



### 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