

2 *	↑ 3	↗ 4
← 5	6,7,8 Your Choice	9 →
↙ 10	↓ 11	12 **

In addition to printing out the board and rules, you will also need: A pair of 6-sided die, and a token or pawn for each player, up to about 8. For the optional rules (you can play with either, or both optional rules) you will also need pieces for up to 12 pedestrians, and up to 6 manholes (pennies work).

Whoever has been to the most populated city moves first. Start on the 'start' square and try to move in the direction of the arrow. Roll 2 dice and move 1 space in the direction indicated by the movement grid, or follow the instructions.

If you move off of the board, start your next turn back on 'start'. If you run into another player, you lose your turn and do not move (players cannot be in the same space). First one to the yellow line wins!

\* If in crosswalk, go outside crosswalk. If outside crosswalk, you get a jay-walking ticket (lose).

\*\* If in crosswalk, go outside crosswalk. If outside crosswalk, you are hit by a car (lose).

When told to 'go outside crosswalk' move horizontally to 1 space outside, in the direction you are closest to. (If you are in the center of the crosswalk, you choose the direction to move.)

#### OPTIONAL RULES:

##### 1) Pedestrians:

- Before the game, roll 2 dice to see how many pedestrians are in the crosswalk.
- Take turns placing the pedestrians in the crosswalk wherever you like.
- If you run into a pedestrian as you cross, you lose a turn.  
(You can be in the same square as a pedestrian.)

##### 2) Manholes:

- Before the game, roll 1 die to see how many manholes there are.
- Take turns placing manholes **outside** the crosswalk wherever you like.
- If you fall into a manhole, you lose.