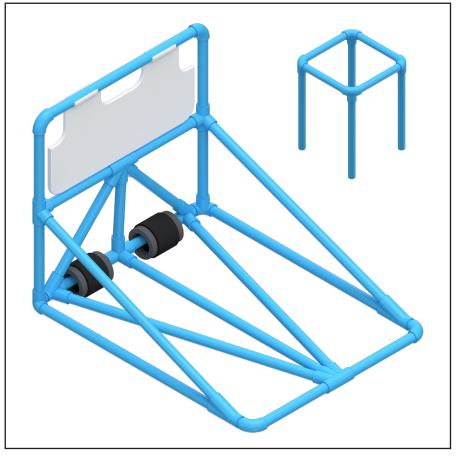
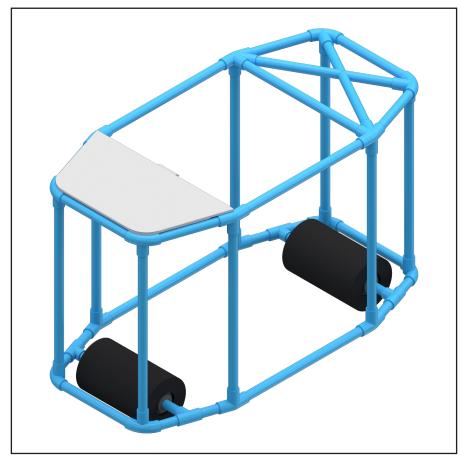
PLAYER INTRODUCTION

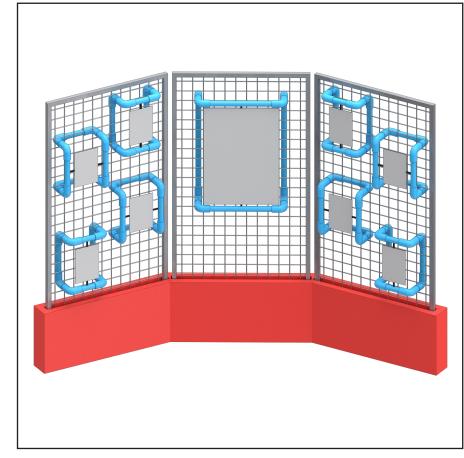








MOTOCYCLE



PEDESTRIAN

LOCAL

CLEANER

MANDATORY

DICE-DRIVEN

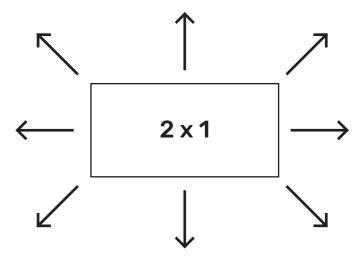
SOLO PLAYER

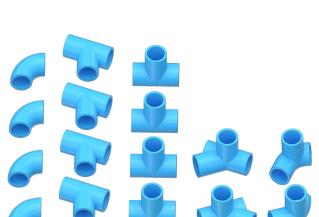
Goal - Get to the otherside safely

Ability - Can walk aside DISABLE player and help them walk in the same pace

Quantity - 1, 2, 3

Movement and Size -







LOCAL

CLEANER

TILE-BASED

SOLO PLAYER

Goal - Get to Crosswalk safely

Ability - Can walk aside *PEDESTRIAN* player and walk in the same pace as them

Quantity - 0, 1, 2

Movement and Size -

MANDATORY

TILE-BASED

SOLO PLAYER MULTIPLAYER

Goal - Deploy all the Tables

Ability - Chose where to deploy Tables (1 per-round)

Quantity - 1, 2, 3 / 3, 6, 9

Movement and Size -

FOOD CART

FOREIGNER

MESS MAKER

FOREIGNER

MESS MAKER

MANDATORY

TILE-BASED

SOLO PLAYER MULTIPLAYER

Goal - Drive to the other side

Ability - Can steal Tables from *FOOD*

CART (max 2 per-vehicle)

Quantity - 1, 2

Movement and Size -

SHOP FRONT

LOCAL

MESS MAKER

TILE-BASED

SOLO PLAYER MULTIPLAYER

Goal - Capture all the *PEDESTRIAN*

Ability - Stop *PEDESTRIAN* player for 1

turn if they step on the platform

Mistery cards to pick from

Quantity - 0, 1, 2

Movement and Size -

