

SEVERE

TERROR ALERT SEVERE: THREAT IMMINENT

If a player lands on a RED space, that player loses 1 CL, as does any player within 5 spaces.

HIGH

TERROR ALERT HIGH: THREAT LIKELY

If a player lands on an ORANGE space, they must select a suspicious player to lose 1 CL.

ELEVATED

TERROR ALERT ELEVATED: THREAT POSSIBLE

If a player lands on a YELLOW space, they must roll the dice: if an odd number is rolled, a player must be selected to retreat to the nearest FBI and follow standard protocol.

GUARDED

TERROR ALERT GUARDED: THREAT LINGERS

Player on BLUE must still be vigilant; move back 1 space.

LOW

TERROR ALERT LOW: NO THREAT

Player on GREEN space cannot lose CL or be affected by another player.

FBI

INTERROGATION PROTOCOL

- Roll "1-2" — player refuses to cooperate; moves back 5 spaces and loses a turn.
- Roll "3-4" — player offers another player as suspect; reports to same FBI space and loses 1 CL.
- Roll "5-6" — player is suspect; must report to Detention and loses 2 turns.



AIRPORT SECURITY

- Player is detained and loses one turn.
- Non-White player: moves back 2 spaces and loses a turn.
- Additionally, if Muslim, player also loses 1 CL.



ANTI-WAR RALLY

If Democrat or Left-leaning — choose a player with a more "right-leaning" party affiliation to donate one of his/her CL to another Lefty player other than the one on the square, or move back 3 spaces.
If Rt.Wing or Rep. — loses a turn and still has to complete the "penance task."



PRO-WAR RALLY

If Rt. Wing or Republican — Can force any player with opposing affiliation to move back 3 spaces, or stand up and recite The Pledge. Incorrect, player loses 1CL.
If Dem or Left — loses a turn and still has to complete the "penance task."