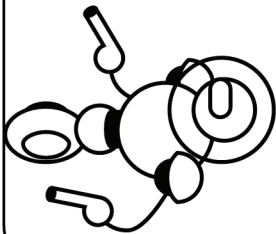


# Zip City



## REQUIRES:



- 1 :** Players start on any . They rock-paper-scissors to determine the first **WINNER IN A COLLISION**.
  - Mark that player with a coin.
  - 2 :** Players decide which path their piece will move along. They will secretly place that number face-up on their dice, hidden under their hand.
  - 3 :** Players then lift their hands simultaneously and move.
  - 4 :** When a player passes a the "winner in a collision" switches. If both players pass a then they cancel each other out.
  - 5 :** If they land on the same space, whichever player the **WINNER IN A COLLISION** is wins.
- Players can also collide by taking the same path at the same time. If there is a on that path, it only gets toggled once.

