

<p>SuperDoofus Race 2000!</p> <p>Design, rules and card text © 1998 Mike Sugarbaker.</p> <p>Playtesters: Gabe Benveniste, Dustin Masterson, Nathan ???, Orion Holcomb, Michael Wang, Charlie Kim, Aubie Schmidt...</p>	<p>WEAPON! A WELLING INSIDE!</p> <p>Roll 2 or lower, or you may not overtake anyone for any reason next turn.</p>	<p>WEAPON! MARSHMALLOW WALL!</p> <p>Play this card only when you are targeted by a Weapon. It targets whoever fired that Weapon and duplicates that Weapon's effect.</p>	<p>TRACK! JUMP!</p> <p>Roll 3 or lower or get overtaken. This card cannot be canceled by a Maneuver, nor can its effects be stopped by Close Off.</p>	<p>TRACK! JUMP!</p> <p>Roll 3 or lower or get overtaken. This card cannot be canceled by a Maneuver, nor can its effects be stopped by Close Off.</p>
<p>WEAPON! BRICKLAYER!</p> <p>Roll 2 or lower, or move to last place. This card may only be cancelled with a Rocket Pack or Blaze Your Own Trail. (The card you cancel with does not take its normal effect.)</p>	<p>WEAPON! A WELLING INSIDE!</p> <p>Roll 2 or lower, or you may not overtake anyone for any reason next turn.</p>	<p>WEAPON! MARSHMALLOW WALL!</p> <p>Play this card only when you are targeted by a Weapon. It targets whoever fired that Weapon and duplicates that Weapon's effect.</p>	<p>WEAPON! MARSHMALLOW WALL!</p> <p>Play this card only when you are targeted by a Weapon. It targets whoever fired that Weapon and duplicates that Weapon's effect.</p>	<p>TRACK! JUMP!</p> <p>Roll 3 or lower or get overtaken. This card cannot be canceled by a Maneuver, nor can its effects be stopped by Close Off.</p>
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<p>WEAPON! CONFOUND-A- DUDE!</p> <p>Roll 3 or lower, or get overtaken, and the player to your left picks 1 card from your hand, at random. On your next turn, you may only play that card.</p>	<p>WEAPON! CANDY JACKS!</p> <p>Roll 3 or lower or lose your next turn.</p>	<p>WEAPON! FLYING BURRITO!</p> <p>Roll 2 or lower or move to last place.</p>	<p>WEAPON! DESTRUCTOMATIC!</p> <p>Roll 2 or lower or get overtaken.</p>	<p>WEAPON! DESTRUCTOMATIC!</p> <p>Roll 2 or lower or get overtaken.</p>
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<p>DEFENSE! CLOSE OFF!</p> <p>Play this card when you are about to get overtaken. It prevents you from being overtaken for any reason until the beginning of your next turn.</p>	<p>DEFENSE! CLOSE OFF!</p> <p>Play this card when you are about to get overtaken. It prevents you from being overtaken for any reason until the beginning of your next turn.</p>	<p>DEFENSE! CLOSE OFF!</p> <p>Play this card when you are about to get overtaken. It prevents you from being overtaken for any reason until the beginning of your next turn.</p>	<p>DEFENSE! MANEUVER!</p> <p>May be played out of turn, when player is target of a Weapon or Track card. Said card's effect on its current target is canceled.</p>	<p>TRACK! PLATFORMS!</p> <p>I don't know what this card does yet.</p>
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<p>TRACK! TRANSPARENT ROAD!</p> <p>All players discard 3 cards from their hand. Players holding fewer than 3 cards must discard all their cards and get overtaken.</p>	<p>TRACK! HAIRPIN CURVE!</p> <p>Roll 3 or lower or move to last place.</p>	<p>TRACK! TIGHT CURVE!</p> <p>Roll 2 or lower or get overtaken.</p>	<p>TRACK! CURVE!</p> <p>Roll 3 or lower or get overtaken.</p>	<p>TRACK! CURVE!</p> <p>Roll 3 or lower or get overtaken.</p>
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<p>MOVEMENT! OVERTAKE!</p> <p>Switch positions with the player in the position directly in front of yours.</p>	<p>MOVEMENT! OVERTAKE!</p> <p>Switch positions with the player in the position directly in front of yours.</p>	<p>MOVEMENT! OVERTAKE!</p> <p>Switch positions with the player in the position directly in front of yours.</p>	<p>MOVEMENT! OVERTAKE!</p> <p>Switch positions with the player in the position directly in front of yours.</p>	<p>MOVEMENT! OVERTAKE!</p> <p>Switch positions with the player in the position directly in front of yours.</p>
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TRACK!
LOOP!

All players give all cards in their hand to the player seated on their left. This card may not be Maneuvered.

TRACK!
LOOP!

All players give all cards in their hand to the player seated on their left. This card may not be Maneuvered.

TRACK!
LOOP!

All players give all cards in their hand to the player seated on their left. This card may not be Maneuvered.

MOVEMENT!
BLAZE YOUR OWN TRAIL!

On a roll of 2 or lower, move to first place. Else, move to last place.

MOVEMENT!
BLAZE YOUR OWN TRAIL!

On a roll of 2 or lower, move to first place. Else, move to last place.

MOVEMENT!
BLAZE YOUR OWN TRAIL!

On a roll of 2 or lower, move to first place. Else, move to last place.

MOVEMENT!
BLAZE YOUR OWN TRAIL!

On a roll of 3 or lower, move to first place. Else, move to last place.

MOVEMENT!
BLAZE YOUR OWN TRAIL!

On a roll of 3 or lower, move to first place. Else, move to last place.

MOVEMENT!
BLAZE YOUR OWN TRAIL!

On a roll of 3 or lower, move to first place. Else, move to last place.

MOVEMENT!
ROCKET PACK!

Play this when you play an Overtake card. After performing the Overtake, Overtake once more.

MOVEMENT!
ROCKET PACK!

Play this when you play an Overtake card. After performing the Overtake, Overtake once more.

MOVEMENT!
ROCKET PACK!

Play this when you play an Overtake card. After performing the Overtake, Overtake once more.

MOVEMENT!
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