

You've come across an abandoned bus ticket. You may either proceed to the next Bus Stop or sell the ticket for 1 dollar.

As you begin to cross the street, a speeding car whips around the corner and it's now headed straight for you! Roll the die. If the number is odd, you narrowly evade the car's front bumper. If the number is even, you're struck and sent to the hospital.

You've come across loose cash on the ground! Kneel down to see how much you get by rolling the die. Rolling a 1 amounts to 1 dollar. A 2 is equal to 2 dollars. A 3 is worth 3 dollars. Rolling a 4 will give you 5 dollars. A 5 is worth 8 dollars. Finally, rolling a 6 will earn you a whopping 10 dollars!

A young couple clearly from outside the area is wondering how to get to 5th and Broadway and, with nothing better to do, you jump at the opportunity to help them in their travels. Roll the die. If you roll a 1, 2 or 3, you lead them on the correct path and they pay you 2 dollars for your service. If you roll anything else, unable to contain your inner demons, you must go to Jail, caught by the police madly brutalizing the couple with open-hand slaps and words of malcontent as you were.

You need a fix! Go to the Crack House.

While going about your daily routine, you suddenly realize you're bleeding. Despite your vehement assertions to the contrary, a group of concerned individuals (who notice the trail of blood drops in your wake) insist that you get checked out by medical professionals. They shepherd you to the Hospital.

You had a mini-stroke and the events that just took place are altogether lost to you. Go back 3 spaces.

Go to Jail, as you've been apprehended for indecent exposure.

You're caught shamelessly urinating in public and, what's more, your stream seems to have inadvertently crossed paths with a professional boxer's dress shoes. After the boxer floors you with a devastating left hook, he alerts the authorities to your wrongdoings. Go to the Hospital and subsequently go to Jail.

What luck – after spending all day watching people make transactions at the ATM, an imperceptive individual drops one of the 20's she's withdrawn. You take advantage of said individual's imperceptiveness and get 20 dollars!

A well-dressed kid with a video camera approaches you and asks you to grab hold of your ankles and hop around for 10 dollars. If you chose to do so, roll the die. If you roll a 1, 2 or 3, you make a fool of yourself on camera and earn 10 dollars. If you roll anything else, go to the Hospital, for your lack of coordination spells disaster as you face plant on the pavement.

Emerging from your drunken daze, you open your weathered and dirty hand to find 5 dollars!

While you amble back and forth from one light post to another, muttering threats of bereavement to no one in particular, you find a wallet fallen on the ground with no one around to claim ownership of it. You finger through its contents to find, among family photos and other personal effects, 16 dollars!

A boisterous doomsayer claiming to be Jesus Christ approaches you with an intent and unbroken stare, and it puts you on edge. Go to Jail, as the fisticuffs that ensue incite reaction from the people around you and, consequently, the police.

After walking around with that annoying pebble in your shoe all day, you finally get around to actually attempting at getting it out. Once you see that the pebble is in fact a sizable lump of crack, you're unchecked habitual nature gets the better of you. Proceed to the Crack House though, unlike typical circumstances, lose only up to 10 dollars.

While looking for rocks in the bushes, you happen upon a switchblade. Chose a player whom you'd like to mug and that player must roll the die. If an even number is rolled, all of their money is take from them and given to you. If an odd number is rolled, that player is sent to the hospital, as you've stabbed them. If for whatever reason you chose not to mug another player, you have that right.

After sifting through a dumpster, you've come across a half-empty bottle of booze. Roll a die. If the number is odd, you manage to sell the bottle to some minors for 3 dollars. If the number is even, you drink the entire thing and lose your next turn, as you've become inebriated.

The fates seem to be conspiring against you, as the trash-filled box you were napping in is thrown in the back of a garbage truck and hauled away. Go back 3 spaces.

Lost time; unexplainable scars; a sizeable memory gap; nothing but an alien abduction can explain it all. Despite your fervent claims to having been abducted by aliens however, no one seems to believe you – some even go so far as to say that you're crazy. In any event, go back 3 spaces.

A canvasser for a prominent activist group, oblivious to your obvious plight, insists that you give money to prevent the icecaps from melting. Roll the die. If you roll an even number, your dissociative ranting drives the canvasser and many others away from the immediate area and you proceed as though nothing's happened. If you roll an odd number, the canvasser successfully coerces you out of up to 5 dollars.