



# NERBY !

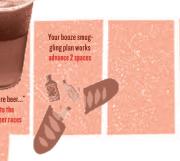






























## **PORT-A-POOPER RACES**

Use your turns to roll a single die to advance to the end of the port-a-poopers.

Your opponents may try to knock you off the port-apoopers when they roll a four or higher.

You may show your boobs to stop your opponents from knocking you off the theoretical port-a-poopers.

Upon landing on the go to jail space, go directly to jail. Do not pass the starting gate.

You may only leave jail by rolling doubles or paying each of your opponents a dollar. You may also attempt to persuade a teammate to forfeit a turn, giving you their roll and allowing you to leave jail. Good luck.



BACK TO THE RACE!

# **DIRECTIONS**

**EVEN FOR A NATIVE, NAVIGATING DERBY IS A WILD** 

RIDE. WE'VE CREATED THIS GAME IN ORDER TO

**HELP YOU PREPARE FOR A SUCCESSFUL DERBY** 

SITUATION. PAY ATTENTION AND TAKE NOTES.

Dice are not included. Steal two dice from one of your other board games. Also, Steal game pieces from another game or make your own, or just use pocket lint or something.

Roll one die for each turn.

For a pair of dice and a game piece, please send \$24.95 to:

The Paper Suite 107 1355 Bardstown Rd. Louisville, KY 40204

Be the first to cross the finish line and make it to the winner's circle.

















