

BUMP!

Objective of the Game

The game takes place on a board that represents a Bumper Car track. The objective of the game is making your Bumper car hit rival Bumpers and win Bump Points for it. To make this possible the player has to use a Speed die and Direction cards to move his Bumper and use Reaction cards to achieve various effects that will help him or hinder his opponents. The winner is the player that first reaches 10 Bump Points.

Components

1 Track Board

4 Pillars

4 Player Boards

4 Bumpers (green, red, blue, yellow)

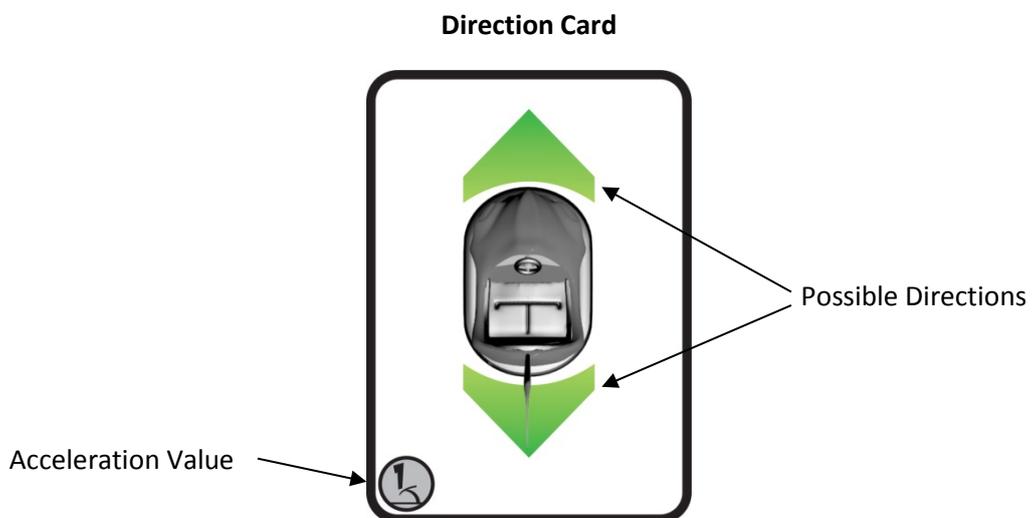
4 Bumper Driver Cards

4 Bump point Marker (green, red, blue, yellow)

4 Speed Dice

50 Direction Cards

27 Reaction Cards



Setup

Put the game board in the center of the table and put the pillars on the respective spaces represented by red circles.

Shuffle each of the decks, Direction cards and Reaction cards and put them on the side of the board.

Each player then buys a card from the Direction deck; the first player will be the one with the highest Acceleration value on the lower left corner of the card.

Using the ascending order of Acceleration value, each of the players choose one of the Bumper Drivers; they then receive the corresponding card, the point marker and the Bumper of the corresponding color.

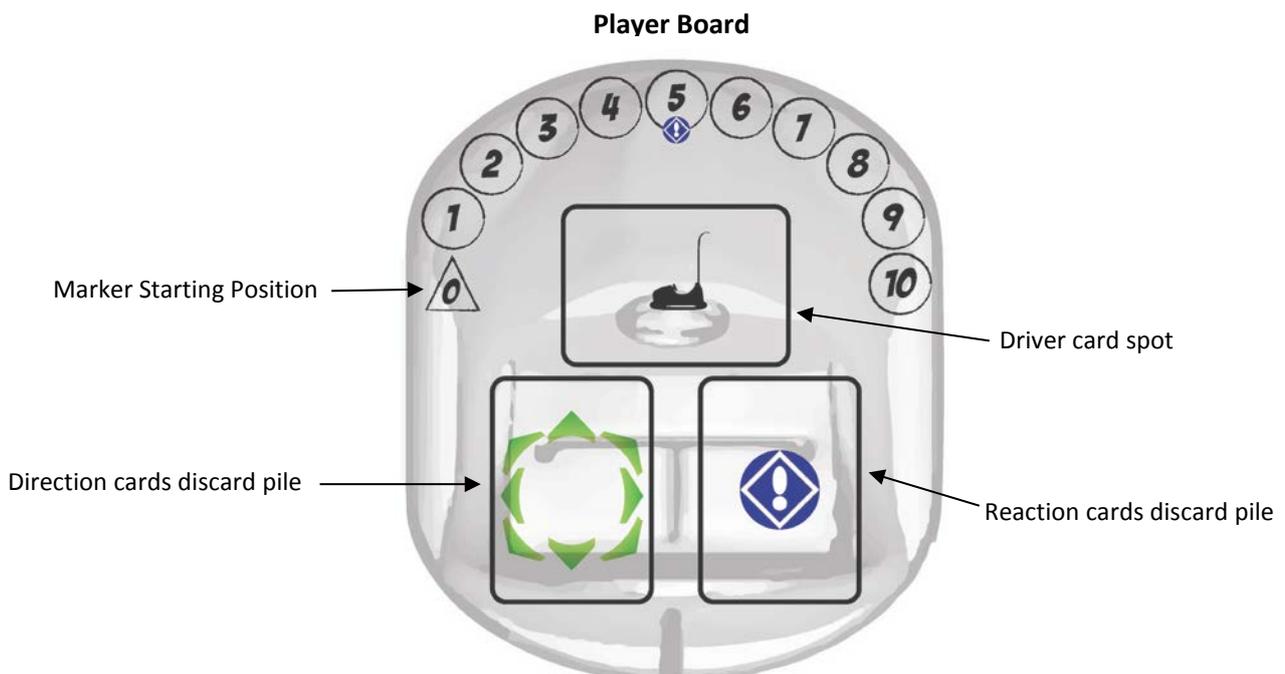
The players also receive a player board and a Speed die.

Using the ascending order of Acceleration value, each of the players will choose one of the 4 blue spaces on the game board and places his Bumper on that space.

Each player will then be seated in front of the side of the board where he placed his Bumper; he places his player board in front of him with the point marker on the zero space and places the Driver card in the corresponding spot on the player board.

When all the players are seated, reshuffle the Direction deck with the cards taken and put it back in its place.

Finally each player receives 7 cards, 4 Direction cards and 3 Reaction cards, these cards can't be shown to other players



How to play

Each round has 4 phases:

1. Accelerate!
2. React! (optional)
3. Move it!
4. Win or Lose!

1- Accelerate!

Each player rolls his Speed die and puts it on top of his Bumper with the side rolled facing up.

Each player then plays one of his Direction cards from his hand facing down.

After all the cards are played, all players at the same time reveal their cards.

The order of play of the current round is given by the value of the Acceleration on each of the Direction cards played.

By the order of play each of the players will then announce which of the directions their Bumper will move, choosing from one of the directions depicted in the card that they have played and discard it to the direction discard pile in his player board.

2- React!

In order of play each player can now play one Reaction card from his hand if he wishes to do so.

Each player then reads his reaction card and puts it in the respective discard pile in his player board.

The Reaction cards effects are resolved according to the text in the card.

3- Move it!

Each player moves his Bumper using the order of play. The movement may result in a Bump, a Chain Bum or a Ricochet.

This phase ends when all Bumpers are moved.

Movement:

The movement of a Bumper is done according to the Speed die on top of the Bumper and the direction chosen from the Direction card played in the first phase of the round.

The Bumper will move the number of spaces from 1 to the value rolled in Speed die. The direction is always relative to the place where the player moving the Bumper is seated.

Bump:

A Bump happens when a Bumper that wasn't hit, enters the space where a rival Bumper is. The Bumper then stops in the space just before the space of the rival Bumper.

The Bumper that gets hit loses its Speed die and its movement designated by the direction card and immediately moves in the direction to where the Bumper that hit him would move and as many spaces as the total value of the Speed die of that Bumper.

If the Bumper that got hit collides against the border of the track or against a pillar, it stops in the space just before the collision.

If the Bumper that got hit collides against another Bumper a Chain Bump happens.

Every time a Bumper gets hit, its owner discards a card from his hand and the owner of the Bumper that hits gains 1 Bump point and buys a Reaction card from the deck.

Chain Bump:

A Chain Bump happens when a 3rd Bumper is hit by a Bumper that got hit this round. When this happens the 3rd Bumper loses its movement and both Bumpers will remain static.

The 3rd Bumper owner has to discard a card from his hand. Both the 1st Bumper and the 2nd Bumper win 1 Bump point and draw a Reaction card from the deck.

Don't forget that the 1st Bumper also receives the point and the card from the first Bump.

Ricochet:

A Ricochet happens when a Bumper that hasn't been hit has a movement that would take it beyond the border or against a pillar. If this happens that Bumper will continue its movement according to the diagrams bellow.

There are 2 types of Ricochets.

On an angular Ricochet the Bumper will continue its movement on a reverse angle.



In a frontal Ricochet the Bumper will continue its movement on the same trajectory but opposite direction from where it came.



If there is a second Ricochet the Bumper will stop in the space prior to the border or pillar.

4- Win or Lose!

If a player has 10 or more points at the end of the round, that player wins. If there is more than one player that has 10 or more points, the player that made the first Bump on this round wins.

If no one has 10 points all players buy a Direction card from the Direction Deck.

All players that have more than 7 cards in their hands discard the excess cards to their own discard piles in their player boards.

With this action this phase ends and a new round starts.

Special Rules

When a player reaches for the first time 5 Bump points he may buy an additional Reaction card that round.

If any of the decks runs out of cards, all cards in each of the discard piles of that type are gathered and shuffled, making a new deck.

If at any given moment a player can't play a direction card he will lose 1 Bump point and will buy 2 Direction cards from the deck.

Also if at any given moment a player hand of cards is reduced to 0 cards he loses 2 Bump points and buys 3 Direction cards and 2 Reaction cards from the decks.

The minimum Bump points are 0.

Crash Test Dummy

In a 2 player game there will be a 3rd player controlled each round by one of the players alternately.

The first player in the setup will place a chosen Bumper for the Crash Test Dummy in one of the 2 free blue spaces.

A player board will be positioned on the side where the Bumper was placed with the marker of the same color of the Bumper in the 0 space. No driver card will be used.

Finally 5 Direction cards will be put face up at the side of the player board.

The rules of the game are the same for the Crash Test Dummy with some differences:

- If the Crash Test Dummy gets hit it will always discard the card with the less value of Acceleration.
- If the Dummy hits any of the rival Bumpers it will always get a Direction Card.
- The Dummy will always buy a Direction card at the end of the round even if there is a card saying otherwise.
- If the Dummy reaches 10 Bump points before the other players the Dummy will win the game.