Theme: 23 Skidoo

American slang phrase popularized during the early 20th century. It generally refers to leaving quickly, being forced to leave quickly by someone else, or taking advantage of a favorable opportunity to leave.
Gate | Choose Your Side

- Follow the known path (you choose the direction)
- Random path (coin flip)
  - 90° or 180° away from the gate
- 50% Divided gate (left, right)
  - G-man on one side, Bootlegger on the other
    - Choose who you will be (G-man, Bootlegger)
- Use “Style” points to pass through the gate
  - Bonus for every 90° change in direction (max 4)
  - More points for roll/pitch vs yaw
“Buoys” | Make the Grade

- 2 buoys
  - Bootlegger: Tommy Gun
  - G-man: Badge
  - Touch the appropriate one for your side
“Bin” | Collecting

- 2 bins
  - Bootlegger: Barrel/Bottle
  - G-man: Paper/Phone
  - 1/3 of each bin is covered
    - Lift off cover
    - “Bottle” item near bins

- Tasks:
  - Lift off cover
  - Drop markers in appropriate bin
  - Drop “Bottle” in appropriate bin
“Torpedo” | Survive the Shootout

- One board, two sides
  - Bootlegger: Image of G-man (same as gate)
  - G-man: Image of Bootlegger (same as gate)
  - Two different size openings
  - Fire torpedoes through appropriate openings
“Octagon” | Cash or Smash

- Octagon floating on top
- Collection of “Bottles” locate in the center of octagon
- Bootlegger: Table with “$”
- G-man: Table with Axe
  - Move “Bottles” to appropriate table