Speak about

the need for more spending on hav fever research

Play it Safe:

Roll 1 die, win with 3 or more Risk it:

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the best Mexican restaurant in the country

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the tastiness of avocados from Mexico

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the cost of minting pennies

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the merits of the Park Service

Play it Safe:

Roll 1 die, win with 3 or more Risk it:

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the need for more skilled penny polishers

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the number of words on all of the current federal tax forms

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the risk to Thanksgiving due to the monopoly on canned pumpkin

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the importance of uniforms for college students

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the tax on suction cup tipped arrows

Play it Safe:

Roll 1 die, win with 3 or more Risk it:

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the need for every child to have a personal copy of the picture book Red Panda, Red Panda, What Do You Hear?

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the beauty of the national parks your candidate has not visited

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Warm Fuzzy Ad

Claim your candidate was in business since selling Veteran's Day wrapping paper door to door at age 8 to support family.

Pay \$200K PAC cash. Roll 1 die, win with 3 or more.

Positive Effect:

Take 4 from undecided. If there are not that many, take the whole pile.

Negative Effect:

None, except for all that poor PAC cash.

Speak about

preserving the one dollar bill

Play it Safe:

Roll 1 die, win with 3 or more Risk it:

Roll 2 dice, win with 8 or more

Positive Effect

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the need to expand imports of mangos from India

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the dangers of radiation from the sun

Play it Safe:

Roll 1 die, win with 3 or more Risk it:

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

a possible tax on Cornish game hens

Play it Safe:

Roll 1 die, win with 3 or more Risk it:

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the rising price of envelopes

Play it Safe: Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

Estonian relations

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the need for a tax on dental floss

Play it Safe:

Roll 1 die, win with 3 or more

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.

Speak about

the porousness of our Canadian border

Play it Safe:

Roll 1 die, win with 3 or more

Risk it:

Roll 2 dice, win with 8 or more

Positive Effect:

Gain 1 poll point from each opponent if you played it safe or 2 from each opponent if you took a risk.

Negative Effect:

Roll 1 die if you played safe or 2 if you took a risk. Lose that many poll points to undecided.