *time marker* to the next time space.

The End of the Game

You and your partner win if you get Mary to complete Sunday night without the markers moving into the starburst at the end of either the *Relationship with Julep* or *Mary's Stress* paths. You both lose if Mary has a stress *breakdown* or if the *Relationship with Julep blowup*. Add scores on both paths. Try to reduce your total in a next game.

Variations

The Solitaire Variant

Try playing the game alone. Ignore all messages that refer to giving or receiving cards from a partner.

For more information about **A Week With Mary and Julep** and the **FireWorks** anger management program, visit us at www.ksu.edu/wvparent/programs/fireworks/. You can also take a free online course on anger management at www.ksu.edu/wvparent/courses/fireworks/. We would like to thank Susan Staggenborg, Barbara Lohse Knous, Sandy Proctor, Pat Gerhardt and Jamie Johnson for their suggestions and assistance.

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