



Player aid

Player dice roll		Items	
	Critical failure: Gain a curse		Not your day: Gain nothing
	Sabotage: Curse a player		Temporary speed boost: Move 1 space in any direction
	Item: Get an item		Temporary speed boost: Move 2 spaces in any direction
	Movement: Move 1 space in any direction		Lucky charm: Move passenger to a new location
	Movement: Move 1 space in any direction		Cab upgrade: Gain a D6 die
	Movement: Move 2 spaces in any direction (or higher)		Ultra cab upgrade: Gain a D8 die

Cat nibbles		Paw patrol			
		Cab upgrade: Gain a D6 die			Bad luck: Lose 1 coloured die if applicable
		Greedy cat: Take a die from any player			Pothole: Move 2 spaces back towards the starting point
		Temporary speed boost: Move (roll a D6) spaces in any direction			Unhappy customer: Lose 1 passenger if applicable