

Instructions

- The player advances by throwing the dice and moving that number of spaces.
- Landing on a special space affects the player in different ways.
- Cards may be used as traps and be left next to space the player has landed.
- First player to get to the finish line after 3 laps wins.

Special Spaces



Move forward 3 spaces



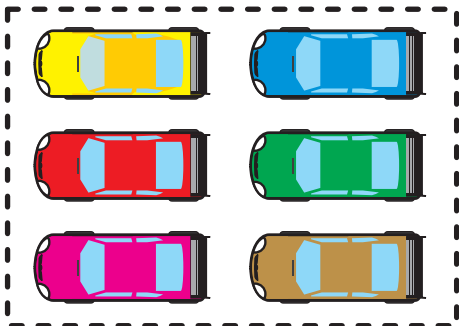
You lose one turn



Pick a card



Sergio Kossio || <http://dako.rawrstudios.com> || skossio@gmail.com





Double Boost!
Move forward
two spaces



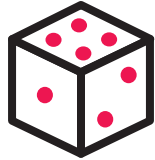
Triple Boost!
Move forward
three spaces



Boost!
Move forward
one space



Boost!
Move forward
one space



Extra Dice!
Get one
more turn



Extra Dice!
Get one
more turn



Fire Hazard
Lose three
of your cards



Fire Hazard
Lose three
of your cards



Oil
Lose one
turn



Oil
Lose one
turn



Reverse Boost
Go back one
space



Reverse Boost
Go back one
space



Double Boost!
Move forward
two spaces



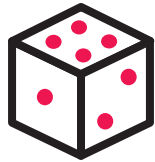
Double Boost!
Move forward
two spaces



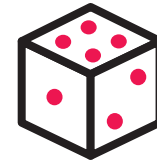
Boost!
Move forward
one space



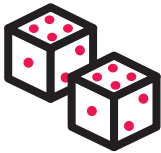
Boost!
Move forward
one space



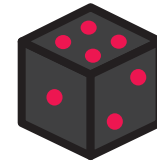
Extra Dice!
Get one
more turn



Extra Dice!
Get one
more turn



Dice 2x!
Multiply dice
number by 2



Black Dice!
4 becomes 1
5 becomes 2
6 becomes 3



**Double
Reverse Boost**
Go back two
space



**Double
Reverse Boost**
Go back two
space



Reverse Boost
Go back one
space



Reverse Boost
Go back one
space