

## BLUE SHELL



### LAST POSITION KART ONLY.

Use in your Attack step. If you are not in last place, discard and draw again.  
When used, the kart in first place will wipeout in the your Wipeout step. Additionally, any kart within Medium range of you immediately gains +2 Hazard tokens.

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## STARMAN



### POWER UP.

Use in your Movement step. Remove all Hazard tokens currently on your kart. For this gear phase and the next 4 gear phases, your kart cannot be hit by items or gain Hazard tokens. Colliding with Dropped Weapons simply removes them from play.

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## LIGHTNING



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Use immediately.  
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All other karts are immediately reduced to gear 1 while your kart remains unaffected.

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## BANANA



### DROPPED WEAPON, TREACHEROUS TERRAIN, SHORT RANGE, REAR-MOUNTED.

Drop in your Attack step. Place Banana marker on course. If a kart's Maneuver template or its Final Position overlaps the marker, the kart suffers +2 Hazard tokens at the end of its Movement step.

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## 10X COIN



### POWER UP.

Use immediately before your Movement step. Your kart's Max Gear is increased by 1 for the rest of the race. If your Max Gear is already 6, then increase your kart's Handling by 1.