

**OBJECTIVE AND PLAYING TIME**

CRAZY DOPAMINA is a game for 2 to 5 players, recommended for players aged 8 and over, with games lasting 10 to 40 minutes. The first player to have all 4 brain zones healthy at the same time wins.

COMPONENTS

87 cards: 34 attack cards (12 x +10, 12 x +20, 8 x +30 and 2 x +50); 30 healing cards (12 x +10, 12 x +20 and 6 x +40); 11 special cards; 10 brain cards; and 2 help cards (A and B).

SETUP

Set aside the 10 brain cards and the 2 help cards. Place help cards A and B face up in the centre of the table; they are not part of the draw pile. Shuffle the remaining 75 cards and leave space beside them for a discard pile. Each player takes 1 brain card showing zones 1 and 3 and another showing zones 2 and 4, then places both cards in front of them to form the 4 brain zones.

Games with 3 to 5 players: deal 4 cards to each player. Randomly choose the starting player; turns continue clockwise.

Games with 2 players: randomly choose the starting player. Deal 2 cards to the starting player and 4 to the other player. For a complete session, play the best of 3 games and alternate who starts.

TURN SEQUENCE

1. Start: if you received a successful attack before this turn, you may now be attacked again. If you have an active "Escut Sinàptic" (Synaptic Shield), discard it. Then continue to step 2.

2. Draw:

- With 3 to 5 players: draw until you have 4 cards in your hand. If you already have 4 or more, do not draw.

- With 2 players: starting player's first turn: do not draw; play using the 2 cards received during setup. Other player's first turn: draw 2 cards, going from 4 to 6 before taking an action. Later turns: the active player always draws 2 cards, regardless of how many are already in hand.

3. Take ONE main action: choose only one of the following and do not combine them: build a healthy zone, heal an attacked zone, attack, play a special action card, or discard 1 card from your hand without drawing a replacement.

4. End of turn (2 players only): if you have more than 4 cards in your hand, discard down to 4.

ZONE STATES

Free: contains no healing or attack cards. Healthy: contains 1 healing card and no attack cards.

Attacked: contains all the cards from one attack. A free or healthy zone may also be protected if it contains an "Escut Sinàptic"; while it remains there, that zone cannot be attacked.

BUILDING A HEALTHY ZONE

As your main action, place 1 healing card on a free zone; that zone becomes healthy.

ATTACKING

You may only attack an opponent who has more healthy zones than you do. Choose one of that opponent's free or healthy zones. You cannot attack a protected zone or add cards to an already attacked zone.

- Free zone: play exactly 1 attack card.

- Healthy zone: in one action, you may combine attack cards until their total equals or exceeds the healing card. If the attack succeeds, the healing card returns to its owner's hand and the attack cards occupy the zone.

HEALING AN ATTACKED ZONE

Choose one of your attacked zones. In one action, play one or more healing cards whose total equals or exceeds the attack. Discard the attack and all healing cards used, but keep one with the highest value; if several are tied, choose one. That card remains in the zone, which becomes healthy.

Example: against an attack worth 50, you play healing cards worth 40 and 20. Discard the attack and the healing card worth 20; the card worth 40 remains in the zone.

SPECIAL CARDS AND REACTIONS

Page 2 explains every special card. Action specials are played only during your turn and use your main action. Reactions are played when you are attacked, even outside your turn: you may play only one per attack, without using the main action on your next turn. Discard a special card after resolving it unless its description says it remains in a zone. Play it only if its full effect can be applied. If an effect contradicts a general rule, its description takes priority.

CONSECUTIVE ATTACKS AND COLLAPSE

An attack succeeds if, after any reaction, its cards occupy a zone. The player who receives it cannot be attacked again until the start of their next turn. If the attack is cancelled, the player who cancelled it may still receive another attack.

If all 4 of a player's zones are attacked at the same time, that player suffers a collapse and immediately discards their entire hand and every card in their zones, which become free. On their next turn, they neither draw nor act. On the following turn, they resume play and draw until they have 4 cards (3 to 5 players), or draw 2 cards (2 players). No player is eliminated.

END OF THE GAME AND TIEBREAK

A player wins immediately when all 4 zones are healthy at the same time; each must contain 1 healing card and no attack cards. If the draw pile runs out first, finish the round without drawing so everyone takes the same number of turns.

Compare, in this order: 1) most healthy zones; 2) highest total healing value in healthy zones; 3) fewest attacked zones. If still tied, share the victory.

HELP CARDS

INTERCANVI SINÀPTIC

EN Exchange all the cards in one of your brain zones with all the cards in one of an opponent's zones. Neither zone may contain an "Escut Sinàptic".

ACTION



HACKEIG MENTAL

EN Look at an opponent's hand and choose 1 card. That opponent discards it.

ACTION



RESET CEREBRAL

EN Discard every card from one of your brain zones. That zone becomes free.

ACTION



SOBRECÀRREGA DOPAMÍNICA

PLAY WITH AN ATTACK

EN Play this card together with an attack and increase its total by 20. If the attack succeeds, leave this card in the zone as part of the attack.



A

HELP CARDS

REBOT DOPAMÍNIC

EN Return every card from the incoming attack to one of the attacker's free or healthy zones that does not contain an "Escut Sinàptic". If the chosen zone is healthy, the total value of the returned attack must equal or exceed the value of the healing card in that zone. If there is no valid zone, you cannot play this card and must keep it in your hand.

REACTION



BLOQUEIG NEURONAL

EN Cancel the incoming attack. Discard every card from that attack and the "Bloqueig Neuronal" card.

REACTION



ESCUT SINÀPTIC

EN Cancel the incoming attack and discard every card from it. Leave the "Escut Sinàptic" in the targeted zone until the start of your next turn.

REACTION



B