

HOW TO PLAY

Texte de Gilbert Shelton

FEDS 'N' HEADS

1. Before starting, you will need a pair of DICE, a TOKEN for each player (any number can play) and \$100 per player, plus several hundred dollars for the bank, in fake or real MONEY—in denominations of ones, fives, tens and twenties. You can make your own money out of pieces of paper or you can get everything you need by ripping off a Monopoly set.

2. The WINNER is the player who, moving his token the number shown on the dice in any direction (except on one-way streets), manages to SCORE (collect) a KEY (one kilogram—35 ounces or “lids”) of GRASS and get back HOME with it. (With four players, this usually takes a couple of hours; for a shorter version, you can lower the required number of lids to 25 or 30.) Keep track of your scores with paper clips, matches or, if you're into it, real lids.

3. Grass (weed, hemp, marijuana, etc.) is acquired by landing directly on a numbered space. You may BUY up to as many ounces as indicated by the number. To find how much you will PAY per ounce, roll the dice again, and pay that amount in dollars.

4. One player has to adopt the role of FAT BANKER. He holds all the money not in play. Players start out at home with \$100. Whenever you land on or pass through home thereafter, you may collect \$50 from the Fat Banker. At this time you may also STASH whatever grass you have, which then may no longer be taken from you by any means.

5. If you land on the same space as another player, he has to give you one of his ounces.

6. If you land in JAIL, you can get out free on your next turn if you roll a double. Otherwise, it will cost you \$50 or five lids.