

DANIEL "SLICK" SILVA

DANIEL RECEIVES ONE MORE DIRECTION CARD IN HIS STARTING HAND

FRANZ "ZIGZAG" WAGNER

FRANZ WINS ONE MORE REACTION CARD THE FIRST TIME HE HITS A RIVAL BUMPER.

IAN "IQ" GWAYLE

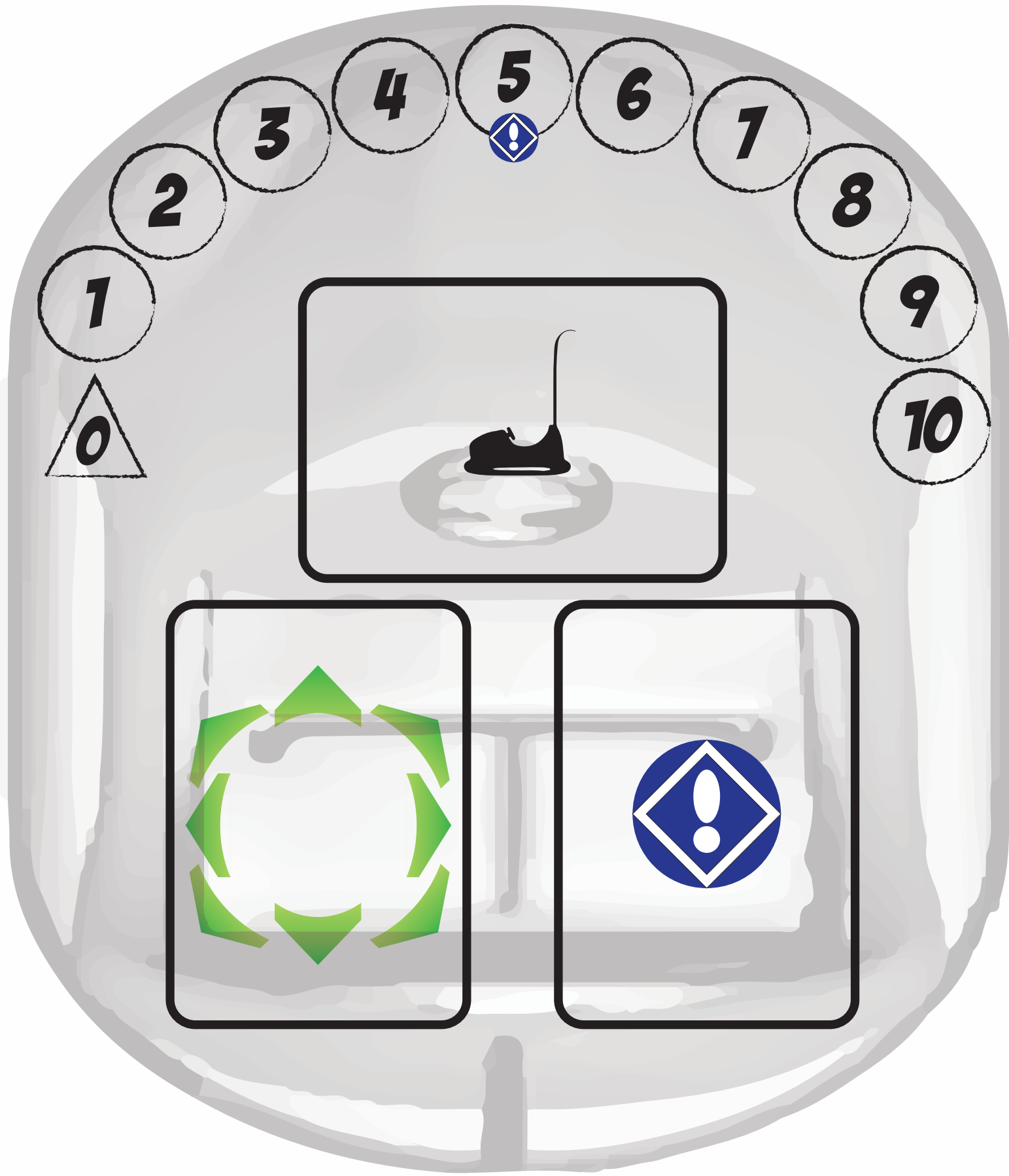
IAN'S MAXIMUM CARDS IN HAND IS 8 INSTEAD OF 7

KARA "FLYING" MCRAE

KARA DOESN'T DISCARD ANY CARDS THE FIRST TIME HER BUMPER GETS HIT.

PNP Tips:

- I used poker chips for the base of the Bumper cars and for the 4 pillars.
- I used anti slipery rubbers for the base of the point markers, though u can use a same color marker from another game.
- Avoid printing using the fit to page or it will shrink the objects.
- Use Internatioal A3 for printing the Main Board in page 13.



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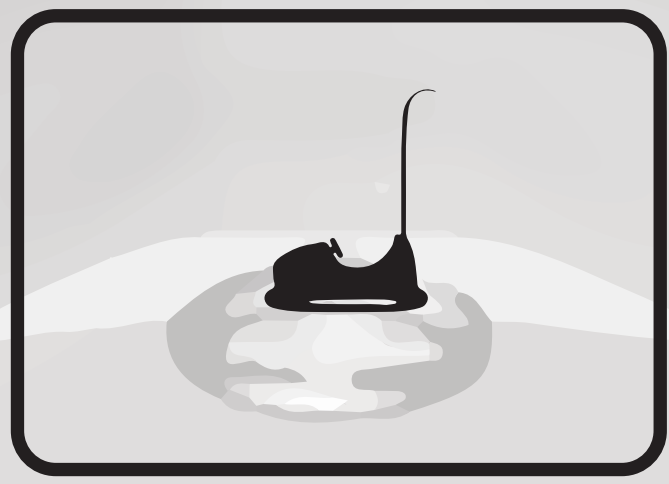
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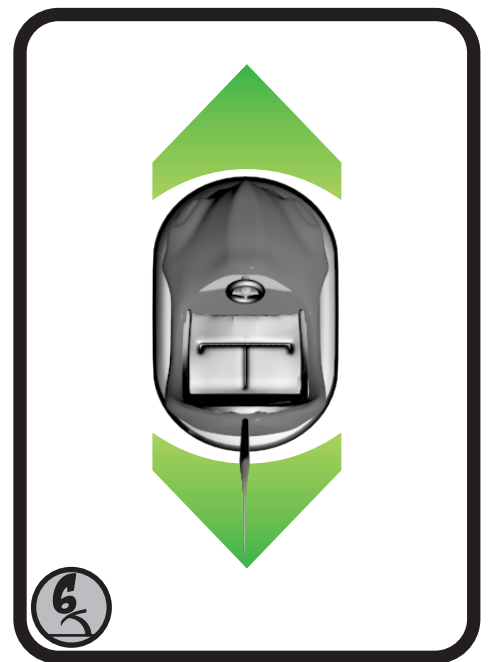
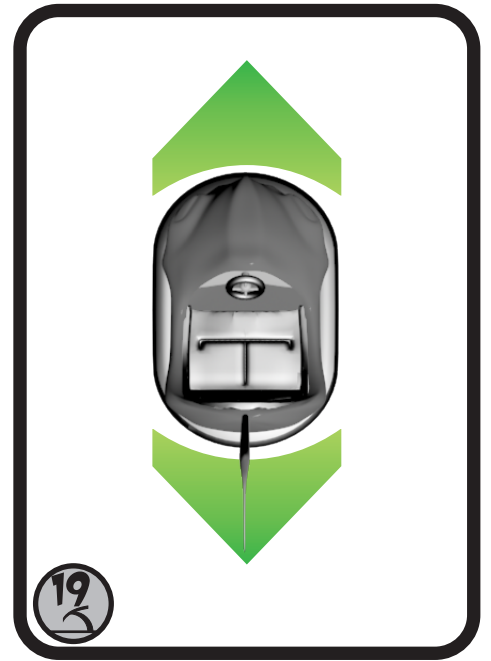
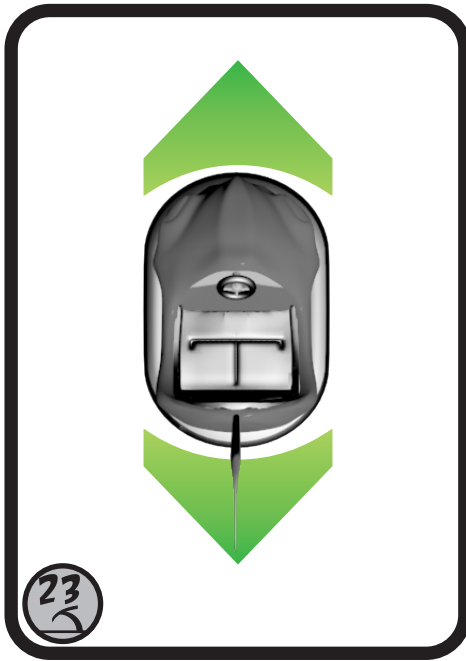
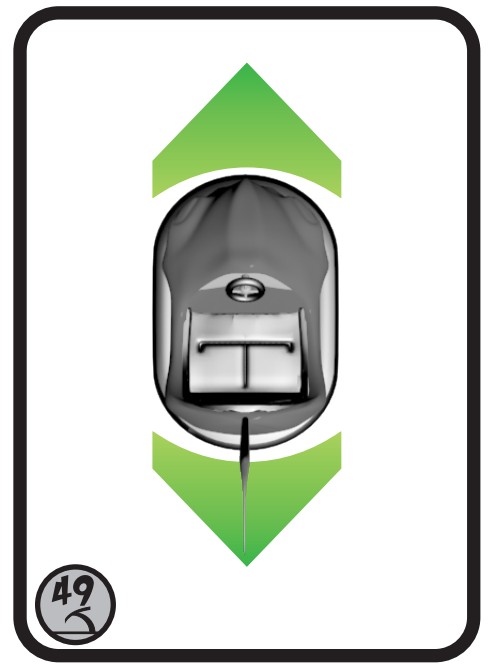
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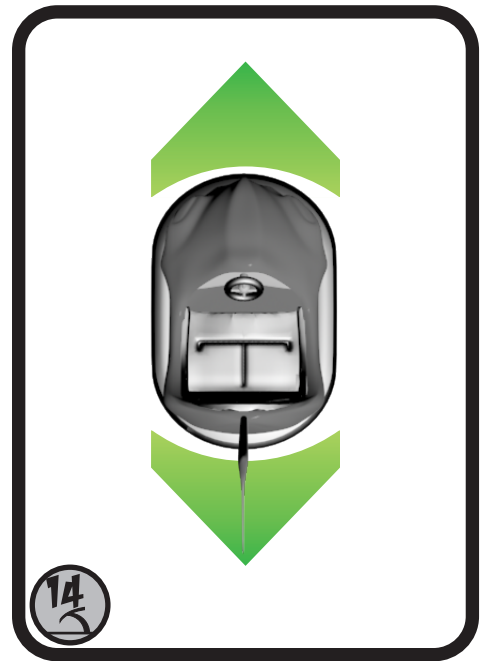
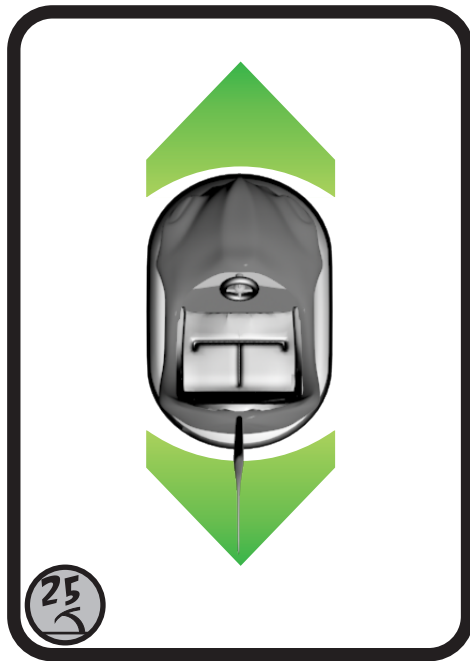
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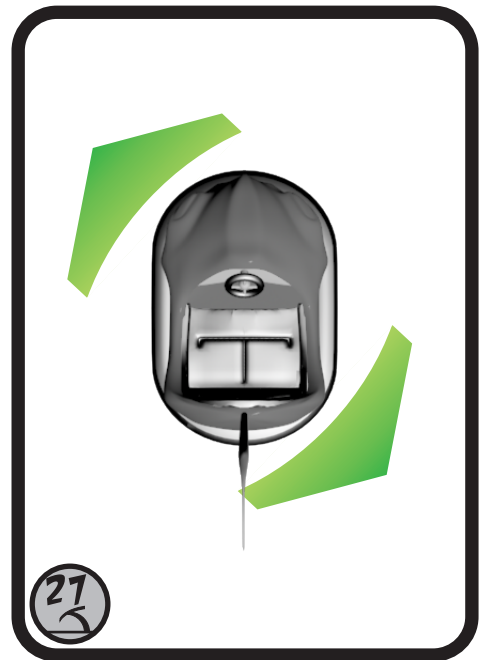
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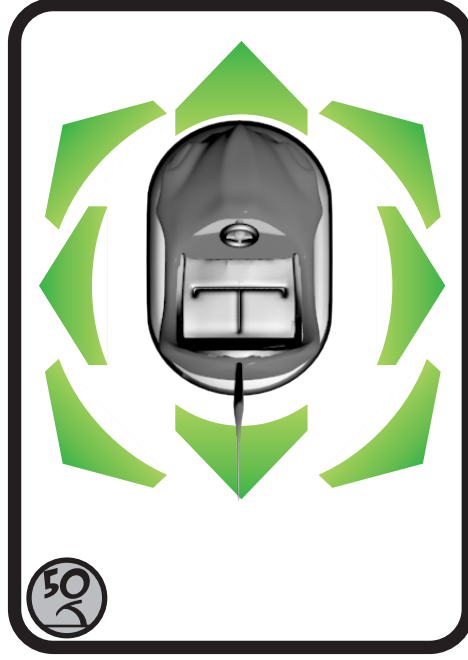
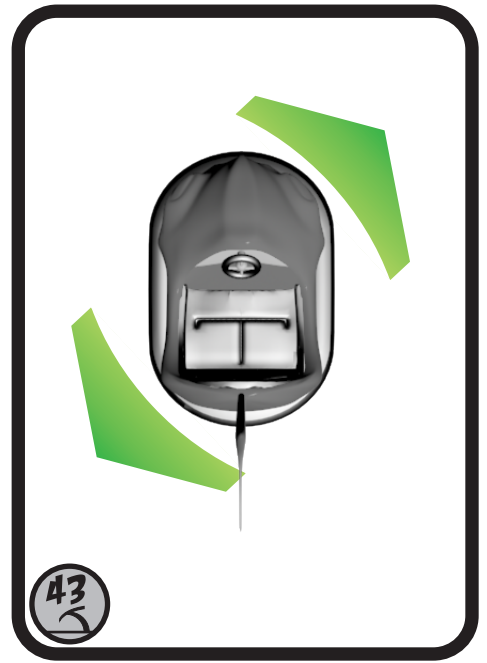














REACTION

If target Bumper hits your Bumper it's owner won't win any points.



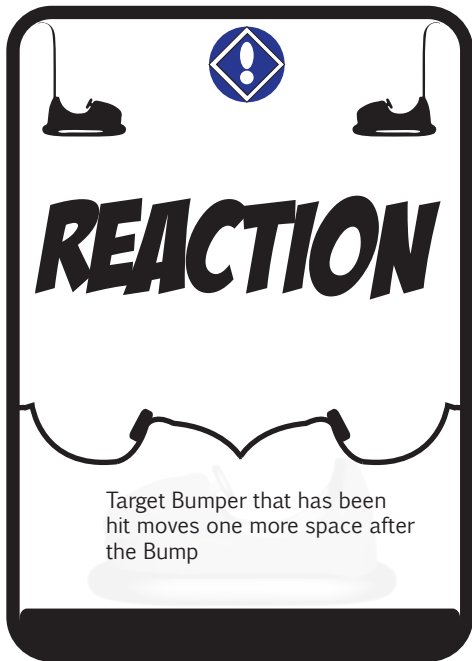
REACTION

Target Bumper can't make Ricochets. it will stop near the border or the pillar



REACTION

Do not discard a card if your Bumper gets hit



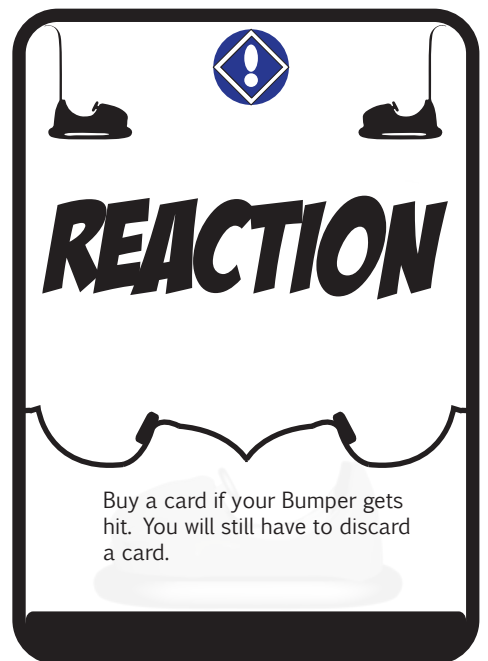
REACTION

Target Bumper that has been hit moves one more space after the Bump



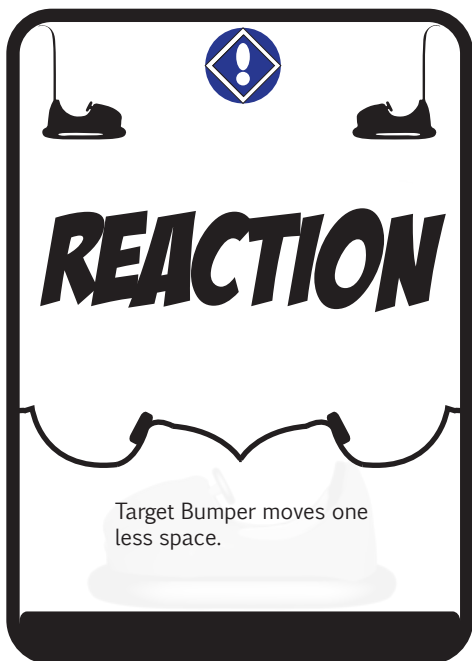
REACTION

If the target Bumper is hit and hits a pillar or the border you win 1 more point.



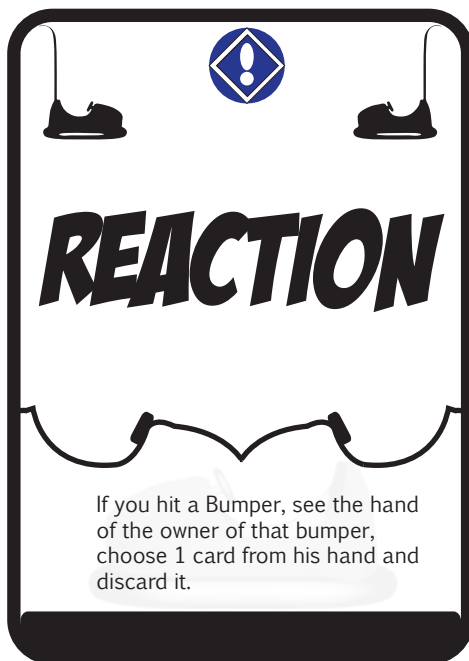
REACTION

Buy a card if your Bumper gets hit. You will still have to discard a card.



REACTION

Target Bumper moves one less space.



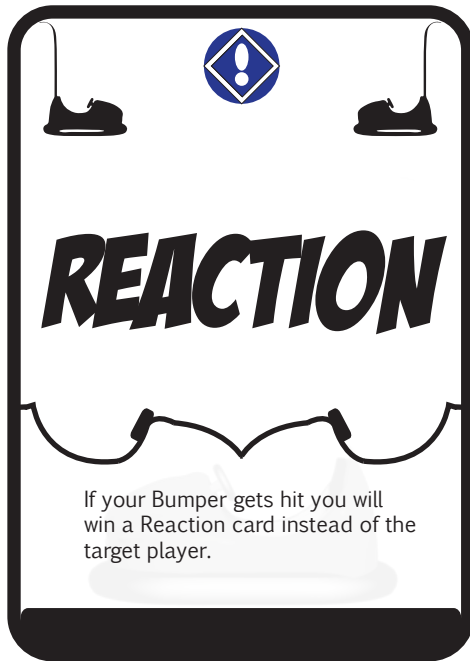
REACTION

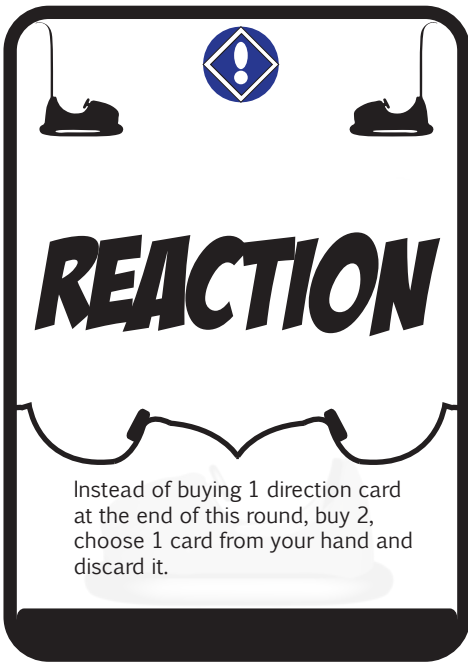
If you hit a Bumper, see the hand of the owner of that bumper, choose 1 card from his hand and discard it.



REACTION

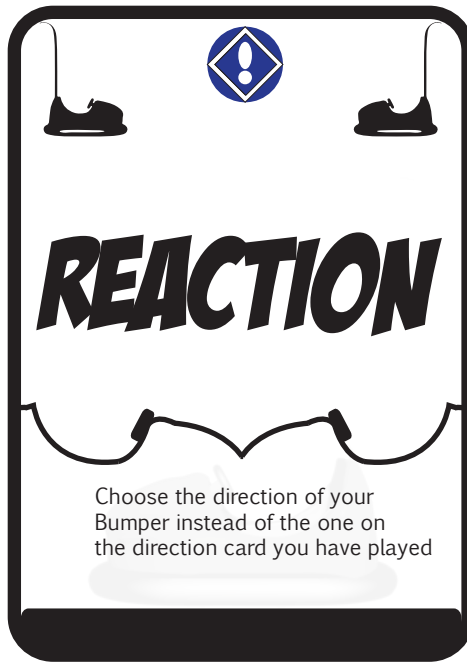
Your Bumper can move one more space.





REACTION

Instead of buying 1 direction card at the end of this round, buy 2, choose 1 card from your hand and discard it.



REACTION

Choose the direction of your Bumper instead of the one on the direction card you have played



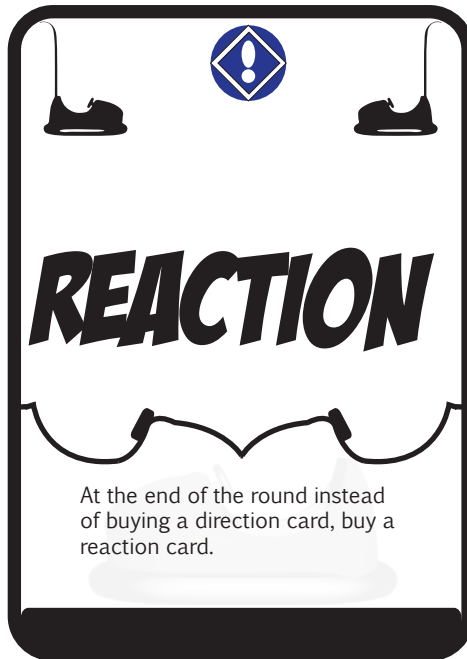
REACTION

If you win a Reaction card this round, you can take it from your discard pile instead of the deck.



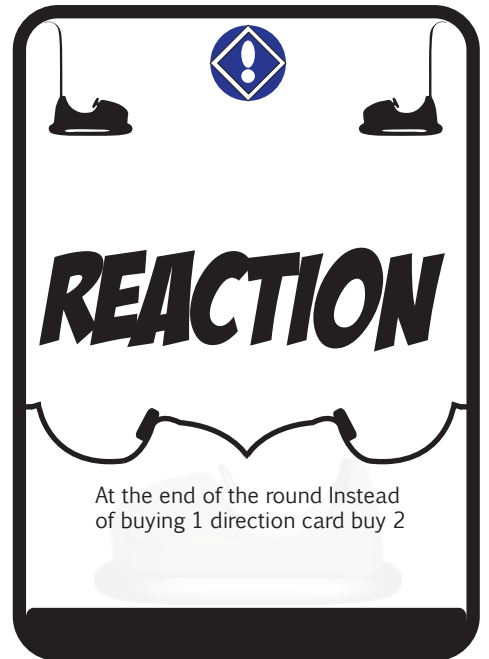
REACTION

If you win a Reaction card this round, you can take it from any discard pile instead of the deck.



REACTION

At the end of the round instead of buying a direction card, buy a reaction card.



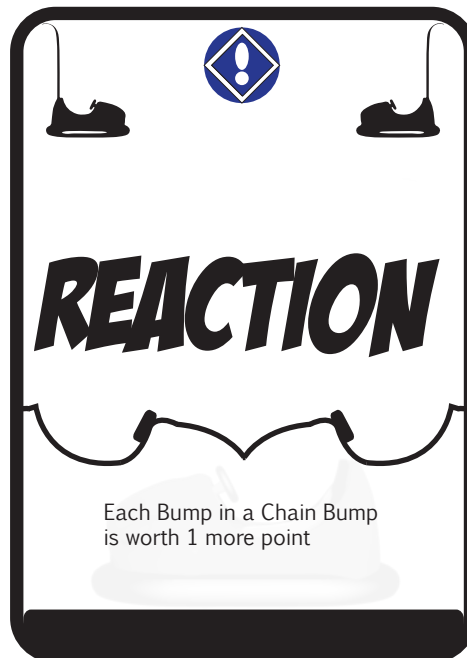
REACTION

At the end of the round Instead of buying 1 direction card buy 2



REACTION

If you win one reaction card buy one more reaction card.



REACTION

Each Bump in a Chain Bump is worth 1 more point



REACTION

Buy 1 direction card if you make a ricochet.

