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.
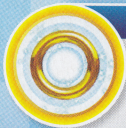
SPINNER

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.

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