

TRACK REFERENCE CARD

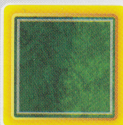
TERRAIN

RUNNING

JUMPING

LAND ON

GROUND (Grass)



No Effect.

No Effect.

No Effect.

ELEVATION (Elevation 1 and Elevation 2)



Elevation 1

If the Elevation is a higher level than the space the Racer is *Running* from, the space is an Obstacle.

If the Elevation of the space is 2 or more levels higher than the space the Racer *Jumped* from, the space is an Obstacle.

If the Elevation of the space is 2 or more levels higher than the space the Racer *Jumped* from, the space is an Obstacle.



Elevation 2

REDUCE the Racer's Speed to 1 and their Movement ends immediately.

REDUCE the Racer's Speed to 1 and their Movement ends immediately.

REDUCE the Racer's Speed to 1 and their Movement ends immediately.

ACCELERATOR/DECELERATOR



Accelerator

If pointing in the same direction the Racer is moving in, **INCREASE** their Speed +1.

No Effect.

If pointing in the same direction the Racer is moving in, **INCREASE** their Speed +1.



Decelerator

If pointing in the direction opposite to the one the Racer is moving in, **DECREASE** their Speed -1.

If pointing in the direction opposite to the one the Racer is moving in, **DECREASE** their Speed -1.

SPIKE



Racer is **DAMAGED**.

No Effect.

Racer is **DAMAGED**.

CONTINUED ➤

TRACK REFERENCE CARD

TERRAIN

RUNNING

JUMPING

LAND ON

WATER



REDUCE the
Racer's Speed to 2.

No Effect.

REDUCE the
Racer's Speed to 2.

EXPANSION TRACKS

TERRAIN

RUNNING

JUMPING

LAND ON

OIL POOL (OIL OCEAN EXPANSION)



REDUCE the
Racer's Speed by 1.
If their Speed is
equal to 1, the Racer
is Damaged.

No Effect.

REDUCE the
Racer's Speed by 1.
If their Speed is
equal to 1, the Racer
is Damaged.

TREADMILL (METALLIC MADNESS EXPANSION)



Immediately move the
Racer **1 SPACE**
in the direction the
arrow is pointing.

No Effect.

Immediately move the
Racer **1 SPACE**
in the direction the
arrow is pointing.

SPRING (STUDIOPOLIS EXPANSION)



REDUCE the
Racer's Speed by 3
and immediately
perform a *High Jump*.

No Effect.

REDUCE the
Racer's Speed by 3
and immediately
perform a *High Jump*.