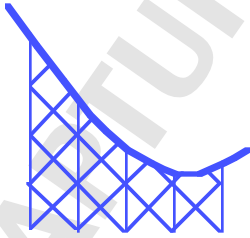


Long Slope



THRUSTER Speed 1
play with **VEHICLE** to capture

Sail



THRUSTER Speed 1
with Fan: Speed 2
play with **VEHICLE** to capture

Fan



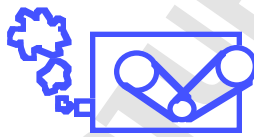
THRUSTER Speed 1
with Sail: Speed 2
play with **VEHICLE** to capture
METAL
MECHANICAL

Outboard Motor



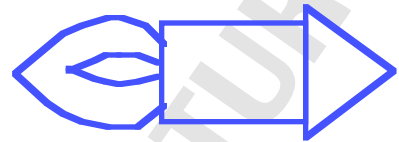
with Bucket of Water:
THRUSTER Speed 2
play with **VEHICLE** to capture
METAL
MECHANICAL

Internal Combustion Engine



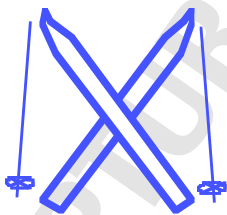
THRUSTER Speed 3
play with **VEHICLE** to capture
METAL
MECHANICAL
EXPLOSIVE Damage 1

Rocket Motor



THRUSTER Speed 4
play with **VEHICLE** to capture
METAL
MECHANICAL
EXPLOSIVE Damage 4

Skis



with Refrigerator:
VEHICLE
play with **THRUSTER** to capture
METAL

Unicycle Helmet



with Tightrope:
VEHICLE and
THRUSTER Speed 1

Skateboard



VEHICLE
play with **THRUSTER** to capture
METAL

Ball Bearings



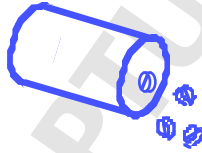
VEHICLE

play with THRUSTER to capture
with Free Birdseed & Giant

Magnet:

BAIT & TRAP
METAL

Leg Muscle Growth Pills



VEHICLE and
THRUSTER Speed 2

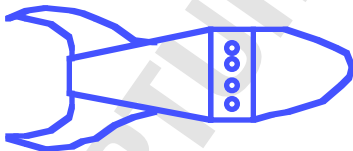
Roller Skates



VEHICLE

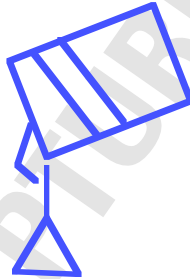
play with THRUSTER to capture
METAL

Rocket



VEHICLE and
THRUSTER Speed 3
EXPLOSIVE Damage 3

Free Birdseed

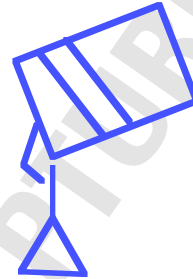


BAIT

play with TRAP to capture
with Ball Bearings & Giant
Magnet:

BAIT & TRAP

Free Birdseed

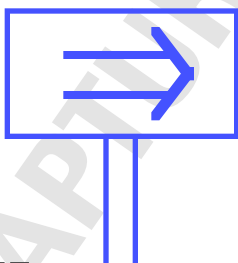


BAIT

play with TRAP to capture
with Ball Bearings & Giant
Magnet:

BAIT & TRAP

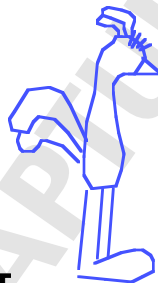
Detour Sign



BAIT

play with TRAP to capture

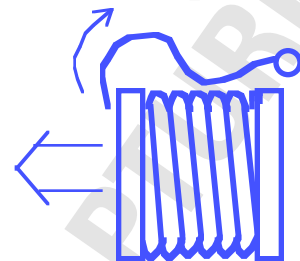
Female Road Runner Costume



BAIT

play with TRAP to capture

Giant Spring



LAUNCHER Speed 1

METAL

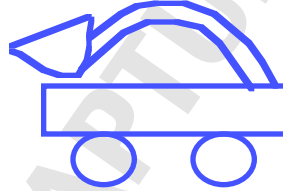
MECHANICAL

Giant Sling Shot



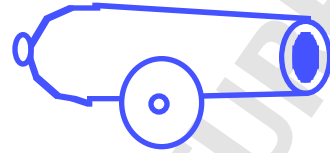
LAUNCHER Speed 2
MECHANICAL

Catapult



LAUNCHER Speed 2
MECHANICAL

Cannon



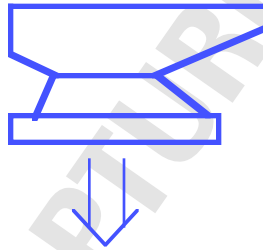
LAUNCHER Speed 3
TRAP Damage 2
play with **BAIT** to capture
SHOOTER
play with **AMMO** to capture
EXPLOSIVE Damage 2
MECHANICAL

Dehydrated Boulders



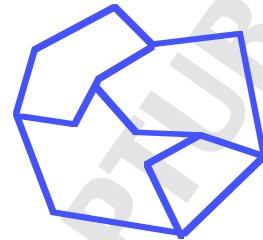
with **Bucket of Water**:
DROP Damage 2
play with **HEIGHT** to capture

Anvil



DROP Damage 1
play with **HEIGHT** to capture
METAL

Huge Boulder



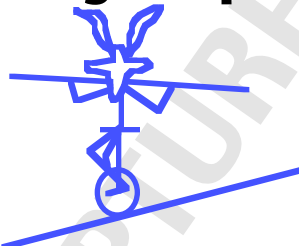
DROP Damage 3
play with **HEIGHT** to capture

Refrigerator



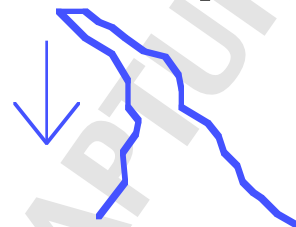
DROP Damage 2
play with **HEIGHT** to capture
with **Skis**:
VEHICLE
play with **THRUSTER** to capture
METAL
MECHANICAL

Tightrope



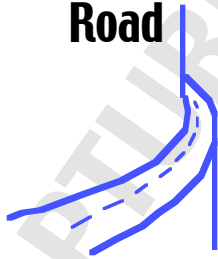
HEIGHT Damage 1
play with **DROP** to capture
with **Unicycle Helmet**:
VEHICLE and
THRUSTER Speed 1

Precarious Rock Spire



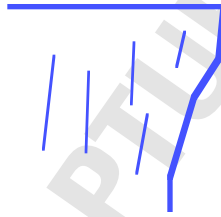
HEIGHT Damage 2
play with **DROP** to capture

Winding Mountain Road



HEIGHT Damage 3
play with **DROP** to capture
ROAD
play with **AMBUSH** to capture

Cliff



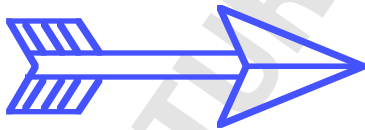
HEIGHT Damage 4
play with **DROP** to capture
TRAP
play with **BAIT** to capture

Hot Air Balloon



HEIGHT Damage 5
play with **DROP** to capture
VEHICLE
play with **THRUSTER** to capture
MECHANICAL

Giant Arrow



AMMO Damage 1
play with **SHOOTER** to capture

Dynamite



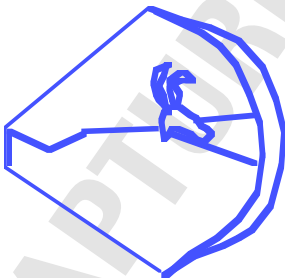
AMMO Damage 1
play with **SHOOTER** to capture
AMBUSH Damage 1
play with **ROAD** to capture
DROP Damage 1
play with **HEIGHT** to capture
TRAP Damage 1
play with **BAIT** to capture
EXPLOSIVE Damage 1

Bomb



AMMO Damage 1
play with **SHOOTER** to capture
AMBUSH Damage 1
play with **ROAD** to capture
DROP Damage 1
play with **HEIGHT** to capture
TRAP Damage 1
play with **BAIT** to capture
EXPLOSIVE Damage 1

Giant Bow



LAUNCHER Speed 1
SHOOTER
play with **AMMO** to capture

Sling Shot



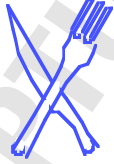
SHOOTER
play with **AMMO** to capture

Bear Trap



AMBUSH Damage 1
play with **ROAD** to capture
DROP Damage 1
play with **HEIGHT** to capture
METAL
MECHANICAL

Knife and Fork



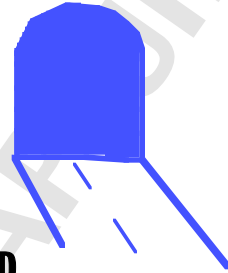
AMBUSH Damage 1
play with **ROAD** to capture
METAL

Road



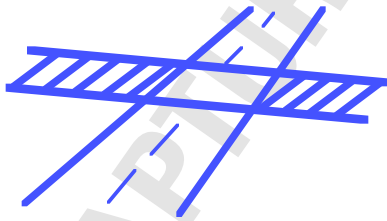
ROAD
play with **AMBUSH** to capture

Tunnel



ROAD
play with **AMBUSH** to capture
RAIL

Level Crossing



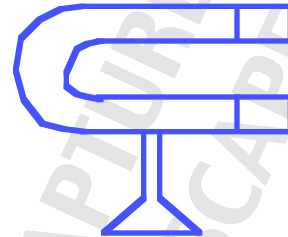
ROAD
play with **AMBUSH** to capture
RAIL

Bucket of Water



with **Outboard Motor**:
THRUSTER Speed 2
play with **VEHICLE** to capture
with **Dehydrated Boulders**:
DROP Damage 2
play with **HEIGHT** to capture

Giant Magnet



with **Ball Bearings** & **Free Birdseed**:
BAIT & TRAP
after reshuffle:
ESCAPE **METAL**

Rolling Boulder

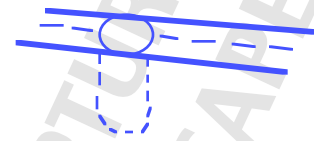


AMBUSH Damage 2
play with **ROAD** to capture
after reshuffle:
ESCAPE all
Damage: 2

Retractable Steel Wall

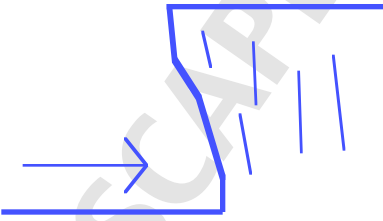
AMBUSH Damage 2
play with **ROAD** to capture
METAL
MECHANICAL
after reshuffle:
ESCAPE **VEHICLE**
or **LAUNCHER**
Damage: Speed + 2

Tiger Trap



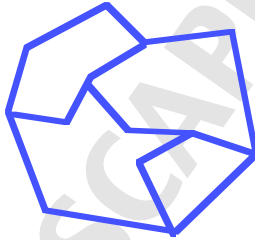
AMBUSH Damage 2
play with **ROAD** to capture
after reshuffle:
ESCAPE **VEHICLE**,
not **HEIGHT**
Damage: 2

Cliff Face!



ESCAPE VEHICLE
or LAUNCHER
Damage: Speed

Boulder!



ESCAPE VEHICLE
or LAUNCHER
Damage: Explosive + 1

Fast Running!



ESCAPE VEHICLE
or LAUNCHER
up to Speed 1

Burst of Speed!



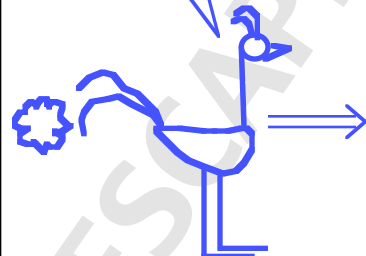
ESCAPE VEHICLE
or LAUNCHER
up to Speed 2

Zoom!



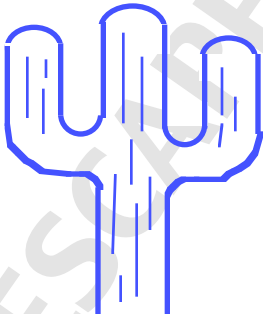
ESCAPE VEHICLE
or LAUNCHER
up to Speed 3

Beep Beep!



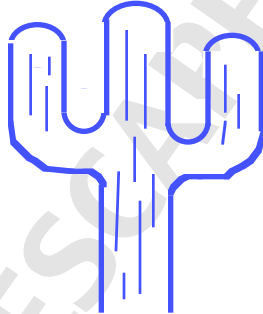
ESCAPE VEHICLE
or LAUNCHER

Cactus!



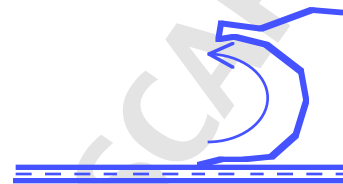
ESCAPE LAUNCHER
Damage: 3

Cactus!



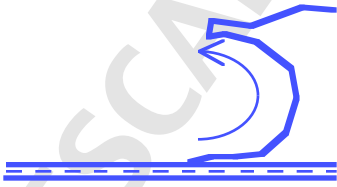
ESCAPE LAUNCHER
Damage: 3

U-Shaped Rock Formation!



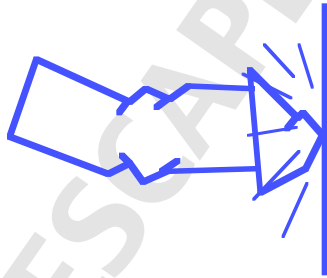
ESCAPE AMMO
or LAUNCHER
Damage: AMMO

U-Shaped Rock Formation!



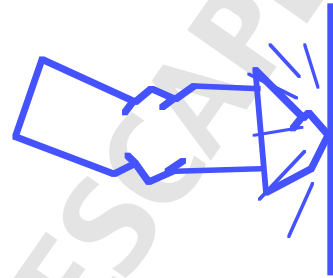
ESCAPE AMMO
or LAUNCHER
Damage: AMMO

Uh Oh!



ESCAPE VEHICLE
Damage: Speed +1

Uh Oh!



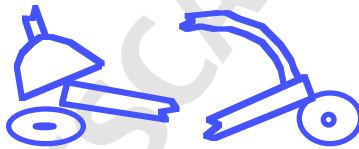
ESCAPE VEHICLE
Damage: Speed +1

Mechanical Failure!



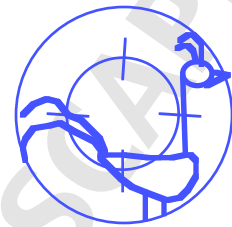
ESCAPE MECHANICAL
Damage: Speed

Mechanical Failure!



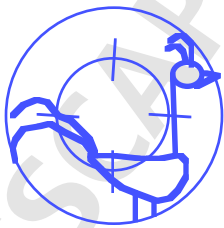
ESCAPE MECHANICAL
Damage: Speed

Bad Aim!



ESCAPE AMMO

Bad Aim!



ESCAPE AMMO

Rust!



ESCAPE METAL

Rust!



ESCAPE METAL

Dud!



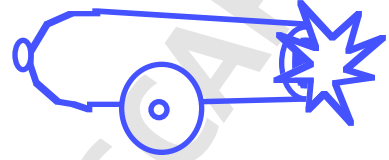
ESCAPE EXPLOSIVE

Dud!



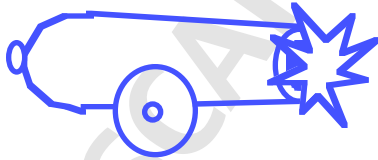
ESCAPE EXPLOSIVE

Backfire!



ESCAPE EXPLOSIVE
Damage: EXPLOSIVE

Backfire!



ESCAPE EXPLOSIVE
Damage: EXPLOSIVE

Oops!



ESCAPE HEIGHT
Damage: HEIGHT

Oops!



ESCAPE HEIGHT
Damage: HEIGHT

Gravity Failure!



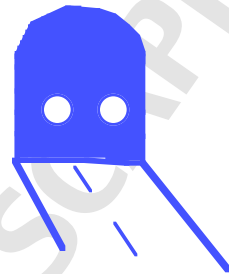
ESCAPE HEIGHT
and DROP
Damage: HEIGHT + DROP

Gravity Failure!



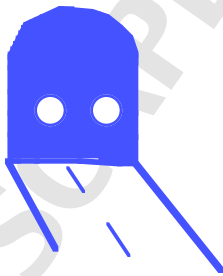
ESCAPE HEIGHT
and DROP
Damage: HEIGHT + DROP

Truck!



ESCAPE ROAD
Damage: 2

Truck!



ESCAPE ROAD
Damage: 2

Express Train!



ESCAPE RAIL
Damage: 3

Why Didn't It Work?!



ESCAPE AMBUSH
Damage: AMBUSH

Why Didn't It Work?!



ESCAPE AMBUSH
Damage: AMBUSH

Too Smart!



ESCAPE TRAP
or AMBUSH
Damage: TRAP *or* AMBUSH

Too Smart!



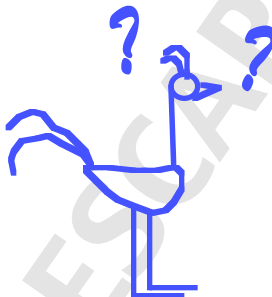
ESCAPE TRAP
or AMBUSH
Damage: TRAP *or* AMBUSH

Too Dumb!



ESCAPE TRAP

Too Dumb!



ESCAPE TRAP

Piano



DROP Damage 3
play with **HEIGHT** to capture
with explosive:
Bait & Trap
ESCAPE Ambush