

## Rodeway Rumble

### Requirements:

\*2-8 Players

\*Cars \*whatever's around\*

\*Board (in Shape of a monopoly board)

\*Dice 4 Sided "Move" / 6 Sided "Action"

\*Coin

\*Cards "Tickets" (20)

### Rules:

First one to get home safely wins the game

If you move back do not perform the action on that space

Roll the Dice to progress in the game

If you land on a space that requires an action perform it unless the rules state otherwise

Uses cards known as "Tickets" to determine an action You choose whether or not to take one they can help or hinder you

You may pass a turn to lower your Blood Alcohol Level by .01

The drunk tank is a space where you must wait for you Blood Alcohol Level to lower to 0.0 /You may roll a dice if the result of the roll is 6 you get a "Phone Call"

Pass

"Phone Call" Return to Start

Cards can be traded during your own turn

Cards are reshuffled when they have all been drawn

The one who drawn the last card advanced an extra space but must perform the action on that space

Cards can be used only during the acting player's turn by that player

Jail and drunk tank are the same thing

Spaces:

Drink Space: Raises blood alcohol Level by .01 to .08 depending on the roll of a 6 sided die`

Unmarked Space: Perform no action

Cop: If you land on this space with over .08 blood alcohol level you go to the drunk tank

Party Space: Roll a Dice

Take a nap subtract all blood alcohol level

+ .02 blood Alcohol Level

+ .03 Blood alcohol Level

+ .04 Blood alcohol Level

+ .05 Blood alcohol Level

“Get Outta the drunk tank” card

Dangerous Situation:

Pedestrian: If blood alcohol level is .08 go to jail

If not nothing happens

Other Car: ‘Flip a coin” if Heads You lose

If tails go back three spaces

Red Light: Flip a coin

If tails skip a space

If heads lose a turn

Text: Crash car go back two spaces

if Blood alcohol level is at .08 go to jail

Warning Space: Draw a ticket

Tickets:

Reroll: Reroll a Die

Lucky Break: Re flip a coin

Nap: Skip a turn subtract all Blood Alcohol level

Get Out of the Drunk Tank Card: Get out of Jail

Lose a Turn: Lose a turn

Nullify: Don't perform the Action on the space you are on

Cool Card: skip a space don't perform action

Go To the Drunk Tank Card: Go to Jail unless Blood Alcohol Content is 0.0