

# RULES FOR PLAYING "DWI" THE GAME

Congratulations and thank you for learning about the exciting DWI The Game, an entertaining diversion guaranteed to make players aware of the seriousness and consequences of driving while intoxicated (DWI).

## EQUIPMENT:

- D.W.I. GAME BOARD
- Set of Dice
- Cards: Traffic Stop, e-mail & ATM, Roadblock, Court Decision, Helping Hand and Start & End Cards.
- Two Game Players Card Decks. These include the Driver Deck of the average man, housewife, office worker, lobbyist, politician, Rehab Guy, and the "Deewie", and the Special Interests Club characters such as Judge, Police, Lawyer, Auto Insurance, Auto Towing, DMV, and Mad Mudder. The last player card is the highly special Banker card. Much as the "Deewie" is somewhat cursed, the Banker is blessed with extra power as the game Facilitator.
- Player Driving Record Pads (License, Registration, Insurance Card, DWI, Point and Surcharge Record)
- Game Character Playing Tokens (7) Colored Cars, although 4 players is the recommended number.
- Game Money
- Pre determined DWI sentencing guidelines booklet (Fines, Insurance Surcharges, Suspensions, Loss of License)

## PREPARATION:

Each player starts the game with the following steps::

1. A game token and a Start/End card.
2. A toss of the dice for each position highest number wins the game Banker/Facilitator position. Lowest point establishes the "Deewie" Player. The "Deewie" Player as you can imagine starts with a DWI plus 3 Points on s/his record.
3. The remaining players pick One (1) Card from both Game Character Decks, The Banker just picks a driver card & the "Deewie" picks from the Special Interests Club. While the Driver Cards remain fixed, the Special Interest Club roles can suddenly change with the draw of a card, so keep them handy.
4. Each Player Starts with a bankroll of \$10,000 as follows: 5-\$1,000, 6-\$500, 15-\$100, and 10-\$50. The Banker also gets an additional \$10,000.
5. Four (4) Helping Hand Cards.
6. One Page from the Drivers Record Pad, which players must use to record Fines, Points, & DWIs on the honor system.  
Note: if a player is caught cheating on the point score, s/he

misses a turn.

**Play:**

Each player rolls the dice, and the high roller goes first. Player moves the number of whole spaces indicated. If the dice thrown show a DWI & \$ player misses turn. When a numeric double is rolled the player has the option to move the amount shown or double the move, (I.E. if a 2 and 2 is rolled, player has the choice to move 4 or 8 spaces).

Each die has numbers 1 to 4 plus a DWI and \$. Anytime during play when a double DWI is rolled, the player is fined \$500.00, paid to the bank, and loses a turn. If double \$ is rolled the player collects \$500.00 and has the option to roll again.

When a character lands on a space with R.B., the player draws a Road Block Card. When a character lands on a space with a \$, the player draws an e-mail & ATM. Landing on a space with a \*, forces the player to draw a Traffic Stop Card. When one of these cards is drawn, the player must follow the card instructions unless choosing to use a situation card to nullify it. If fines or fees are assigned, they are paid in one of two ways:

- Where applicable, the appropriate player controlling the Special Interest Group is given the money.
- In the case where there is no Special Interest Club Character of that type in play, the money instead goes to the Banker.

If a player is charged with a motor vehicle violation by one of the cards, there are two distinct methods to resolve the case, depending on the type of violation. Either method, as well as being required to draw any card, can be bypassed with an appropriate Helping Hand card. Lacking a Special Situation card, the player must either:

- All charges other than a DWI offense: draw one of the Court Cards and follow its directions.
- For a DWI offense: appear before the judge whose decisions are guided by the game penalty booklet. If convicted, the amount of fine & penalty as in the real world is based on the player's driving record. The player may lose his/her license, be directed to pay designated fines and surcharges. In addition, the appropriate amount of points for the convicted offense must be recorded on the player's driving record.

After a Helping Hand card is used during play to avoid trouble, it is placed in the bottom of the deck and a replacement is drawn. Certain Helping Hand cards can be quite valuable in certain situations (i.e. about to receive a fatal third DWI or faced with a huge lawyers fee). Therefore, these cards can be traded or sold among players for whatever the market will bear.

**JAIL:**

When a player lands in jail from a court case, s/he can get out as follows:

- Pays \$500.00 Fine to get out.
- Throws doubles with the exception of double DWI which results in missing three turns.
- Uses a special situation card.

When a player leaves Jail or Court, s/he places game token on the X in the Board's center circle and resumes play from that Position.

**Reaching A Destination:**

A player may choose any direction to get to his/her trip destination. Passing through a destination other than that on his/her Start & End Card, allows the player to collect \$500.00. Upon crossing the target destination, the player can choose to collect \$500.00 reward or roll dice for \$150.00 x number thrown (i.e. rolling a 6 gains 6 x \$150.00 = \$900.00). However, if the player rolls double DWI on this check, then s/he keeps the completed destination card but must go to DWI court. If the player rolls double \$ on this check, there are two advantages. First, there is extra money of either a fixed \$1000.00 or a new roll times \$300.00 with double DWI and double \$ ignored. Second, a roll is made to determine the amount of points to deduct from the driving record. On a roll of double \$ one (1) DWI from the player's record is removed for each completed trip, including the one initiating the check.

The player then selects a new Start & End Card. The player holds each completed Start & End Card. These completed trip cards have a value of \$1000.00, and are included as assets at the end of the game to help determine the winner, unless they are sold or traded to raise needed cash during game play.

**Ending the Game:**

When a player's current total of DWIs reaches 3 during a trip, he/she is immediately removed from the game even if some DWIs were removed from his/her record previously. Play continues after one player is eliminated until all entire remaining players reach any destination. This means players may choose to play the game as long as they like, as long as one continues to avoid destination places.

Once play ends, the game winner, as in the real world, is the player with the most money remaining after deducting \$1000.00 for each point on the player's driving record.

HAVE FUN PLAYING "DWI." We hope you enjoy this unique informative game. If questions arise which are not provided for in

the rules, common sense or a majority vote of the players decides.

AGES 14 TO ADULT  
THREE TO SEVEN PLAYERS  
SUPERVISION RECOMMENDED FOR PLAY BY SMALL CHILDREN  
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