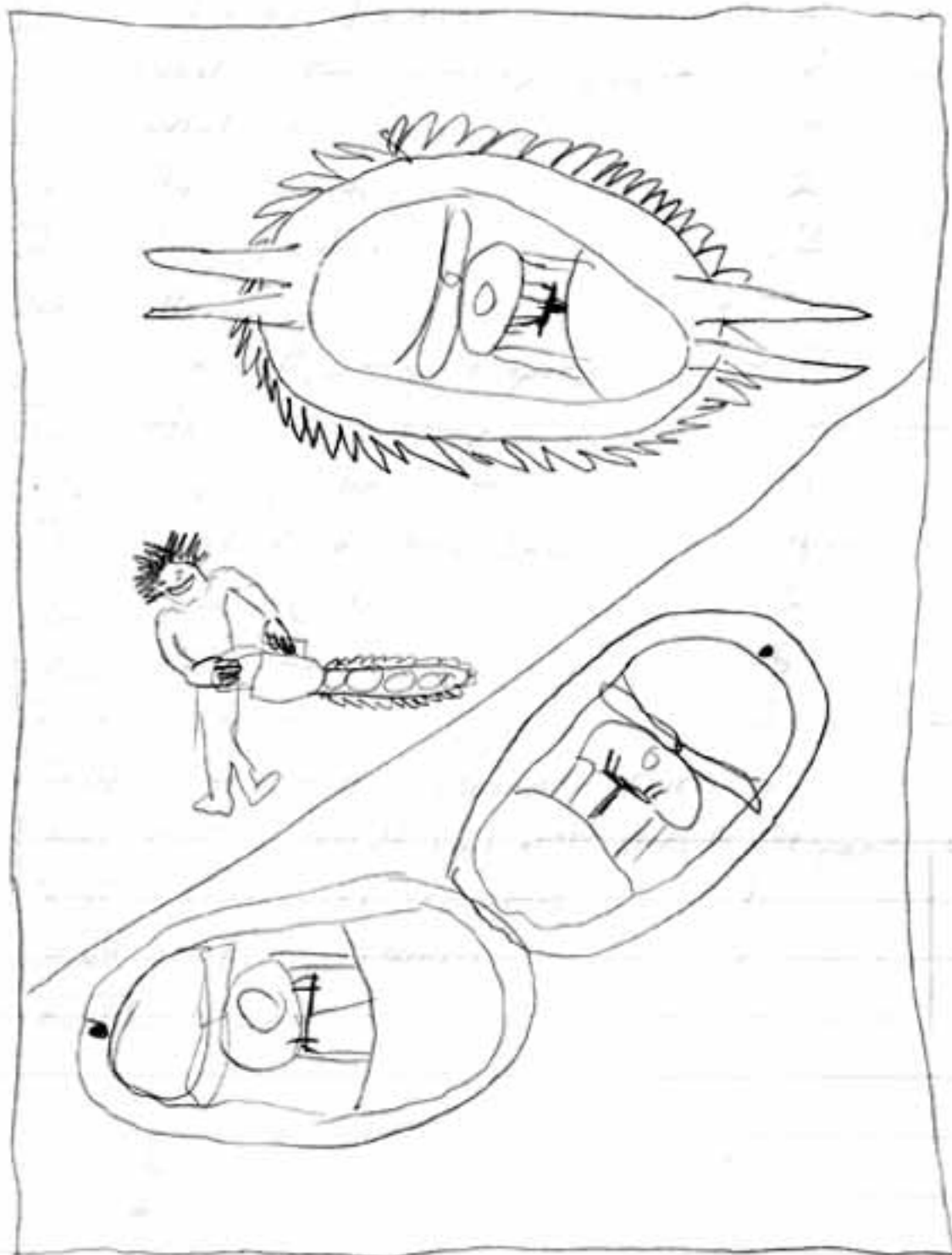


BUMBER CAR

By: Brian Lauroy



Ages 10 and up
for 2-12 players

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The Introduction

Welcome, Welcome to The carnival,
you are riding the bumper cars
easy right but what about Crazy
killer car and the Mad jain sawer will just
try to survive He! Ho!

What The Game is about

you are riding the bumper cars. you
must try to survive each other the
mad jain sawer and the killer car just try.

What it contains


1 rule book


1 map


1 sheet of , , corners


1 clock sheet


The counters

 = turn

 = obstacle

 = bumper car

 = mad jain sawer

 = killer car

Parts of A counter



Things Needed

1 rule book

1 map

1 sheet of counters

1 clock sheet

paper pen and pencil

No Dice Needed

Bumping

A player can only bump when they are in squares right beside each other.

When Bumping Happens

when 1 player decides to splash another players counter.

How to bump

When a character bumps another simply take his bump number and look on the bumper column. Then take the counter getting bumped bump number and find it on the counter getting bumped column. Then follow both columns until they meet.

That will tell you who got the main power of the bump. if the victim got bump fill in on square on his record sheet beside the "hit" column. if the bumper got through power do the same on his and not on the victims, when all the squares are

bumping continued

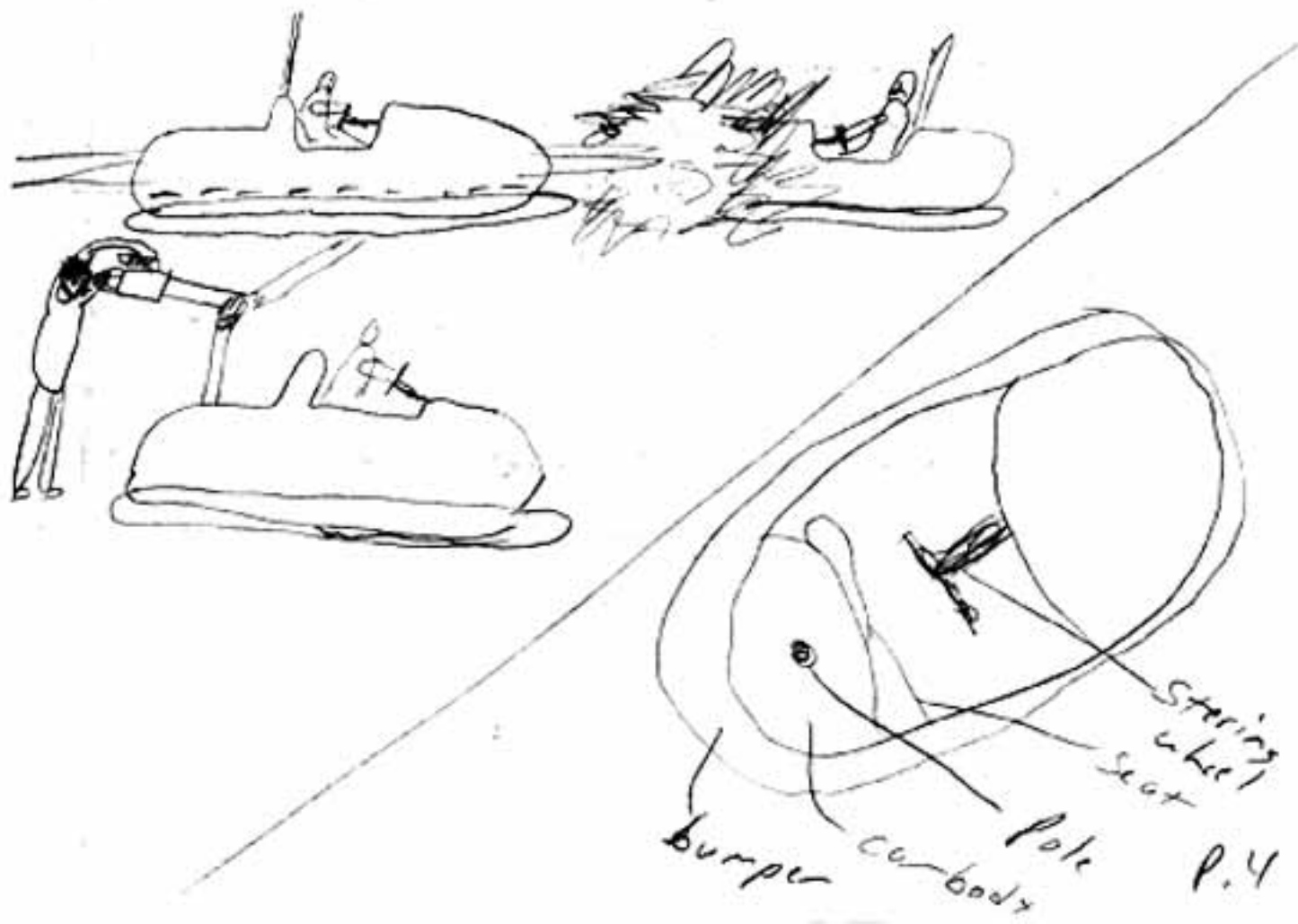
killed in that that car is out, you can bump as much as you want.

The killer car

one player plays the killer car if the killer car hits another one then the other car must fill in 2 squares Not one.

The Mad Train sawer

another player plays the mad Train sawer when the mad Train sawer hits another car the other player must fill in 3 Not one square.



Obsticles

Obsticles can be used as much or as less as the players want. 0 to 10 obsticles may be on the board at one time. These counters are Not moved through out the game. Cars can not move through squares containing obsticles.

Movement

A counter can move the same number of squares as his movement number or the left hand number on the counter.

Time

after each turn the turn counter is moved up one, when it reaches 30 the game is over. If no one has won yet then it is called a tie. If some one wins before all 30 turns are up then the game is over. To win a player must have eliminated all other counters. exceptions obsticles, The Mad Tahn sower, killer car can not win or be destroyed.

Time continued

- turn sequence
1. player's move
 2. killer car moves
 3. Mad John sawer
 4. bumping
 5. turn counter moved up one

Example record sheets

Player:
Counter color:
hit: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

What you should have at the start of the game

# of players	counters should have
1	5 counter, + either the killer car or the mad John sawer
2-10	divide up counter evenly
11-12	1 counter each
	1 pencil and eraser
	1 record sheet

a list of counters a

<u>type</u>	<u>Number of</u>
obstacles	10
Cars	10
Killer car	1
Mad train source	1
turn	1

a For Hardest a

For Hardest try this,
2 players, all 10 obstacles

a bump chart a

		bumpers		column			
		1	2	3	4	5	6
Car grid 3 b d 6 1 m ^	1	b	U	b	U		b
	2	U	b	U	b		U
	3	b	U	b	U		b
	4	U	b	U	b		U
	5	b	U	b	U		b
	6	U	b	U	b		U

b = bumper
U = victim

o End e

Thank you
for Riding
the

BUMBER CARS

Good tactics
can you stay alive
and
still win

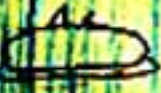
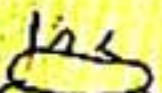
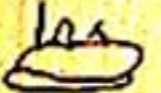
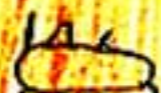

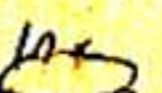

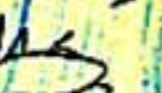




Ha!

Ha!

Ha!

Time Chart

1	9	17	25
2	10	18	26
3	11	19	27
4	12	20	28
5	13	21	29
6	14	22	30
7	15	23	
8	16	24	

6 	5 	6 	2 	4 	5 	2 	4 	5 	3 
0	0	0	0	0	0	0	0	0	0
T		3 	6						

BUMBER CAR

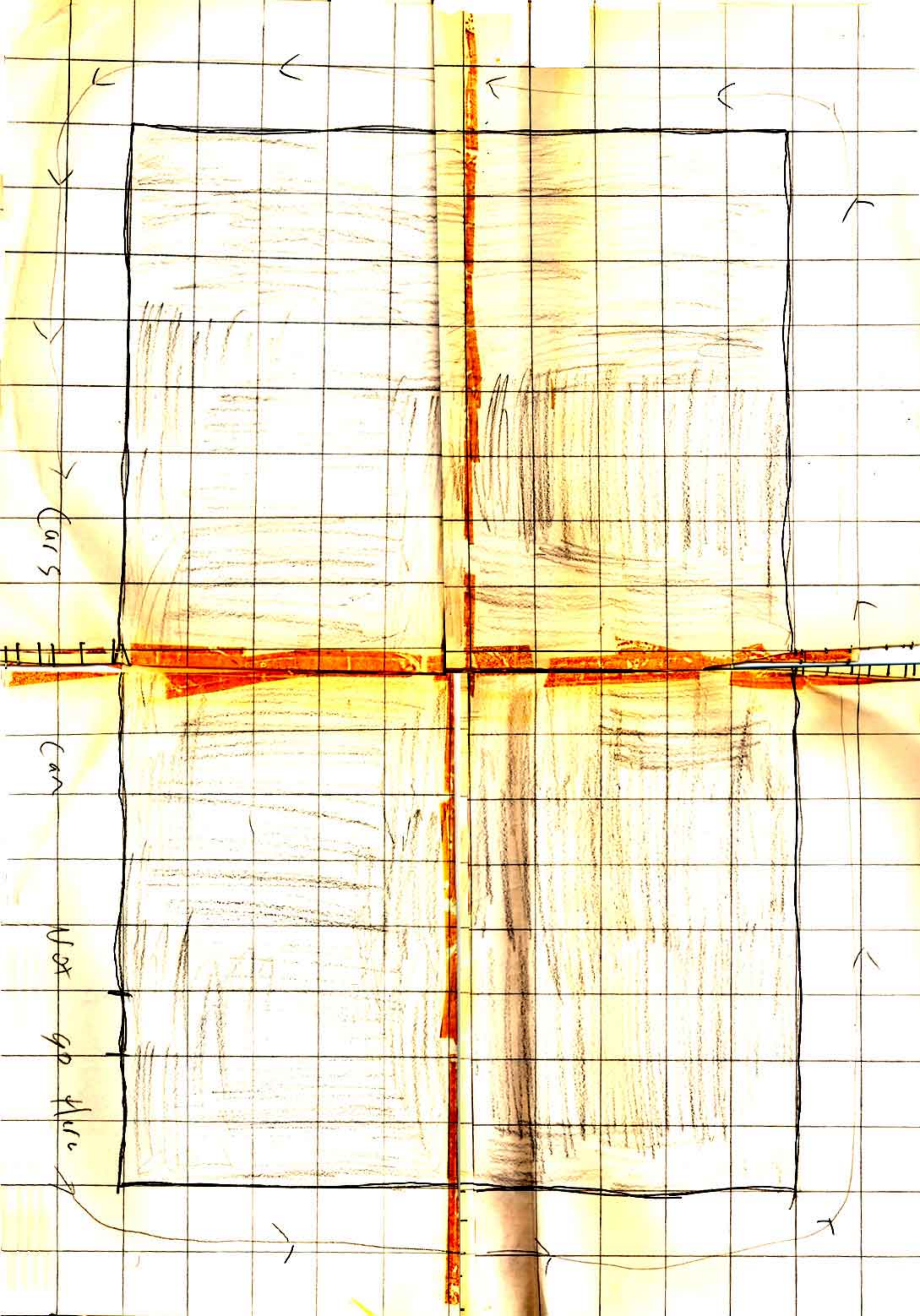
MAP
BOOK



Map

TO

Bumper Cars



Cars

Car

Not go thru

S

BUMBER CAR



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