Summary: This interactive game provides a fun and engaging way to learn about the negative effects of drugs. Players navigate through four Australian landscapes avoiding illegal drugs and their effects to get to a music festival before tickets sell out. The game adopts a harm-reduction approach, educating students about the potential harms associated with drug use, including cannabis, ecstasy, hallucinogens and methamphetamines. A unique aspect of the game is that these messages are communicated explicitly (via short memorable text and graphics) as well as via interactive learning (colliding with drugs results in impaired performance effects). A companion booklet is also available to reinforce the facts contained in the game.

Avoiding drugs is the key to success as players race for the best "Pure Rush" time. Teachers will find this game useful in supporting Health and Physical Education lessons, and feedback from students indicates they love playing it.

Format: 10–15-minute online game with companion booklet.

Developers:

- Centre of Research Excellence in Mental Health and Substance Use, The National Drug and Alcohol Centre, UNSW Australia;
- Sydney educational game designers, 2and2.

Cost: Free

Evidence base: Benefits associated with playing “Pure Rush” have been evaluated in one published study (see below).