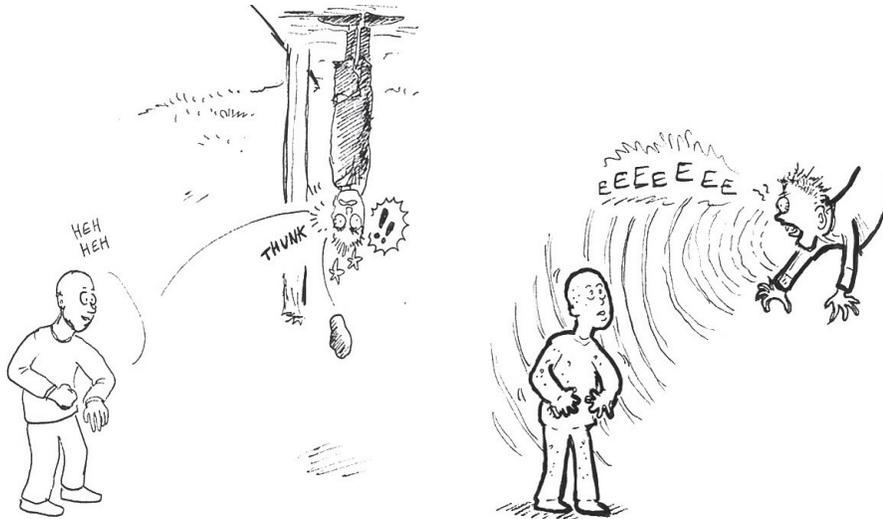


The Evil Eye

I mentioned one of the effects earlier in the guide when talking about the crackhead I decided to harass that was sleeping underneath the bridge. Once I stumbled upon a few crackheads sleeping upside down under a bridge. I threw a rock at one out of curiosity and what happened next is the stuff of hood myth. It awakened with blood shot eyes, screamed so loud it popped both of my eardrums, and while I was stunned, looked me squarely in the eye and turned me into stone.



Thank goodness a pimp was strolling around otherwise it could have been very bad. He blessed me with his magic cane and I was back to normal in no time. But not everyone is lucky enough to have pimps just strolling around their neighborhood.

The Statue of David, The Thinker, and Venus Di Milo were once regular ass people with regular ass lives, but they had a run in with this particular breed of crackhead, and were turned to stone. And those damn junkies, needing more money to feed their crackiness, sold the statues off as art and became famous. That's right, I'm calling Michaelangelo and Rodin crackheads. If you think they weren't, prove it. Turning people into stone, however, is not the only use of

the crackheads notorious evil eye. Other effects include, but are not limited to:

- Crying
- Foaming at the mouth
- Dementia
- Accelerated aging
- Criminal Record
- Bad Credit
- Soulessness
- Addiction to Crack
- Death

Unfortunately, there is no known defense against this crackhead power, though many erroneously believe that sunglasses can protect you. On the contrary, this is just one more item that a crackhead can and will steal from you if given the chance. On a positive note, crackheads don't like to look people in the eye. I'm willing to bet that only a few of them actually even know they have this power. To make sure they remain ignorant, make sure you keep this book out of their reach. Hell, maybe I shouldn't even write about it in that case. Oh well, too late.

Super Speed and Strength

Have you ever heard someone say, "You ain't catchin no crackhead"? If you haven't, then welcome to perhaps the most defining trait of a crackhead: super speed. Notice the wording I used. I didn't say "Super-Human Speed" because that would imply that its fast only compared to *humans*. A crackhead can simply run faster than anything on this planet. Cheetahs and antelope are no match. The crackhead wins every time and by a huge margin. Even most automobiles have a hard time keeping up with or outrunning a crackhead.

One night I came out of a porno store in a rough part of town with my buddies and a very polite crackhead began begging for change. Forget the fact that they usually will just take it and float away to the nearest tree branch—this one I guess well feeling rather proper

so he begged. We just laughed him off, thinking he was a typical homeless person until we got to the car and started driving down the freeway. On the side of our beat up Odyssey mini van was the same crackhead running in perfect stride, hardly breaking a sweat as we did 70 down the freeway. The only reason we got away is because the sun started to come up and needed to quickly find a crackhouse to sleep in.



“But why are they so fast?” you must be asking yourself. After all, crack is supposed to make you weak and stupid—physically and mentally unable to compete with people. How does it make you get speed that would make Randy Moss seem like a turtle? The answer is simple and you can do a fun little experiment to get your taste of crackhead speed. Go kill someone. Or maybe you don’t want go that extreme.

Rob a liquor store or, if you want to avoid harsh prison time but still want to get the desired effect, go knock out a police officer. As you start to run your ass so you can stay out of jail, pick up a big screen T.V. and strap it to your back. Congratulations, welcome to the daily grind of a crackhead. Do this for 6 to 8 weeks and you’ll be lean and mean and out running Ferrari’s in no time. Crackheads train hard, to steal hard, to smoke hard.