



# URBAN INSANITY

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Errata  
(Rules Updates)



## Aliens



### *Escape From Alien Ship*

When you draw a RESCUE card, in addition to being able to reclaim one of your Urbanites in play, you may instead choose to rescue one of your Urbanites that was abducted and placed in the Aliens Mothership without subtracting 4 points from your score.





## Mobsters



### *Get Out of Jail Free*

When you draw a RESCUE card, in addition to being able to reclaim one of your Urbanites in play, you may instead choose to rescue one of your Urbanites that an opponent has captured with a Jail tile without adding 4 points to your opponent's score or subtracting 4 points from your score.





## Franchises



### *Scoring Unused Tokens*

Page 5 of the Franchises rule book states that any unredeemed tokens score **2 points** apiece at the end of the game.

Page 7 says that unredeemed tokens score **1 point** at the end of the game.

**Page 5 is correct.** Each token not redeemed is worth **2 points** at the end of the game.



## Skyscrapers

### PLAYING THE BULLDOZER



On the *turn that you play your Bulldozer*, you may immediately take any of your tiles or one from the discard pile and play it on *that* city block or road.

This extra tile **MUST** be played on the city block or road that contains your Bulldozer. Only one extra tile may be played each turn using the Bulldozer.

If none of the face-up tiles may be played on that city block, you may draw one new tile. This newly drawn tile **MUST** be played on the city block or road with your Bulldozer, or it is placed on the discard pile.

*On each subsequent turn*, if you play a tile that builds on the city block or road with your Bulldozer on it, you may play another extra tile, as described above.

You may **not** play a piece on this extra tile.



## Superdudes

### Using Superpowers

Page 5 of the Superdudes rule book states that your Superdude must already be in play in order to use a superpower card.



You may *also* use either your **SUPER SPEED** or **FLYING** superpower card even if your Superdude is *not* in play.

If you use your **FLYING** superpower card and your Superdude is not already in play, you may place him on any section of any *unoccupied* tile.

The other four Superpower cards (**HEAT VISION**, **CAPTURE**, **SMASH**, & **DEMOLISH**) still require your Superdude to already be in play in order to use them.

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