

**The Boda Boda Board Game** is a fast, fun, and maddening game recommended for 3-8 players. A lot happens as you navigate the city: you'll pick up passengers, visit famous sites, hit potholes, strike it lucky, collide with other riders, and get into trouble with the police! *Kampala si bizimbe.*


**To win** the game is to be the first player to have done all of the following : 1) built a house (three bags of cement), 2) learned the city (three different landmark cards), and 3) gotten married (mukyala & mwami) AND be debt-free.

**Starting** The game begins with players placing themselves on any of the start spots outside the city. Each player is given 10k to start.

**Your turn** The order of your turn is: 1) purchases and playable cards (if applicable); 2) roll die; 3) move; 4) repeat #2 & 3 if you land on a passenger spot (indefinitely) 5) draw and play card if on Event, Landmark, 6) make any purchases if in a Commercial Area.

**Moving** After any initial purchases or playable cards, the player rolls the white distance die and moves that number of spots in any direction. The color of the spot on which the player lands will determine the player's next move.

**Passengers** If you land on a passenger spot (blue) roll again immediately, rolling both the white distance die and the wooden directional die. The distance die tells you how far to move, and the directional die what direction to go and how much you earn (1k per spot you move). If you roll **to town**, follow the arrows towards Old Taxi Park – taking the shortest path possible. If **out of town** is rolled, move in the direction opposite the arrows. If moving **out of town** takes you to a starting location, bounce back towards town (including one stop on the starting location). If, at the end of the passenger trip, you land on another blue passenger spot, roll both die again and make more money. If you land in jail (or get a card that sends you to jail), you do not get paid.



Old Taxi Park  
all riders stop

All passengers going to town go to the Old Taxi Park

**Events** If you land on an event spot (red), draw an **event card** from the pile. Do what it says immediately, unless it says to keep it until you choose to play it (i.e. the mugagga, jerrycan, afande cards).

**Landmarks** Land on a landmark (yellow), pick up the landmark card for it. Just once. Simple.

**Marriage** You can get married by 1) landing on a Family Home (pink) and paying 10k or 2) as the result of an event card. Once you have had your wedding, you acquire the **Mukyala & Mwami** card, and all other players must pay you 2k, unless they do not have money (wedding contributions do not require Debt).

**Accidents** An accident occurs any time a player passes another or lands on the same spot on the road (only the Jail and Clinic are safe places to share). In an accident, the two players roll a die at the same time. The player with the lower number roll loses. However, a player can add +1 to the number rolled for each Helmet card or Insurance card had by that player, for a maximum of +2 added. If players have the same number, both lose.

<b>Accident!</b> Both roll die  +1 for Helmet +1 for Insurance (max +2 total)	Lower roll loses tie = both lose	If loser has Helmet AND Insurance	Go to Clinic in Division Lose Helmet Pay 0
		If loser has only one or none	Go to Clinic in Division Lose Helmet Pay 3k
		If loser has NEITHER Helmet nor Insurance	Go to Clinic in Division Pay 10k (take debt if necessary)

**Police** The Afande piece (the black wooden piece) starts the game at the Old Taxi Park. At the end of your turn, you can pay 3k to move the Afande to any open spot that no player is on. You can only pay to move the Afande at the end of your turn, not at the beginning. If any player passes or lands on the Afande during their turn, they go directly to Jail.

**Jail** Apart from the Afande, several Events can send you to jail. Also, if you land on a Police Station and do not have both Helmet and Insurance, you go to Jail. When you are in Jail, you can either a) pay 10k and move again immediately, or b) roll a die to get out.

- Rolling a 1 or a 2 - stay in Jail and wait until the next turn to roll or pay.
- Rolling a 3 or a 4 - move to the Police Station and leave next turn.
- Rolling a 5 or a 6 - move to the Police Station and roll again immediately to move.

**Items** Items (cement, helmets, insurance) can only be bought when the player is in a Commercial Area or in Central. Items can be bought either 1) before rolling the dice at the beginning of the turn or 2) at the end of the turn. You can trade and sell anything (except spouses and landmarks) with other players at any time.

Insurance	7k
Helmet	5k
Cement	10k

**Debt** If you require debt for any reason (an accident, an event, a wedding), you can either take a loan from the Bank or another player. Loans are only issued in increments of 5k or 10k, not in between, though more complex negotiated trades can be made with other players. Loans from other players incur 20% interest (i.e. 5k is repaid as 6k, and 10k as 12k) while loans from the Bank are at 40% interest (5k is repaid as 7k, and 10k as 14k).

The player with the debt holds the card until the debt is paid off. You can pay off the debt whenever you'd like; but you cannot win when you still have debt