

Result	Item	Effect
1	Green Shell	Attack the car in front of you! Both players roll 1d20. If attacker rolls higher, defender spins out. If defender rolls higher, the shell misses!
2	Red Shell	Same as the green shell, but the attacker rolls 2d20 to simulate the heat-seeking ability. Defender only rolls once, but if higher than both, shell misses!
3	Banana Peel	May be dropped on the track at any point during the player's move. Use sunny weather token to track location of peel. Cars running over peel spin out.
4	Feather	Allows the player to jump one space during current move. This may be used to jump other cars or items/debris on the track. Must be in a straight line. No mid-air turning!
5	Mushroom	Player can roll the 2nd gear die and boost that many spaces on the current move. May be used after regular gear die has been rolled.
6	Lightning Bolt	Forces all other players to down-shift twice (simulating slower speed/smaller size) to a minimum of first gear
7	Ghost	Steals an item from another player
8	Coins	Roll the 2nd gear die, add the result to your wear points
9	Bob-Omb	Can be dropped or thrown ahead: For throw roll 5th gear die and place it that many spaces ahead, standard move rules apply. Can be dropped at beginning of turn, before move. Bomb goes off at the end of that players turn and spins out everyone on or adjacent to the bomb.
10	Blooper Ink	Causes everyone else to downshift one to simulate caution after being blinded from ink
11	Fire Flower	Same as the green shell, but may be fired forwards or backwards at the cars closest to you
12	Bullet Bill	Turns your car into an unstoppable battering ram for one move, allowing you to move through opponent cars, spinning out any one you go through. Regular movement rules apply, no swerving!
13	Triple Green Shell	Same as the green shell, but may be used three times, on the same or different turns
14	Triple Red Shell	Same as the red shell, but may be used three times, on the same or different turns
15	Triple Banana Peel	Same as the Banana Peel, but may be used three times, on the same or different turns
16	Triple Mushroom	Same as the mushroom, but may be used three times, on the same or different turns
17	Piranha Plant	Used during a move to attack a car directly in front of your car. Roll the 2nd gear die, remove that many wear points from your opponent and add them to your wear point total
18	Star	Invincibility for one entire turn. May be triggered at any time (in response to a shell for instance), ends on your next turn. Ignore the effects of shells, bob-ombs, lightning bolts, etc.
19	Super Horn	May be used to counter incoming projectiles, automatically dodging them. Causes a concussion wave that destroys adjacent items in the road and spins out adjacent opponents when triggered.
20	Blue Shell	Re-roll if in 1st place. This shell acts like the red shell but only targets the car in first place, regardless of how far ahead they are.