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

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/wwparent/programs/fireworks/. You can also take a free online course on anger management at www.ksu.edu/wwparent/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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