



BUMPER II BUMPER

PARTICIPANTS: 1 at a time

EQUIPMENT: Single unit game, 1 Bumper car. Customer will be charged for missing car.

SIZE: 5L x 2W x .75H

REQUIREMENT: 1 Attendant

PLACEMENT: Place game on 6' or longer table.

OBJECT: Push the car along the track and attempt to have the bumper car land in the red winner area. Option: May place prizes on letters and winning space.

RECOMMENDED PLAY: 2 out of 3 wins or highest total score.

PRIZE OPTION: Redemption: Winner = 2 tokens; Consolation = 1 token