

Bumper Car Dash

Designed by Ellie Dix

3-5 players | 30 minutes | Age 8+

Overview:

Win the bumper car race by travelling through all five gates in the right order. Speedy cars will move further, but are much more likely to crash! Can you navigate the course while fending off obstacles, meeting attendants and dealing with other cars trying to bump you?

Components:

- 1 board
- 1 progress track
- 5 bumper cars
- 5 speedometers
- 15 tokens
- 5 race gates
- 4 attendants
- 40 cards
- 40 coins
- 3 teleports
- 4 fireballs
- 4 slimeballs

Set up:

- Place the board in the centre of the table.
- Give each player a car, a matching speedometer and tokens. Players should orientate their speedometer so that the directions match those on the main board. Place two tokens in the centre of the directional cross and one on their own colour on the colour wheel.
- Place the progress track to the side of the board. Each player places one token of their colour on the start of their section of the track.
- Shuffle the cards, deal 1 to each player then place the remaining cards in a face down deck.
- Create a supply of coins to the side of the board.
- The player who wins a race around the table becomes the starting player.
 - Players take coins according to player order: 0, 1, 2, 3, 4 coins for 1st, 2nd, 3rd, 4th, 5th player.
 - Each player takes the race gate matching the colour of the player to the right of them, then places it on the board in player order. The gate can be placed lying North/South or East/West covering exactly two sections of a grid line. In a 4 player game, the 4th player places the 5th gate. In a 3 player game, the 2nd and 3rd players place the 4th and 5th gates.
 - Each player places their car in one of the four squares directly next to the gate of their own colour.
 - All players except the starting player take an attendant and place them anywhere on the board. But players must place their attendant closer to another player than to themselves.

How to play:

On your turn 1) set your distance/direction, 2) move your car, then 3) draw a card.

Set your distance/direction

You may move each of the tokens on your speedometer a maximum of 1 space. One token goes north/south, the other goes east/west. So on your first turn you could move the tokens from 0 North/South, 0 East/West to 1 North, 1 East, for example. The tokens show the direction and distance your car will travel.

It's tempting to get your car to travel a long way, as they'll cover the course quicker, but it takes time to slow down. If you're moving 4 south and 4 east, the next turn, you'll be travelling at least 3 south and 3 east. So try to plan a few turns in advance.

You may spend a coin to increase the movement of a token by 1 extra space.

Move your car

Move your car along the lines from intersection to intersection, according to the levels on the speedometer. You can choose whether you go North/South first or East/West first.

Gates: During your movement, if you cross your next required gate, move the token on the colour wheel to the next space. You're now aiming for the gate which is the next colour on the wheel.

Edge of Board: If your movement would take you off past the edge of the board, you immediately crash and take no further movement this turn. Set both tokens back to 0,0. If you have an attendant when you hit the edge of the board, the attendant goes back to the central attendant spot.

Attendants: If you move into the same space as an attendant (at any time on your turn), they jump on the back of your car and move with you.

Green Dot: If you move over a light, take a coin.

Another player: If you bump into another player, who has an attendant, take the attendant from them and put it on the back of your own car. Push the other player in the direction you are travelling in.

Teleport: If there is another teleport on the board, move directly to that teleport and keep moving in the same direction of travel.

Slimeball: Skid two more squares in the same direction of travel.

Fireball: End your movement here for this turn.

Take cards

If you have an attendant on the back of your car and you acquired this attendant this turn, take 2 cards.

If you have an attendant on the back of your car which you acquired in a previous turn, take 1 card.

If you have no attendant on the back of your car, take no cards.

Now play passes to the next player.

End game:

The game ends when one player finishes the course, by going through the gate of their own colour.