

ROUST-A-BOUT.

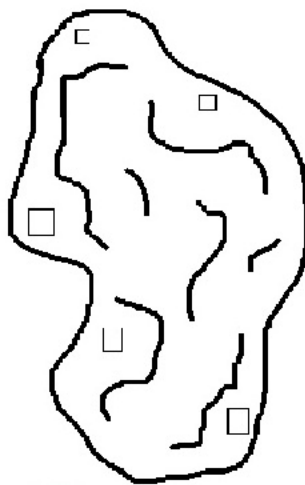
(A BOARD GAME, TRUE TO LIFE: NON-WHITE IMMIGRATION+HIRING PREFERENCE=WHITE JOBLESSNESS=WHITE HOMELESSNESS=WHITE GENOCIDE)

PURPOSE: 2+ PLAYERS ('S' SECURITY) ATTEMPTS TO BANISH OTHER PLAYERS ('V' VAGRANTS) FROM CERTAIN AREA (ON GAME BOARD)
'S' ATTEMPTS TO CORNER 'V'

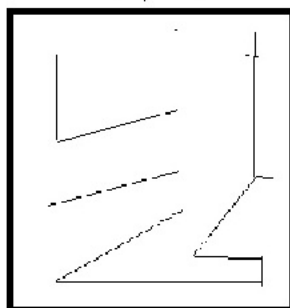
PLAYER POSITIONING: 'V'S ARBITRARILY/RANDOMLY PLACED THROUGH DIE CAST+DESIGNATING CERTAIN AREAS NUMERICALLY

PIECES: MANY (RELATIVE STRENGTHS/WEAKNESSES DETERMINED BY NUMBERS ARBITRARILY DETERMINED BY PLAYERS-OTHER FACTORS-SIZE OF BOARD; COMPLEXITY OF BOARD). CAN DISTRIBUTE CERTAIN AMOUNT OF 'V'S [DESIGNATED WITH TOKENS], AT CERTAIN TIME/ALTERNATING AREAS OF GAME BOARD SLEEP SPOTS - MUST PREVENT BEFORE SLEEP (IE. REACH THE SPOT). IF GET BEFORE (BY LANDING ON CELL ADJACENT TO VAGRANT) SLEEP SPOT NULLIFIED → VAGRANT MUST REVERSE DIRECTION OR BE ELIMINATED FROM GAME. (IN EXAMPLE OF PARKADE) ELEVATOR: INSTANT TRANSPORT OF VAGRANT TO BOTTOM OR UPPER OR MID LEVEL SECURITY SHACK.
BUM/SECURITY CAN BE KILLED BY CAR. BUM CAN SANDWICH IN BETWEEN CARS.
CARS: AFTER EACH MOVE A CAR ENTERS; CAR BLOCKS SPACE
-DOMINOES OR DICE DETERMINES PLACEMENT OF VEHICLE AND MOVEMENT

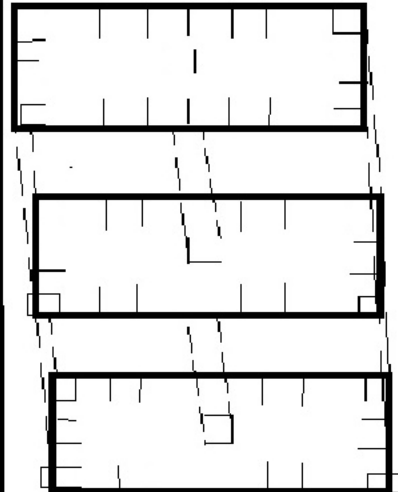
GAMEBOARD VARIATIONS (REAL LIFE SCENARIOS-2D DIAGRAM OF 3D WORLD)
EG. "PARK"-TREE LINE ACTS AS BORDER WHERE VAGRANTS SEEK TO HIDE (CAN BE REARRANGED WITH EACH GAME)
"SUBWAY"; "ALLEYWAY"; "BUS SHELTER"; "PARKADE"; "HOTEL", ETC.



PARK



HOTEL



PARKADE

GAME BOARDS ABOVE COULD BE 2 PR 3D MIRRORING LIVED ENVIRONMENTS