One Cold Chicago Night

RIDES:

Free Ride — $0
1 space	1 space	2 spaces	2 spaces	3 spaces	4 spaces

Cheap Ride — $100
1 space	2 spaces	3 spaces	4 spaces	5 spaces	6 spaces

Slow Ride — $200
1 space	1 space	1 space	2 spaces	2 spaces	2 spaces

Fast Ride — $300
5 spaces	5 spaces	6 spaces	6 spaces	7 spaces	8 spaces

REQUIRES:

1: Players start on the **START** space with $500. (keep track of the money with the **MONEY COUNTER**) Players then take turns moving clockwise around the board.

2: Before rolling the dice, players choose a **RIDE** and pay the fee. They then roll the dice and follow their **RIDE**'s outcome.

3: When a player lands on a space, they collect (or lose) the money shown on the space.

4: When a player's space has ▓▓▓▓▓ around it, they can choose to roll the **TRY YOUR LUCK!** game. They won't move, but they may earn more money.

5: If the space has a 🔫 on it, the player may choose to roll the **ASSASSIN DICE** instead of moving. If they roll **WIN!**, they win the game!

6: If a player ends up with less than $100, they move their counter to $300 and their opponent gets a free roll of the **ASSASSIN DICE**.

⚠ **PLAYERS CANNOT COLLECT MORE THAN $1K.**

ASSASSIN DIE — $700
WIN!	WIN!	Nothing	Nothing	Nothing	Nothing

TRY YOUR LUCK! — $300
Nothing	+$100	+$200	+$500	+$700	+$1K

MONEY COUNTER

1	2
$100	$100
$200	$200
$300	$300
$400	$400
$500	$500
$600	$600
$700	$700
$800	$800
$900	$900
$1K	$1K

Board spaces

-$200, -$100, +$300, +$200, -$200, +$100, +$100, +$100, -$100, +$200, +$200, -$100, +$100
+$400, +$200, +$400, -$200
+$100, -$200, +$200, -$100, +$100
+$500, +$100, +$200, +$200, -$100, +$200, +$300, -$200, -$300

START