

# BADNIK

## REFERENCE CARD

**CRAWLING BADNIKS** Damage any Racers *Running* into their space, but can be destroyed by a *Spinning* Racer that moves into the space they're on.



### CRABMEAT

Damages **Jumping** Racers moving into the **2 spaces** *above* or *below* them.



### MOTO BUG

Damages any Racers **Running** into their space.

**BUZZING BADNIKS** do NOT Damage *Running* Racers that move into their space, but can be destroyed by a *Jumping* Racer that moves into the space they're on.



### BUZZ BOMBER

Damages **Running** or **Spinning** Racers that enter the 3 spaces in *front* of them.



### SPINNER

Damages **Jumping** Racers entering the space they are on. *Spinners can only be destroyed by Jumping Racers that land on their space.*

# ITEM

## REFERENCE CARD



### RING

When a Racer enters a space with one or more Ring Tokens, immediately take the Rings and place them on the Racer's Profile. Collected Rings are counted at the end of the game.



### ROCK

Rocks increase the Elevation of the space they are placed on by 1.

