

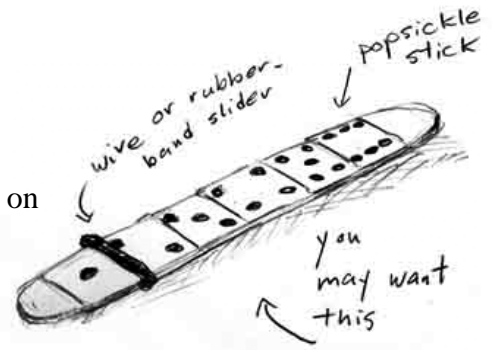
Dicewalk ~ Conditions for play:



1. You roll the die at every intersection, sidestreet or byway.
2. The less the number of a roll, the more you turn towards the left (counter clockwise), and visa versa.
3. Going back (reversing) is not considered an option, unless you come to a dead end, and then it is the *only* option.
4. If the intersection is a T, or any two-pronged intersection, then 1, 2, 3 mean turn to the left, and 4, 5, and 6, mean turn to the right.
5. A typical four way intersection contains three options. If it is three option decision, then 1 and 2 mean turn left, 3 and 4 mean go forward, and 5 and 6 mean turn right.
6. A five-way (four option) intersection is confusing but rare. If it is a four option decision, then 1 means first option (usually a hard left), 2 means second option, 3 means third option (really!) and 4 means fourth option (usually a hard right). 5 means roll again to decide between first two options, same as a T ~ (see rule # 4.) 6 means roll again to decide between the fourth and fifth options, as above. It makes sense, honest.
7. If it is a six way intersection, then the numbers 1 through 5 correspond with the positions of the five optional ways. 6 means "roll again". Turning back is never an option.
8. If there is a major side street on the left, then 1 and 2 mean turn left. 3, 4, 5 and 6 mean go forward. Likewise, if there is a major side street on the right, then 1 and 2 mean turn right, 3, 4, 5 and 6 mean go forward.
9. If there is a minor side street (smaller than the one you are on) or a byway on the left, then 1 means turn left. 2, 3, 4, 5 and 6 mean go forward. Likewise, if there is a minor sidestreet or byway on the right, then 1 means turn right, 2, 3, 4 and 5 mean go forward.
10. For unusual intersections, decide on fair conditions of play *before* rolling the die.
11. *No looping*: you may not walk the same direction on the same place more than once. When you come to an intersection that you came to earlier during your dicewalk, you will not consider the path you already took to be an option. You may go the opposite way on the same path once.
12. To end a dicewalk, put the die away and proceed home or to another destination. Do not begin a new dicewalk until after you have reached your destination.

Dicewalk ~ Conditions for advanced play:

13. You should have a popsicle stick with the numbers 1 through 6 marked on it, with a wire or rubber band slider to mark your place. This serves as a memory aid.



14. If you *see* a bus that *you could board*, or *pass* a subway or BART station, then roll your die. If you get a 1, then board immediately.

15. If you do not get a 1, slide your wire marker to the number 2 on your popsicle stick.

16. The next time you see a bus that you could board, or pass a subway or BART station, then roll your Die. If you get a 1 or a 2, then board immediately.

17. Keep proceeding in like manner. If you see many buses, but do not board them, eventually your marker will be over the 6. At this point, board the next bus you can board that you see, or take the next BART or subway train that you pass.

18. If you find yourself in a BART or subway station, board the first/closest train available. If it is not an obvious decision, then use dicewalk rules to determine which platform on which to wait.

19. Once you are on a bus or a train, roll your die. Every other stop will be an option. If it is a 1, get off at the second stop.

20. If you do not get a 1, slide your wire marker to the number 2 on your popsicle stick, and roll your die. If you get a 1 or a 2, skip a stop, then get off at the next stop.

21. Keep proceeding in like manner. If you do not exit, eventually your marker will be over the 6. At this point, skip a stop, then exit at the next stop.

22. No looping: you may not ride the same direction on the same route more than once. You may, however, *ride* the same direction on the same route that you *walked*, and vice versa. You may ride the opposite direction on the same route once.

23. If you wish you can use the popsicle stick method to choose restaurants or bars. When you pass a restaurants or bar that is acceptable, roll your die. If it is a 1, go in. If not, slide your wire marker to the number 2, and proceed as described above. You will need two popsicle sticks if you want to give yourself options for mass transit and restaurants simultaneously.