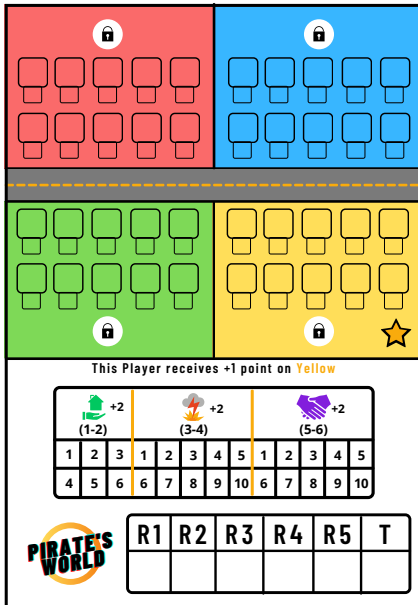


ROADSIDE ROLL & WRITE

Overview

Starting in the early 1920's, Florida was a hotbed for roadside amusement parks. In this game, each player will take on the role of an amusement park owner vying for control of the roadside market. Players will build up their amusements, upgrade facilities, and inflict disasters on other park owners. Florida sure is a strange place!

Components



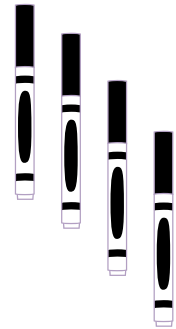
4 - Player Boards
(laminates or page protector)



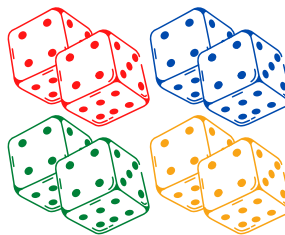
1 - Licensing Deck (21)



1 - Disaster Deck (21)



4 - Dry-Erase Markers

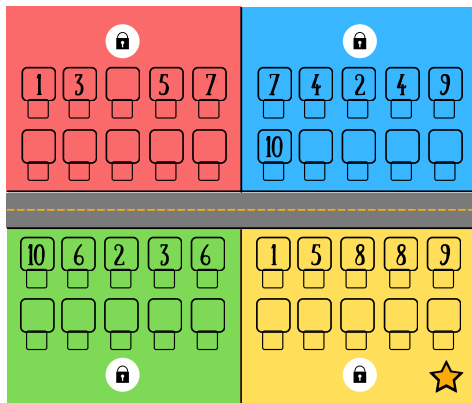


8 - Dice in these 4 colors

Setup

1. Each player selects a player board and collects a pencil with an eraser. The active player is determined by whomever went to an amusement park last.
2. The active player separates the two decks from one another, shuffles each and places them near each other in the center of the play area.
3. Place the dice in the center of the play area.
4. The active player draws 3 cards from the disaster deck and places them, laid out in a line, next to the disaster deck. Do the same with the Licensing deck.
5. All players must distribute the numbers 1-10 two times with their pencil on any large empty squares on their player boards.
6. The active player collects the dice in their hand.

You are now ready to play!

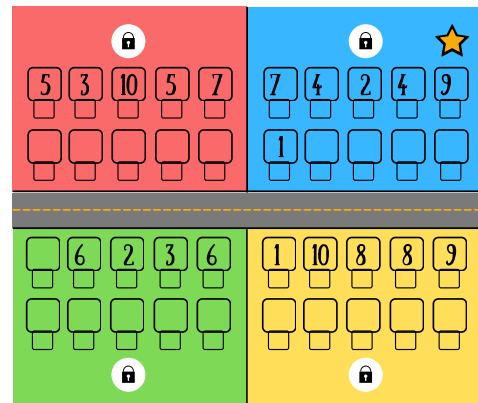


This Player receives +1 point on **Yellow**

+2 (0)			+2 (1-3)			+2 (4-6)						
1	2	3	1	2	3	4	5	1	2	3	4	5
4	5	6	6	7	8	9	10	6	7	8	9	10



R1	R2	R3	R4	R5	T



This Player receives +1 point on **Blue**

+2 (0)			+2 (1-3)			+2 (4-6)						
1	2	3	1	2	3	4	5	1	2	3	4	5
4	5	6	6	7	8	9	10	6	7	8	9	10



R1	R2	R3	R4	R5	T

Gameplay Overview

There are 5 rounds in a game. Each round consists of 3 phases: Park Opening, Maintenance, and Park Closing.

- **Park Opening:** This is when the dice are rolled and numbers are checked off.
- **Maintenance:** This is just before closing, when new properties are constructed and licensing/Disasters occur.
- **Park Closing:** This is the clean up phase when all is erased from the day.

Once Maintenance has occurred, check if all colors are locked out. If so, continue to the park closing phase. If there are still colors that are not locked out, continue to repeat the first 2 phases in order until a total lockout occurs.

Round Sequence

Park Opening: Starting with Active Player

1. Roll all dice & align by color
2. All players check off matching numbers on their player boards. This can be the sum of 2 same colored dice or any split of those 2 dice that make up the sum.
3. (Optional) Any player can choose to split the sum of any 2 same colored dice in order to gain resources for buying either Disasters or Licensing cards in the Maintenance phase. If no dice are chosen to split, a player gains 2 New Property resources. **Each player is only allowed to split and gain resources on one color per dice roll.**

(0: New Property +2 / 1-3: disaster +2 / 4-6: licensing +2)

1. This continues until all players have locked out all of their colors. This occurs when a player cannot check off a certain number on their board because it was either already checked off or is not on their board.

Maintenance: Starting with the Active Player

1. The Active Player decides how to use their accrued resources from the round. Starting with New Properties, then buying Licensing Cards, and finally inflicting Disasters. **Inventory limit is 3.**
2. This continues, in clockwise order, until all players have used the resources they wish to.
3. **lastly, if any player has more than 5 numbers on any color, they must pay an upkeep of 1 resource for each color with more than 5 numbers in it.**

Park Closing: All players participate in this phase simultaneously. **This phase only occurs once all colors are locked out.**

1. All players erase all checks underneath numbers & erase crosses over locks. All players tally up points and record totals on their round total tracks.

The round ends & a new round begins

Scoring

- Each Player Board receives +1 point to all checked numbers on a certain color.
- **1-7 receives 1 point, 8-10 receives 2 points.**
- If a player checks off the same number in all 4 colors, they receive +5 points at the end of the round.
- If a player checks off 8 numbers in a single color, they receive +10 points at the end of the round.
- If a player checks off 2 of the same number in a single color, they receive +3 points
- Players add any bonuses from Licensing cards and subtract any points from Disaster cards.

End Of Game

- A game ends once 5 rounds have been played. Players count up their points from each round. The winner is the player with the most points.

The Dice

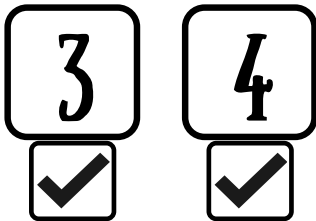
When an Active Player rolls the dice, a given player has many options to choose from. Any of these options can occur multiple times in the same roll. Let's say you roll:



- **On Red**, you choose to check off the combined total of the 2 dice, 4.



- **On Blue**, you choose to check off the split of the sum, 3 & 4. (1 of multiple options)



- **On Green**, you choose to split the sum and gain resources with 1 of your dice values. you check off 1 & gain 2 Disaster resources with the #2 die.

+2 (0)			+2 (1-3)			+2 (4-6)								
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5
4	5	6	6	7	8	9	10	6	7	8	9	10		


- **On Yellow**, you either don't have those numbers or you have already checked them off. So, you must cross off the lock icon in Yellow and you cannot check off any more numbers for the round.






Resources

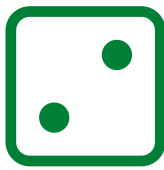
The resource track, located on each player board, allows you to gain and buy new cards that either help you or hurt opponents. Here is an explanation for each of the 3 resources.




- **New Property(0):** If you choose not to gain any other resources from dice rolls, you automatically receive +2 resources to buy new properties. In the Maintenance phase, you will use this resource to add numbers from 1-10 in any square on your board that is empty. Each new property costs 1 resource.




 +2 (0)			 +2 (1-3)					 +2 (4-6)						
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5
4	5	6	7	8	9	10	6	7	8	9	10			




- **Disaster(1-3):** If you choose to split 2 dice and use one for Disaster resources, it must be a number from 1-3. You gain 2 resources on the Disaster track. In the Maintenance phase, you can choose to buy a Disaster card and inflict it on an opponent. You can also remove a Disaster from your park by paying its cost and discarding it.



 +2 (0)			 +2 (1-3)					 +2 (4-6)						
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5
4	5	6	7	8	9	10	6	7	8	9	10			

- **Licensing(4-6):** If you choose to split 2 dice and use one for Licensing resources, it must be a number from 4-6. You gain 2 resources on the Licensing track. In the Maintenance phase, you can choose to buy a Licensing card to add bonuses to your end of round scoring.



 +2 (0)			 +2 (1-3)					 +2 (4-6)						
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5
4	5	6	7	8	9	10	6	7	8	9	10			

Resource Fiddly Bits

- Each player has a limit of 3 cards in their inventory.
- If a Disaster is inflicted on you and you already have 3 cards, you must decide which card to replace it with.
- You cannot replace a Disaster card with another Disaster card.
- Each resources limit is finite.

Solo Variant

To play by yourself you will set up the game normally with 1 player sheet of your choice. Then, you will play the game normally except for a few differences.

1. At the end of a round, you will draw a Disaster card from the top of the deck, this card goes into your inventory and goes into effect. You can pay to remove it or buy a Licensing card and swap that out for it.
2. If you ever have a total of 3 Disaster cards in your inventory before the end of the game, **you lose.**
3. You are also trying to attain a high score.

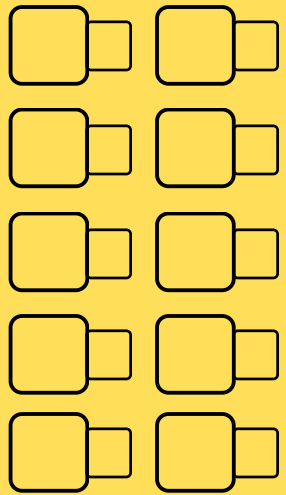
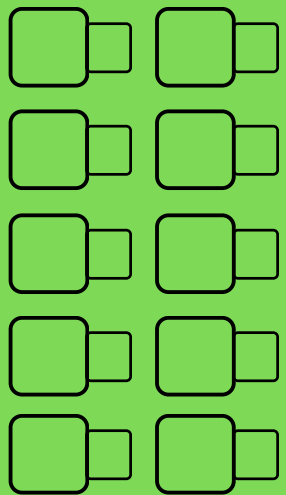
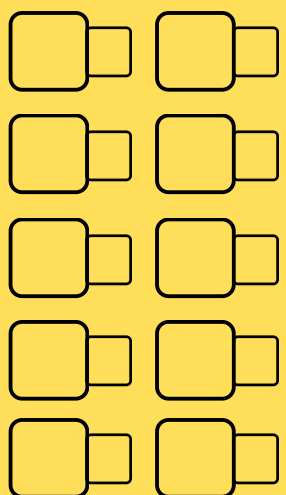
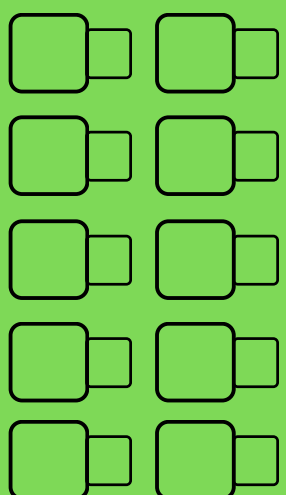
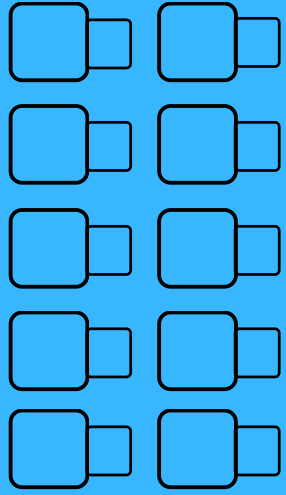
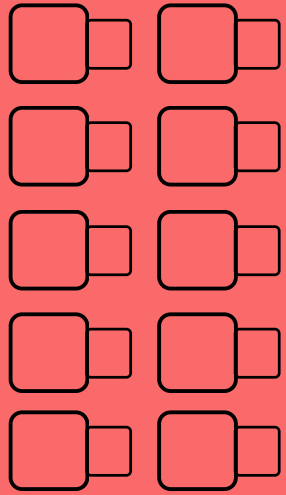
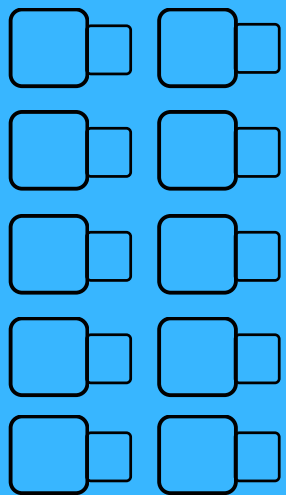
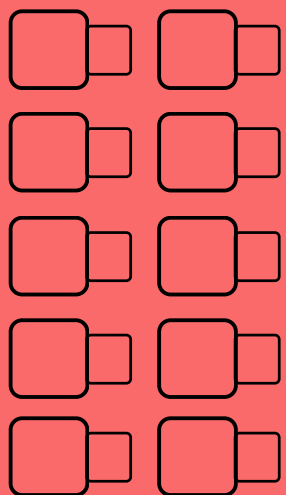
Solo Scoring

Florida Man: 60+

Highway Robber: 80+

Average Joe: 100+

Amusement God: 120+



This Player receives +1 point on Blue

+2 (0)		+2 (1-3)		+2 (4-6)			
1	2	3	1	2	3	4	5
4	5	6	6	7	8	9	10

R1	R2	R3	R4	R5	T

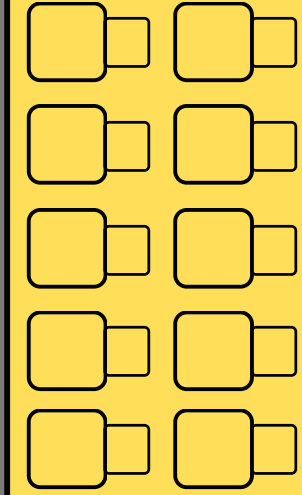
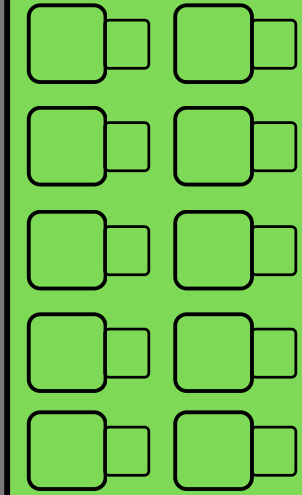
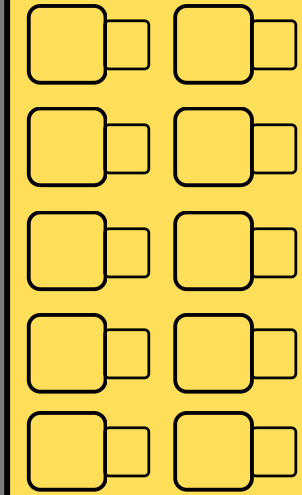
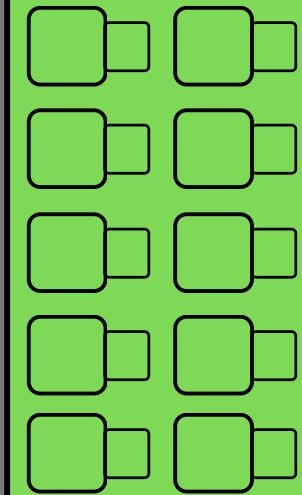
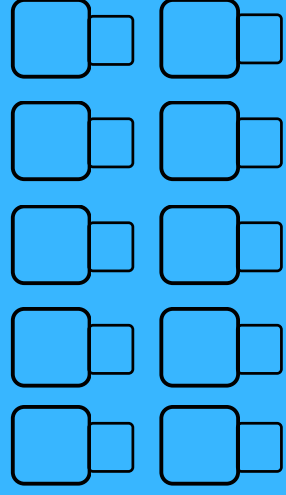
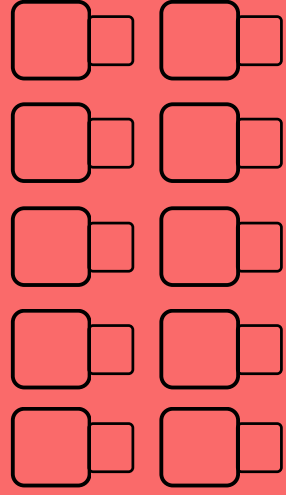
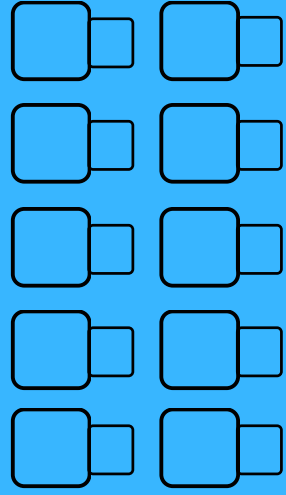
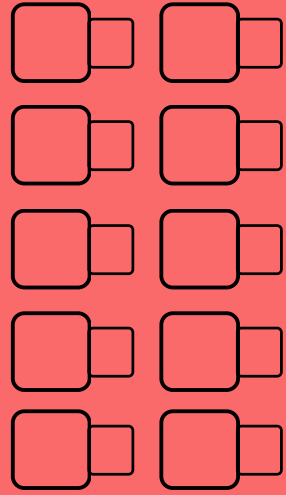
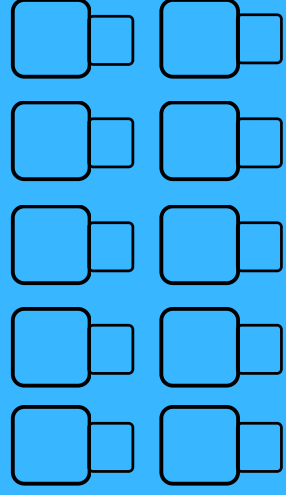
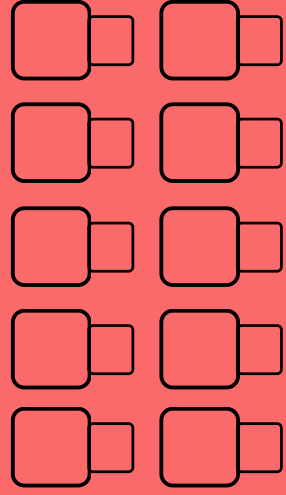
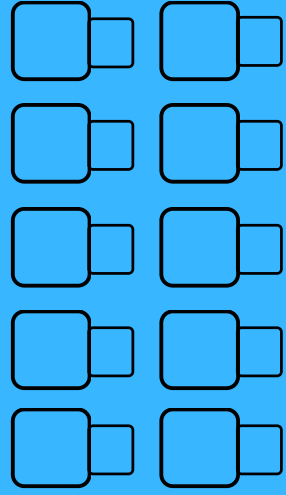
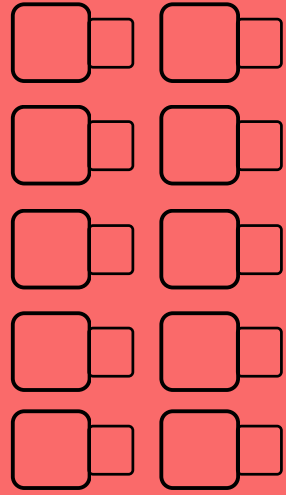


This Player receives +1 point on Yellow

+2 (0)		+2 (1-3)		+2 (4-6)			
1	2	3	1	2	3	4	5
4	5	6	6	7	8	9	10

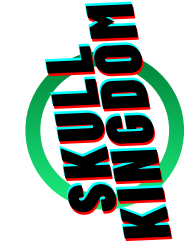
R1	R2	R3	R4	R5	T





This Player receives +1 point on Green

1	2	3	4	5	6
4	5	6	7	8	9



R1	R2	R3	R4	R5	T

This Player receives +1 point on Red

1	2	3	4	5	6
4	5	6	7	8	9



R1	R2	R3	R4	R5	T

Sewer Leakage

\$2

**-1 point on blue
5's**

Body Found on Site

\$2

**-1 point on red
5's**

illegal bird ring

\$2

**-1 point on
yellow 5's**

Attendee Eaten

\$2

**-1 point on
green 5's**

A Break-In

\$2

**-1 point on red
5's**

Insurance Fraud

\$2

**-1 point on red
10's**

Animal Shortage

\$2

**-1 point on
yellow 10's**

Tax Evasion

\$2

**-1 point on
green 10's**

Seasick Shark

\$2

**-1 point on blue
10's**

Natural Disaster

\$4

**-1 point on even
reds**

Union Dues

\$4

**-1 point on even
yellows**

**Vehicular
Manlaughter**

\$4

**-1 point on odd
reds**

Prized Bird Death

\$4

**-1 point on odd
yellows**

Mass Food Poisoning

\$4

**-1 point on even
greens**

A Haunting

\$4

**-1 point on odd
greens**

Power Outage

\$4

**-1 point on even
blues**

Pool Punctured

\$4

-1 point on **odd blues**

Sink Hole

\$6

-5 points on **blue 10's**

8-Car Pileup

\$6

-5 points on **red 6's**

All Birds Gone

\$6

-5 points on **yellow 8's**

The Ghosts Left

\$6

-5 points on **green 4's**

Ostrich Rides

\$2

+1 point on **yellow 6-10**

Parrot Jungle

\$2

+1 point on **yellow 1-5**

Real Pirates

\$2

+1 point on **green 6-10**

Alligator Wrestling

\$2

+1 point on **green 1-5**

Motor Show

\$2

+1 point on **red 1-5**

Custom Car Horn

\$2

+1 point on **red 6-10**

New Fish Tank

\$2

+1 point on **blue 1-5**

Octopus Garden

\$2

+1 point on **blue 6-10**

Spread The Wealth

\$2

+1 point on **7's**

Bird Craze

\$4



reroll **yellow**

Pirate Craze

\$4



reroll **green**



Fish Craze

\$4



reroll **blue**

Car Craze

\$4



reroll **red**

Fortune Smiles

\$4



change **1 die**

Fortune Smiles

\$4



change **1 die**

Frenzy

\$6



reroll **any dice**

Spread More Wealth

\$4

+2 points on 7's

Frenzy

\$6



reroll **any dice**

Frenzy

\$6



remove **1 die**

All The Riches

\$6

+3 points on 7's

Frenzy

\$6



remove **1 die**

