



AGES 12+	2-8 PLAYERS	Adult Supervision of Joke Selection for Minors Recommended
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Humor City Game App & Joke Store

Visit the Joke Store at humorcitygame.com to download the FREE Humor City smartphone joke dispenser (iOS and Google Play) for stock game decks, free bonus decks, and optional 3-pack joke deck purchases.

Disclaimer

The jokes distributed free and/or sold for use with this game do not reflect the views, values and/or beliefs of the makers of Humor City. As definitions of sense of humor vary widely, participants play at their own risk and release Humor City from any liability stemming from verbal or physical conflicts resulting from inappropriate choice of subject matter prior to, during, or after play.

Golden Rule Prior to Adult Play (ages 18+)

Due to graphic and potentially inflammatory nature of adult play joke categories, potential player sensitivities must be discussed/considered prior to play. Before start of game, Humor City game participants should agree on joke categories tabled for play to avoid subject matter potentially offensive to some. REMEMBER: STICKS AND STONES WILL BREAK MY BONES BUT NAMES WILL NEVER HURT ME.

Special Consideration for Minors

Due to mature content of some joke categories, adult supervision is recommended for joke category selection prior to and during play by minors.

Game Objective

On your way to cottage country for the big long weekend party, your mission is to drive into Humor City and pick up your friends, groceries and beverages before racing back onto the highway to arrive first at the Choicest Cottage.

Game Contents

- Instructions
- Game board
- 5 police cars
- 8 player cars
- 8 grocery pins
- 8 beverage pins
- 8 x 5 friend pins
- 2 x 6-sided dice
- Play money
- Knock-Knock cards
- Family Fun Vol. 1 deck
- Clean Adult Fun Vol. 1 deck
- Banker cash/pin tray

Assembly

Carefully detach all cars, friend, grocery and beverage pins from plastic frames before discarding frames.

Classic Play Method

Classic play uses dice and rolling tables to determine all outcomes. Instructions presented here assume classic play game of standard length unless otherwise stated.

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Getting Started

Shotgun Players & Sidekicks

A person seated right of a driver is said to be ‘riding shotgun’. In Humor City, Shotgun players use rolling tables throughout the game to determine outcomes for their Sidekicks for all city and highway complications, including:

- Dispensing jokes and answers;
- Reading Knock-Knock cards;
- City and highway hazard decision table rolls;
- Purchase price determination rolls;
- Selecting friend(s) who leave vehicle when penalized;
- Lead group challenge vote for category 3 & 4 answers;
- Garage selection and ‘ready now or later’ repair roll;
- Determining neighborhoods for shortened game; and
- Law enforcement duties (see ‘Law Enforcement’).

Banker & Banker Shotgun Duties

One player is appointed game Banker to: 1) dispense ATM bank machine withdrawal cash; 2) perform cashier duties for all transactions; and 3) manage NSF (non-sufficient funds) ATM fine payments.

As the Banker cannot execute personal cash transactions, the Banker and their Shotgun hold each other’s cash and execute transactions as directed by the other player.

For larger playing groups, when cash demands exceed play money reserves, Banker may introduce \$500 token objects into the money supply.

Determining Banker, Start & Seating Positions

1. Players select cars (first-come, first-served).
2. Using closed, cupped hands, any volunteer shakes all cars together before tossing onto empty board. All cars must land and stop within board edges. Cars are then organized into single file by group. If any doubt, shake and toss all cars again.



3. Owner of farthest vehicle is offered Banker duties and ‘START’ position. If player declines, toss cars again with new Banker and start order deemed FINAL.
4. Banker’s car is placed on ‘START’ with others lined up behind in order onto the highway. Police cruisers are then placed in speed traps.
5. Player seating mirrors start sequence clockwise from banker who sits at designated spot. Once seated, Banker dispenses \$100 starting cash to each player while everyone turns to their shotgun and says “Hello Officer”.

Beginning Play

Starting with Banker and moving clockwise, player rolls six-sided dice to move vehicle. Shotgun then rolls where required to resolve issues. If complications don’t end turn, successful joke answer is required to go again. On first roll only, Banker is exempt from first speed trap in ‘The Burbs’.

Leaving Humor City For Cottage Country

Once player’s car is fully loaded with friends, grocery and beverage pins, player may then begin first attempt to leave Humor City for the highway drive portion of game.

Determining Winner & Game End

First player(s) to arrive at the Choicest Cottage with all pins intact wins (final roll may exceed required value). Play continues until 2nd place Crap Shack Cottage occupant(s) determined. Last place finishers have to pitch tents at Shady Acres Campgrounds down by the toxic swamp.

Game Length Options & Variations

Standard Game

‘LAP’ highway marker is passed once before highway exit to Cottage Country permitted. For larger groups (6 to 8 players), players decide on number of vehicles first and/or second place cottages can accommodate (i.e. one or two).

Extended Game (Additional Laps)

Extend playing time by adding additional lap(s) prior to Cottage Country exit.

Shortened Game (Fewer Friend Pickups)

Once players agree on number of friend pick ups, Shotguns use ‘shake and toss’ method with all 5 neighborhood friend pins to determine required areas to visit (result may differ for each player). Shotguns then hold and awards pins to Sidekicks as they are earned.

Joke Cards & Questions

Who, What, Where, When & Why

Player turns extend (where applicable) when acceptable answer is provided within 10 seconds of reading.

Q.	Front		Back	A.
	Why can't men wear tight underwear?	<p>Joke Q+A color correlates with neighborhood road identifier (each dot serves 2 spaces)</p>		Because they never screw other women, never come in drunk, and you don't have to do their laundry.
	Why do men die before their wives?			Hangovers will go away.
	Where do you have to go to find a man who is truly into commitment?			A mental hospital.
	Why are hangovers better than men?			They should.
	Why are vibrators better than men?			It cuts off circulation to the brain.

- Joke questions/answers correspond with neighborhood road marker (dot identifier covers 2 road spaces).
- Joke deck is hidden by cover card at all times. Shotgun only view questions and answers when required and cards are returned to bottom of deck immediately after use.

Successful Answers Required

- to roll again and extend turn if no complications
- to roll for 2nd bank machine withdrawal
- to pick up friends with no star
- to go again after 'Big Fat Lost Wallet' payout
- to go again if declining business entry or friend pick up

No Joke Question Required

- to roll again after successful friend pick up (non-star)
- to roll again after star friend pick-up
- to keep going after crazy guy with handgun penalty
- exit any store after purchase attempt

Joke Answer Categories

1. No Idea

If completely stumped, player must declare 'I don't know'. Shotgun reads punch line and player turn ends.

2. Exact Match

Player goes again.

3. Obvious Same Meaning But Different Wording

Although words, numbers, or word order differ slightly, answer is fundamentally the same or *obviously* falls within intended spirit of punch line. Player goes again.

4. Different But Genuinely Funny

Answer provided within allotted time is wrong but makes everyone laugh hysterically. Player goes again.

Category 3 & 4 Challenges

All players may openly challenge category 3 or 4 answers within 10 seconds. Outcome is determined by group vote initiated by Shotgun (driver excluded). Player wins with tie or majority.

No Helping Penalty

Anyone caught providing clues to any answer pays all players \$100 each and a new joke is drawn. If short on funds, Shotgun parks big mouth's vehicle at open ATM of choice in the slums (see 'Bank Machine Withdrawals') and turn ends (first withdrawal next turn).

Learning To Drive

Calculating Speed

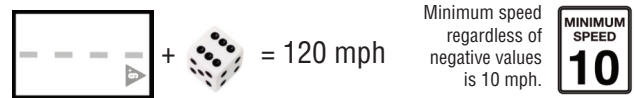
Vehicle speed = roll value X 10 mph (+3 for highway).



CITY	10 mph	20 mph	30 mph	40 mph	50 mph	60 mph
Spaces Moved	1	2	3	4	5	6
HIGHWAY	40 mph	50 mph	60 mph	70 mph	80 mph	90 mph
Spaces Moved	4	5	6	7	8	9

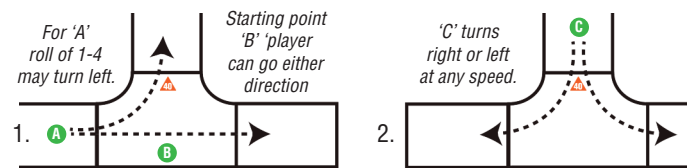
Acceleration & Deceleration Squares

Increase or decrease speed NEXT TURN by stated value for direction indicated. Grey arrow for players. Black for cops. Add/subtract Knock-Knock speed changes to these values.



Intersection Turns

- 1) Up to point 'A', left turn only possible at 40 mph or less (all applicable intersections identified with 40 mph marker). Starting from 'B', player can go left or straight at any speed.
- 2) From 'C', T-intersection turns are allowed at any speed.



Exception: Players driving in 'The Burbs' with vehicles not fully loaded cannot drive south of marked intersection (towards Humor City Hospital and highway 61). Mandatory turns (northbound when driving west and eastbound when driving south) permitted at any speed. Heading north, eastbound turns are played as usual.



Lane Position, Street Direction & U-Turns

Stay in right lane on 2-way streets. No driving wrong way on one-ways. U-turns only where indicated or instructed.

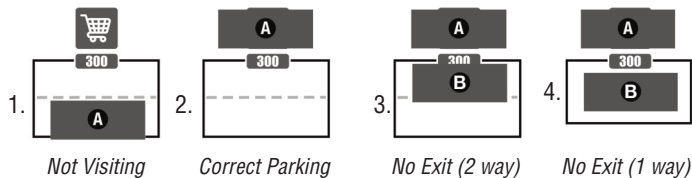
Parking & Exiting a Business

Only one player can visit banks, grocery and beverage stores at a time (two max. for garages and hospital).

After landing on space, if player chooses not to enter, Shotgun deals joke for chance to extend turn.

To enter a business, move car on top of icon. Once inside garage or hospital, move car again onto ATM when needed.

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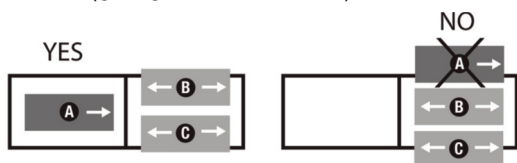
- 1) 'A' can enter business from either side of street. 2) Car not considered parked until icon covered. 3) 'A' cannot exit if 'B' in either lane. 4) Player 'B' may enter at start of next turn if player 'A' exits before.

Exiting business to street in front always counts as one. Player may travel in any legal direction. For garages and hospital, movement from ATM to street counts as two.

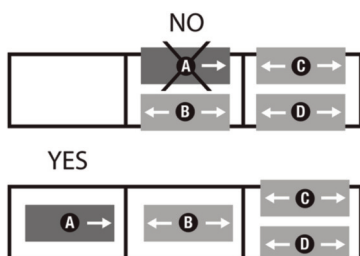
Passing Rules

Player 'A' can only advance to positions shown regardless of remaining roll value. Traffic jam equals end of turn.

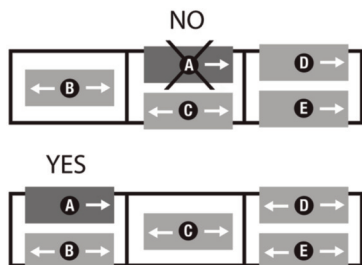
1. Only two cars maximum can occupy one space at any given time (going either direction).



2. Advancing player(s) cannot attempt single vehicle pass when two vehicles occupy same space ahead of vehicle.



3. Two pairs of cars cannot occupy adjoining spaces. Player may U-turn next turn in traffic configuration shown below.



City & Highway Complications

Multiple Option Spaces

Knock-Knock cards and potholes are always played. Friend pick up attempt or business entry follows same turn only if possible. Players may choose one option only when friends and businesses are located on the same square.



Speed Traps & Texting Checkpoints

See 'Law Enforcement'.



Knock-Knock Cards

Shotgun selects top card keeping it hidden it from other players. Red cards are played immediately with Shotgun saying 'Knock Knock' and Sidekick replying 'Who's There?' before Shotgun delivers punch line and directive. Purple cards are handed to Sidekick silently and kept face down for future use. Purple cards that help are used with player saying 'Knock Knock' before revealing. For purple cards that penalize other players, whoever says 'Knock Knock' first plays their card. If able, players under attack can defend with another purple card (one per turn).



Picking Up Friends

Players collect one different color friend pin from each neighborhood by landing on space (any lane) and answering joke correctly. If successful, player rolls again. For star spots, friend jumps in no joke required and player rolls again.



Potholes

Landing on pothole triggers Shotgun roll(s). For broken axle, vehicle is moved to closest open garage service bay to player (Shotgun chooses if number of spaces exact). If beverages on board, broken axle triggers 'broken bottles' roll (loss of beverage pin). Players landing on a business with pothole in front must roll pothole before parking same turn.



Gas Station

Landing on gas station triggers mandatory parking and \$50 fill-up. No gas stop if: 1) player has zero cash; 2) gas station occupied; or 3) player pursued. Turn ends after payment collected (vehicle refuels). Player rolls to exit next turn.



Birds On Wire

Shotgun rolls to determine how crappy the potential outcome of poop raining down from above.



Cop Chase Cancel

Police cruisers landing on spaces marked "X" end chase. Sidekick returns cop to speed trap of origin.



Crazy Guy with Handgun

Player rolls and Shotgun subtracts value to determine number of friends running from car to save their lives (any negative calculation = 0). Shotgun chooses which friends leave. Keep moving!



Big Fat Lost Wallet

Shotgun rolls to determine amount inside. Banker dispenses cash. Player goes again no joke drawn.



Windy Bridge

Vehicle speed decelerates next roll as indicated.



Scattered Thunder Showers

Vehicle speed decelerates next roll as indicated.



Dead Man's Curve

Shotgun rolls outcome for any player taking this crazy highway turn at any speed above 60 mph.



Car Sickness

Player turns car around (U-turn) and rolls again to start driving back to town at regular highway speed. Once stopped, if no complications, Shotgun performs 'Health Check' roll. If Health Checks fail to resolve issue, car sickness ends (car turns back around) on 'Feeling Groovy' square or following any roll where vehicle passes ON/OFF ramp.



Feeling Groovy

Landing on spot instantly cures car sickness. Player turns car back around. Turn ends.



Serious Car Problems

Shotgun rolls to determine next steps.

Money Matters

Cash Transactions Only

Stockpiling money avoids delays caused by non-sufficient funds (NSF) as all transactions are made with cash on hand. Players collect money from ATM bank machine withdrawals, speeding fines, texting fines, and Knock-Knock card penalties.

ATM Bank Machine Withdrawals



Players may perform two bank machine withdrawals per turn to a maximum limit of \$1000 per visit. Each withdrawal amount = posted value x roll.

- First withdrawal is granted automatically. 2nd withdrawal requires successful joke answer to qualify.
- Any player rolling 6 on first withdrawal receives \$1000 maximum and immediately rolls again to exit.
- Players may stay for as many turns required for any desired withdrawal amount up to maximum limit.

- Final amount dispensed by banker may be less than roll value to not exceed \$1000 limit.
- Only one player at a time may access ATM inside hospital and garages (end of turn if required to wait).

ATM Withdrawal Turn Sequence

1. Player moves car on top of open bank machine icon.
2. Player rolls to determine first withdrawal amount.
3. Banker places cash on table.
4. Same turn, if player wishes to perform second withdrawal, shotgun deals joke. If answer accepted, player rolls for second withdrawal amount which banker adds to existing cash pile. Turn ends.
5. Next turn: Player collects cash and rolls to exit OR player repeats sequence for additional withdrawal(s).

Buying Beverages & Groceries

Minimum Cash Required to Visit Store



Player CANNOT visit grocery or beverage store when cash-in-hand is less than twice the advertised price multiplier.

Determining Total Purchase Price

Store prices vary around town with amount determined by Shotgun roll x purchase price multiplier.



= \$1200

Definitely one long weekend party amount of BEVERAGES

Purchase Sequence

1. Once player vehicle is parked, Shotgun rolls to determine purchase price.
3. Player pays and turn ends.
4. Next turn, player rolls to exit in direction of choice (space in front of store counts as 1 on the dice).

Non-Sufficient Funds (NSF)

Once purchase price determined, if player has non-sufficient funds (NSF), turn ends. Player exits next turn with no purchase or money exchanged.

Garage Repairs

1. Player arriving for broken axle repair parks in open service bay and pays inspection fee. Turn ends.
2. Next turn, shotgun rolls for 'ready now' (1-3) or 'ready next turn' (4-6).
3. Once ready, shotgun rolls to determine repair bill which player pays before rolling to exit (same turn).

Non-Sufficient Funds (NSF) for Car Repairs

- If NSF for inspection fee, inspection fee plus \$100 is added to final repair bill for step 1 above.

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- If NSF once final repair bill determined, player moves car over garage bank machine icon when vehicle is ready and rolls for one withdrawal before turn ends. Regular double withdrawal per turn sequence applies next turn.
- If bank machine in use, turn ends until available with player entering open bank machine at start of next turn.
- As soon as required funds are in hand, player pays bill before performing 2-step exit roll same turn.

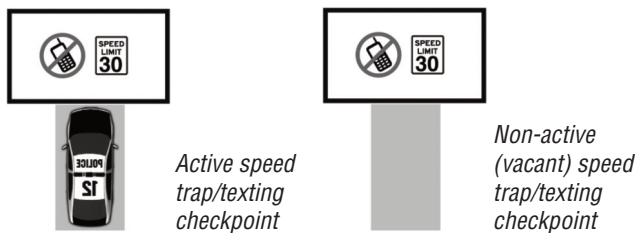
Law Enforcement

Shotgun Police Duties

- Police texting check roll;
- ‘Decision to Engage’ roll for active speed trap;
- Police vehicle pursuit rolls;
- Determining speeding fine amounts;
- Collecting and keeping speeding and texting fines;
- Accompanying and moving guilty party vehicle to bank machine when non-sufficient funds (NSF);
- Rolling as 2nd or 3rd cop in multiple vehicle chase;
- Returning police car to speed trap of origin.

Speed Traps & Texting Checkpoints

- ‘Speed trap’ is where the police cruiser waits. ‘Texting checkpoint’ is the space directly in front of a speed trap.
- Landing on texting checkpoint triggers ‘**Texting Check**’ roll. Passing active speed traps at any speed above posted limit triggers ‘**Police Engagement**’ roll.
- Speed traps and texting checkpoints are only deemed active when a police cruiser occupies assigned space (no penalty when speeding past or landing on vacant texting check squares).



- Police cruisers are assigned and returned to same ‘speed trap of origin’ for entire game. For police cruisers returned to speed traps with player(s) occupying texting check point in front, player is 1) exempt from texting check, and 2) only considered speeding if next roll exceeds posted limit.

Texting Checks

Landing on a Texting Checkpoint

- Regardless of landing speed, Shotgun rolls for outcome.
- If not guilty, player rolls again (no joke dispensed).
- If guilty, player pays \$400 fine to cop and turn ends.
- If non-sufficient funds, see ‘NSF Fine Payment’.

Leaving a Texting Checkpoint

- Police engagement roll triggered only if next roll exceeds posted limit (giving non-guilty player a chance to slam on the brakes if speeding upon landing).

NSF Texting Fine Payment

1. Shotgun parks player vehicle at nearest open ATM (either direction) with cop placed behind (or in front to avoid blocking entrance to any business).
2. Player surrenders all cash on hand to Banker who places required top-up cash in separate stack beside it.
3. Same turn, player performs first bank withdrawal following regular ATM sequence. Banker dispenses top-up cash to cop matching amounts withdrawn by player.
4. Withdrawals end once missing fine amount reached. Player does not keep extra and leaves broke.
5. Once missing fine amount dispensed, Banker releases cash-on-hand first collected to cop who then returns to speed trap of origin. Player exits as usual next turn.

Speed Traps

Speeding Past an Active Speed Trap

1. Shotgun determines set speeding fine before performing ‘Decision to Engage’ roll.
2. If ‘Free Pass’ result, regular play continues for player according to landing square.
3. If police chase triggered, speeder places fine on table in front of Shotgun. If NSF, Banker places speeding fine in front of Shotgun (see ‘NSF Fine Payment’).
4. Once police chase is triggered, player status changes to ‘**pursued**’ and PLAYER ROLLS AGAIN with Shotgun cop’s first roll following immediately. Turn ends.

Pursued Player Status

As all players are in a big panic to arrive first in Cottage Country, pulling over to voluntarily pay a speeding fine is never an option. Pursued status includes:

- +1 (10mph) added to all rolls (in addition to gray acceleration/deceleration squares).
- No stopping for friends banks, gas stations, grocery or beverage stores allowed. Ignore ‘Knock-Knock’ spaces, and ‘Crazy Guy with Handgun’ hazard.
- Regular passing and intersection turn rules apply (police can turn at any speed).

- For Birds on a Wire hazard, instead of loosing turn to clean windshield, rolls of 1 or 2 cancel +1 speed status.
- If pursued status assigned on pothole, Shotgun resolves pothole first (same turn) using regular tables before speeder's first roll. Subsequent potholes are resolved using 'Pursued Player Pothole Hazard' table.
- Pursued players landing on an active texting checkpoint roll again after texting check roll (see 'Multiple Cops').

Multiple Cops Involved in Same Chase

- Maximum number of police cruisers engaging in the pursuit of any one player is three.
- If pursued player speeds past a second active speed trap, person right of first shotgun cop performs 'Engagement Roll' and functions as second cop according to standard chase rules.
- If a speeding player engages a third police cruiser, person right of 2nd shotgun cop becomes third cop.
- Once speeder completes turn, cops roll concurrently according to sequence joined (cop 1, cop 2, cop 3).
- Pursued players landing on an active texting checkpoint roll again after texting check roll (texting fine is added to speeding fine). First roll for new cop follows rolls for cop(s) already in pursuit.

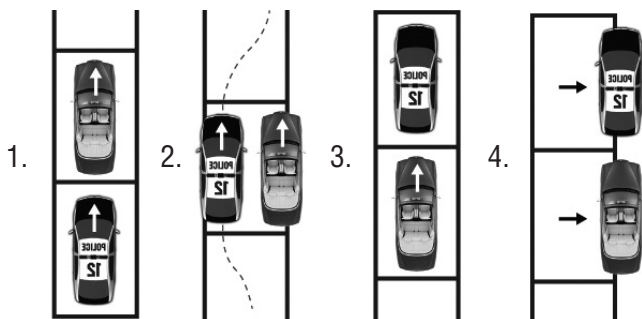
Ending a Police Chase

Outrunning the Cops

In addition to Cop Chase Cancel spaces (see *City/Highway Complications*), chase ends once 10 or more spaces are achieved between pursued vehicle and closest police cruiser. Once chase is over, Shotguns return police cruisers to speed traps of origin and fine money is returned to player (or banker if NSF).

Police Cruiser Overtakes Vehicle

The moment a speeder is passed, forward movement stops regardless of cop's remaining roll value. Both vehicles then pull over to side of road as illustrated below and turn ends.



Pulling Over in Front of a Business

- If pullover location for cop or speeder is an open bank, store or gas station, business entrance is blocked to other players until vehicle(s) clear.
- If pullover location for cop or speeder is a garage, **hospital**, or business occupied by another player, both vehicles park one space ahead (default) or behind so business exit is not blocked.
- Turn ends once vehicles are parked.

Paying Speeding Fines

Speeding Fine Payment with Cash On Hand

Fine is paid at start of next turn. Shotgun returns cop to speed trap of origin and draws joke for chance to go again.

NSF Speeding Fine Payment

1. At moment of capture, player pulls over and surrenders all cash on hand to Banker who places required missing cash in separate stack beside it. Turn ends (if pullover location of speeder is an open bank, player may park and make one withdrawal before turn ends).
2. Player vehicle is moved and parked at nearest open ATM (either direction, chosen by shotgun) with cop placed behind or in front (depends on location of other players).
3. Same turn, player performs first bank withdrawal following standard practice. Banker hands tabled (missing) cash to cop as it is withdrawn by player.
4. Withdrawals end once cash equals missing fine amount (player keeps any extra but cannot stay to stock up).
5. Once missing fine amount dispensed, Banker releases any cash on hand originally collected to cop who returns to speed trap of origin. Player exits as usual next turn.

Bribing Cops

Attempting the Bribe

The moment a player is pulled over, \$100 may be handed to Shotgun who rolls to determine outcome. Players NSF on extra \$500 outcome keep cash on hand but go to jail.

Going to Jail

Shotgun moves Player's vehicle to jail and returns cop to speed trap of origin before turn ends. Next turn, Shotgun rolls to get Sidekick out of jail.

Getting Out of Jail

Once player is released from jail, Shotgun rolls again to determine fine which must be paid (cash and/or ATM) before player leaves (same sequence as NSF fines).

SHOTGUN • REGULAR PLAY

GARAGE REPAIRS

- 1-3 Ready now
- 3-4 Ready next turn

POTHOLE HAZARD

- 1-2 Smooth move > PASS
- 3-4 BANG! Subtract 1 from next roll OR
END OF TURN if parking at bank or store OR
No friend pick up this turn (turn ends)
- 5-6 Broken Axle – Go to nearest garage
Broken Beverages > 1-3 YES > 4-6 NO

BIRDS ON WIRE

- 1-2 POOP RAIN COMPLETE MISS. Roll again.
- 3-4 SPLAT! End of turn. Clean windshield. Roll to
continue next turn (no joke required).
- 5-6 Crap hits friend > SECONDARY ROLL
- 1-2 Friend totally nailed. Must leave to change clothes.
Pull off road and park. Loose friend. End of turn.
Roll to continue next turn (no joke required).
- 4-6 Friend wipes most crap off on your upholstery.
Answer joke to roll again.

*IF NO PASSENGERS > 1-3 is a miss; 4-6 = 3-4 above.

CAR SICKNESS HEALTH CHECK

- 1-2 Friend is feeling better! Turn car around. End of turn.
- 3-5 Friend is looking green and crying to go home.
End of turn. Health check again after next roll.
- 6 Pull over to barf at roadside. End of turn. Turn
around and roll back onto highway next turn (first
road space counts as 1).

COTTAGE COUNTRY >40 EXIT

- 1-3 Hit the cow. Turn ends with vehicle on cow. Roll back
onto “dirt road begins” space next turn (city speed).
- 4-6 Way to go Mario Andretti!

DEAD MAN’S CURVE

- 1-3 Way to go Mario Andretti!
- 4-5 Can’t control fish tail. Skid out and stop parked
on side of corner. End of turn.
- 6 WIPE OUT! Pay \$200 tow to garage; bank machine
if NSF) > SECONDARY ROLL TO CHOOSE GARAGE
- 1-3 Richy Pig Garage
- 4-6 Greasy Joe’s Garage

SERIOUS CAR PROBLEMS (HIGHWAY)

- 1-4 False light alarm. Draw joke for next turn.
- 5-6 Oh Noooooooooooo! \$200 tow (see garage repairs).
1-3 = Richy Pig Garage • 4-6 = Greasy Joe’s



SHOTGUN • LAW ENFORCEMENT

POLICE TEXTING CHECK

- 1 Not texting. GOOD FOR YOU. Roll and don’t speed.
- 2 Not texting. GOOD FOR EVERYONE. Roll. Don’t speed.
- 3 LUCKY IDIOT. Guilty but cop doesn’t see you.
- 4-6 GUILTY. Pay \$400 fine to Shotgun. Turn ends.

SPEEDER ENGAGEMENT DECISION

- 1 Cop busy with other things. FREE PASS.
- 2 Cop busy with other things. Free pass ONLY
if speed is 60 MPH or LESS.
- 3-6 ENGAGE! (player enters ‘pursued status’)

SPEEDING FINE TABLE

See board for fines and penalties.

POTHOLE HAZARD (PURSUED PLAYER)

- 1-3 Smooth move > PASS
- 4-5 OUCH! Subtract 1 from next roll
- 6 BANG! +1 speed status cancelled; subtract 2 from
next roll; broken bottles (remove beverage pin)

BIRDS ON WIRE (PURSUED PLAYER)

- 1-3 POOP RAIN COMPLETE MISS
- 4-6 SPLAT! Loose +1 speed status from dirty windshield

\$100 POLICE BRIBE ATTEMPT

- 1-2 Cop looks both ways and takes the money.
Chase over. Roll again (no joke required)
- 3 Cop puts hand out for additional \$500. Jail if NSF.
- 4-6 GO TO JAIL

GET OUT OF JAIL • JAIL FINE

- 1-2 FREE AT LAST! FINE = ROLL X \$200
- 3-6 Negotiating ‘Momma’ or ‘Pappa’ with Bubbah