

DUNGEON

KART



Rulebook



Game Overview

It's time to pack up your spellbook, pick your kart, and start your engines! The Boss monsters of Arcadia are back in the greatest racing event of the century! This unique racing game pits deadly dungeon bosses against one another in a competition of speed, guile, and brute force. It's a race to the finish line and only one Boss can win in ... **DUNGEON KART!!!**

Every racer has a unique kart dashboard that controls their speed and actions. Every round you'll adjust your speed, gaining Movement Points to spend on driving, drifting, turning, and even bumping other racers as you go. But keep an eye on the road as you drive; terrain in Dungeon Kart affects your moves and slows you down if you're not careful.

But fast moves won't always win the race. You'll also have to avoid the Hazards that lurk on every part of the racetrack. Do-gooder heroes will try to stop you, spinning you out if you collide with one, while Smashinators and other traps lay in wait to crash your kart, robbing you of your speed.

And even if you drive the perfect line, your rival Bosses aren't going to play fair. Eldritch spells are available to every Boss who finds a spellbook, allowing them to hurl fireballs, teleport to safety, and even scatter mindless zombies around the track to hinder your progress.



But you're no ordinary driver. A Boss always has one more trick up their sleeve. Gain coins to spend on your unique Boss powers at just the right moment. Gain an extra move, crash another racer, or pull off an even more astounding stunt to steal the lead.

Even the most nefarious tricks are allowed in Dungeon Kart as long as they get you across the finish line first!

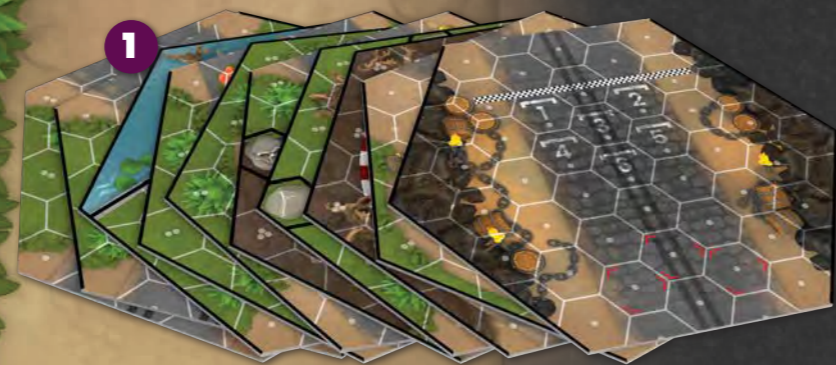


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Game Components

- 1 10 Double-Sided Map Tiles
- 2 6 Acrylic Standees with Bases (Assembly Required)
- 3 6 Character Cards, with matching Placement Tokens
- 4 6 Dashboards, W/Stands (Assembly Required)
- 5 2 Placement Boards
- 6 8 Spell Tokens
- 7 Freeze Token
- 8 Smashinator Die
- 9 7 Grass Tokens
- 10 Finish Line Piece
- 11 40 Coin Tokens
- 12 8 Bomb Tokens
- 13 10 Zombie Tokens
- 14 40 Hazard Tokens
- 15 Hazard Bag
- 16 24 Spell Cards (3 Decks)
- 17 6 Reference Cards
- 18 Rulebook



WIP

Pending Kickstarter

Game Setup

1

Randomly choose a first player and give them the First Player marker.

2

Take the deck of Racer cards and randomly select a number equal to the number of players plus one. (e.g., in a 3 player game, randomly select 4 Racer cards). Lay the selected cards out on the table. Starting with the first player and proceeding clockwise around the table, each player chooses any of the available Racer cards, taking the Racer's matching Standee and Placement Token.

3

Randomly select the same number of Dashboards, laying them out on the table as well. Then, starting with the last player to choose a Racer, and proceeding counter-clockwise, each player chooses a Dashboard, placing it in front of them. Put the unchosen Racer card and Dashboard back in the box.

4

Decide on a prebuilt race track from the Track Guide, or build your own using the tiles available. For your first game, we recommend the Beginner Track listed on page X of the Track Guide, but if you would like to build your own track instead, follow these steps:

- A** Start with either side of the Starting Line tile.
- B** Place any tile connected to the starting tile in any orientation as long as the roads connect.

- C** Continue placing as many tiles as you'd like this way, taking care not to create any dead ends.
- D** If you're creating a connected track, make sure the last tile placed connects back to the original tile. If you're not creating a connected track, place the Finish Line at the end of the last tile you place.
- E** Once the track is built, place a random hazard on each Hazard Hex. Refer to Page X of the Track Guide if you are playing with Epic Heroes, which have unique placement requirements.

5

The First Player places their Standee on the 1st marker on the starting tile. Continuing clockwise, each player places their standee on the next successive location (e.g., the next player puts their standee on the number 2). Anyone whose placement is 4th, 5th, or 6th gains one coin.

6

Place the Zombies, Bombs, Coins, Freeze Token, Spell Markers, and Smashinator Die within easy reach of all players.

7

Shuffle the three decks of Spell Cards (A, B, and C) separately and place them within reach of all players.

8

Select the right Placement Track based on the number of players and place it within sight of all players, near the Spell Cards. Place the First Player's Placement Token on the first spot, and each subsequent player on the next spot on the placement track, matching their locations on the board.



Dashboard & Racers

Every player in a game of Dungeon Kart has a kart (represented by their Dashboard) and Racer, represented by their Racer card and standee. Your Dashboard controls your speed and the actions you can take as you move around the board, while your Racer provides a set of unique powers that are activated by spending coins.

Most of the important concepts in the game are represented on your Dashboard and Racer card.

- 1 THE SPEED SETTING** determines how many Movement Points (MPs) you get at the beginning of your turn. At the beginning of your player turn you must use the Speed Setting to adjust your speed up or down one level. The number of MPs you begin your turn with is shown within the frame of the Speed Setting.
- 2 MOVEMENT POINTS (MPs)** are spent on Actions. The more MPs you have, the more hexes you can move on the race track.
- 3 TERRAIN** is represented on the race track with different art, and (generally), the more difficult the terrain in a hex, the more MPs it costs to move into that hex. Terrain is also shown on each dashboard. At the end of each player's turn, they must reduce their Throttle level down to the "slowest" terrain on their dashboard (E.g., if you move through dirt, grass, and mud on your turn, you must lower your Speed Setting down to the "Mud" marker on your dashboard. This rule only applies if you're going faster than that lowest level.
- 4 ACTIONS** are the driving, turning, drifting, and bumping you do as you navigate the race track. All Actions cost MPs, and generally, they cost more MPs if you're doing that action in more difficult terrain.

- Each Dashboard has two Abilities. Abilities represent the aspects of your kart that are unique.
- Some provide extra maneuverability. Some make bumping other racers easier. Still others affect your acceleration and top speed. All of the Abilities are explained to the right.
- Each Racer card has two Powers, called the Upper Power and Lower Power. Powers are activated by spending the coins you gather as you race around the track, and they allow you to make extra moves, or to pull off spectacular maneuvers that can affect the outcome of the game.
- Coins are used to activate Powers. You gain a Coin token(s) whenever your racer moves through a Coin hex on the race track.



Kart Special Abilities

- ACCELERATION** - The starting speeds (second and third settings on the dial) are higher than those on other Dashboards.
- TOP SPEED** - The higher speeds (fourth, fifth, and sixth settings on the dial) are higher than those on other Dashboards.
- OFF-ROAD** - The terrain penalty for traveling through grass is on the fourth setting on the dial instead of the third. There is no terrain penalty for traveling through dirt.
- HANDLING** - The one turn each round granted by the Dashboard costs 0 MP instead of the standard 1 MP. Any extra turns received from Racer Powers still cost 1 MP.
- HEAVY** - The kart's one bump per round per opponent costs 0 MP instead of the standard 1 MP.
- TRACTION** - The kart's one drift each turn costs 1 MP, regardless of the terrain cost for the terrain drifted into. Drifting abilities granted by Racer Powers are unaffected by the Traction ability and will cost MPs equal to the terrain cost of the hex drifted into.

Gameplay

Every game of Dungeon Kart is a race to the finish line. This race takes place over a series of Rounds where each player gets a Player Turn. On each player's turn, they:

- Set their speed and gain MP.
- Spend MPs to move and take other actions.
- Adjust their speed due to terrain, obstacles, and braking.
- Pass the player turn to the next player.

SET SPEED

At the beginning of each player's turn, the active player must adjust their Speed Setting on their Dashboard up or down one level. Racers do not have to change their speed if they are at the lowest or highest speeds on their boards, and they cannot do so if a Freeze spell is in effect.

Players then gain Movement Points (MPs) equal to the number now shown in the window of their Speed Setting. MPs are a virtual currency tracked by memory.

King Croak raises his speed by adjusting his Speed Setting one place to the right. He now has 9 MPs to begin his turn.



TOOLTIP:

During the first turn of the game, players almost always set their speed to the second setting. Speed wins races and players usually want to be accelerating. But there are occasions where it's better to have less movement. A smart racer isn't afraid to slow down if they need to.

SPEND MP TO MOVE

MPs are spent on Actions to move on the board. Throughout their turn, players Drive, Turn, and perform other maneuvers, paying MPs for each maneuver along the way. Indeed, All MPs must be spent during a player's turn, or the racer Crashes (see page X), so plan your player turn accordingly! If a racer is going to have a complicated movement, they can mark their starting location with a coin token as they count out their movements.

A Racer can occupy the same hex space as another racer as long as they do not end their movement in the same hex space.



TOOLTIP:

Tool Box Tip: Passing through other racers on the map is key to maneuvering and bumping other racers. Don't be afraid to drive right through someone!



ACTIONS



There are four basic Actions that you can take on your turn. Some may be taken multiple times, some only once. Each of these Actions, and their costs in MPs, are listed on your Dashboard.



MOVE:

Driving is the basic Action of the game, and just moves the standee forward one hex while maintaining the direction it is facing. It can be done an unlimited amount of times, as long as the Racer has the MP to spend.

The MP cost for Driving depends on the terrain being entered. A terrain hex with one pip costs one MP, two pips costs two MP, and three pips costs 3 MP. Road and dirt are each always one pip terrains, grass is always two pips, and mud and water are always three pips!



IMPORTANT NOTE:

At the end of your movement, as long as you have at least one MP left, you can enter one more hex, even if the MP cost of that hex is more than the MP you have remaining. If you do, end your movement in that hex. You cannot gain MP or complete any other movements, even 0 MP cost movements, if you did this.



TURN:

Once per turn, you may rotate your Racer by 60 Degrees to the left or right (i.e., to the adjacent sides of the hexagon from the one they are currently facing) within the hex you are currently in.

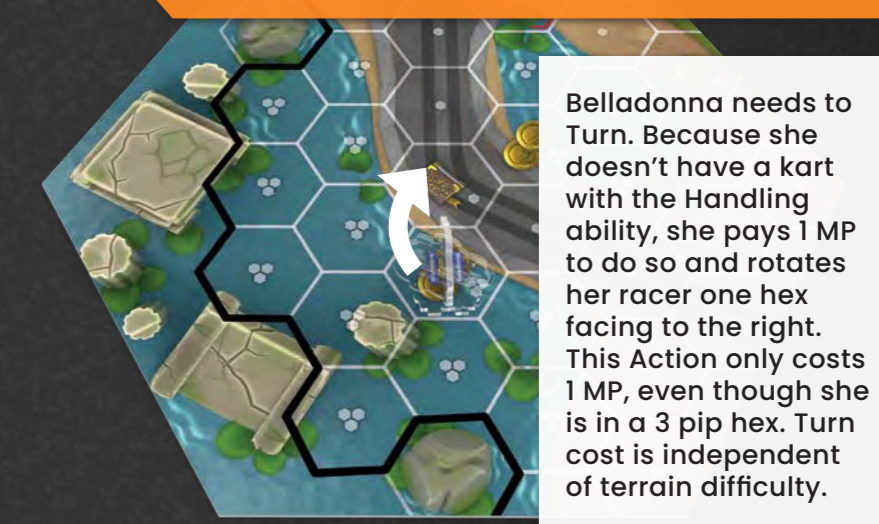
IMPORTANT NOTE:

During a Turn your racer does not leave the hex they are in!

This Action always costs 1 MP, regardless of what terrain your racer is on, unless your kart has Handling, in which case it costs 0 MP. The correct cost for your kart will be shown on your Dashboard.

TOOLTIP:

It is common for new players to plot out their moves thinking they can do multiple turns. It is important to remember that you can only Turn once during your move.





DRIFT:

Once per turn, you may move your standee forward and to the side one hex, without changing facing direction. This can be done to either side of the hex you are currently in presuming the destination hex is open and passable.

Drifting costs MPs equal to the number of pips in the tile you are drifting into, unless your kart has Traction, in which case it costs 1 MP, regardless of terrain type.



Both Croak and Belladonna are going to collide with a rock if they don't move around it. On his turn, Croak Drifts left. His Kart has Traction, so he only pays 1 MP to do so, even though the terrain would normally cost him 2 MPs to Drift into. On her turn, Belladonna drifts right, paying the full 2 MPs to do so (it's also a 2 pip hex) as her kart does not have the Traction ability.



BUMP:

If your racer is in the same hex space as an opponent's racer, you may spend 1MP to move the opponent 1 hex forward, or 1 hex diagonally forward in either direction. If your kart has the Heavy ability, the bump costs 0 MP. Note: The active racer determines the placement of the racer who has been bumped!



As long as you have the MPs to spend, there is no limit on how many opponents you can bump in a turn. However, you may only bump each opponent once. No double bumping! A bump can be the last Action you take on your turn if it frees up the hex you will end your turn in by sending the opponent to an adjacent hex.

You can bump opponents' karts into an adjacent wall or obstacle. If you do, they remain in their current hex, but Crash, reducing their speed to their bottom level. You may not bump an opponent into a wall or obstacle unless you have enough MPs to fully exit their current hex.



Croak gets his revenge by Driving through Belladonna's hex and bumping her into the barrier to their left, Crashing her.

Croak continues on, while Belladonna stays in her hex, reducing her speed down to its lowest setting because she Crashed.

You can (and should!) bump karts into hazards or other terrain types. If a kart gets bumped into difficult terrain, they set their speed down to that terrain setting immediately. If they get bumped into a hazard, that hazard is activated immediately, even if its effects might negatively affect you, the bumper. Be careful bumping someone into a bomb!

Lastly, you cannot bump karts into other karts and a bump counts as a movement for the kart bumped (this matters for terrain and some Hazards).



BRAKE:

Once per turn, you may spend 1 MP to adjust your speed down one setting. This setting change does not affect your MP for your current round.

This is a rarely used Action and is therefore not on the dashboard. In a race you generally don't want to be stepping on the brakes, but it can save you from crashing in a tight moment when used cleverly.

CHARACTER POWERS

Certain Racers have additional movement options available to them via the Powers on their Racer cards. Powers are covered in more detail on page XX of the Racing Guide.

CRASHING & SPINNING OUT

There are two ways you'll have to end your movement early, crashing and spinning out. Both happen as a result of hitting certain hazards, being targeted by certain spells, or running out of maneuvering room before you spend all your MPs. To resolve these effects:



SPIN-OUT: End your movement and adjust your speed to the second-lowest setting.



CRASH: End your movement, and adjust your speed to its lowest setting. At the start of your next player turn, you can change your facing to any direction.

The Racetrack

There are many ways your kart will interact with the Racetrack, and what's on it, while driving.

TYPES OF TERRAIN



There are five kinds of terrain on the original track tiles: Road, Dirt, Grass, Mud, and Water. If you're playing with Dungeon Kart expansion tracks, there may be some additional terrains. Terrain has two effects:

TERRAIN COST: The cost for entering a hex is determined by the terrain, indicated by the number of dots on the hex: 1 (Dirt and Road), 2 (Grass), or 3 (Mud and Water). A kart is always able to enter a hex as long as it has at least 1 MP (even if the Terrain Cost there is 2 or 3 MP) but it must then end its turn.

TERRAIN PENALTY: At the end of each player's movement, they must set their speed setting down to the most difficult terrain they entered into, as marked on their player board. (If their speed setting is lower than the terrain setting, they do not change it.) This does not take effect during their turn. A Kart's offroad ability only affects the Terrain Penalty, not the Terrain Cost.



Croak decided to take a shortcut and cut across the mud, but he only had four MP left. The first mud hex cost him three MP, and then the second one would cost him an additional 3 MP. Even though he only had one MP left, he can still enter the second mud hex, but his turn is done, and he has to set his speed down to mud. Belladonna chose to take a safer route this turn, though she entered the mud last turn. She moves out of the mud onto the road and doesn't have to pay any Terrain Cost for the mud she was in, and at the end of the round, she doesn't have to adjust her speed down.

If a kart has Offroad, it does not have a speed Terrain Penalty for driving over dirt. If a hex seems to have multiple terrains in it, determine the terrain by what terrain the center dots are on top of.

TOOLTIP:

Keep in mind, if a kart started in difficult terrain, but exited it and didn't enter any hexes with difficult terrain, they don't have to adjust their speed.

SPELLS

Spell hexes litter the racetrack; driving through one can give a kart a powerful ability.

If a kart enters a hex with a spellbook and they do not have a spell or Spell Marker, they gain a Spell Marker. Players may only have one Spell and/or Spell Marker at a time, except for Cerebellus.

A player must enter the hex to gain a Spell Marker. If they become eligible for a Spell Marker while already in a hex with a spellbook in it, they do not gain a Spell Marker.

At the end of the round, they will get a Spell Card based on what position they're in. See Page [XX] for more information.



Croak and Belladonna each entering a hex with a spellbook. Belladonna's card is visible, and she has a facedown spell card on top of the card. Caption: "Croak and Belladonna each entered a Spellbook hex on their turn, but Belladonna already has a spell card in her hand, so only Croak gets a spell."

COINS

Coins, the currency of Arcadia, can be used to activate character powers. If a player enters a hex with a coin on it, they gain a Coin. If the hex has multiple coins shown on it, they gain that many coins.

Coins are gained instantly, and may be used immediately after being gained.

Coins are also used as a tiebreaker in the case of a tie at the end of the game.



Croak right next to a wall with a crash/explosion symbol. Caption: "Croak wasn't paying attention to his surroundings and increased his MP too high on a tight turn. He hit the wall with 3 MP left and no other options, so he crashed. He sets his speed down to the lowest setting, and on his next turn can readjust to be facing any direction."

TOOLTIP:

Crashing into a wall isn't the end of the world. A clever racer will be able to use the readjustment to be perfectly lined up for a great turn!

HAZARDS

Hazards: Heroes, Oil Spills, and Smashinators cover the road, seeking to stop the Bosses in their tracks.

Each different kind of hazard has a different effect, which can be found on Page [XX] of the racing guide. Running into a hazard, whether on your turn or by being bumped, almost always means ending movement and Crashing or Spinning Out.



WALLS AND OBSTACLES

Walls and Obstacles: Walls surround the perimeter of the racetrack, marked by a dashed line. Obstacles are part of a racetrack and have a solid wall around them.

If a kart would be forced to move through a wall or obstacle, by being bumped or having too much MP, they stop their movement immediately and Crash.

SPECIAL ACTIONS

There are a few special actions racers can take in addition to the regular actions they have.

SPELL CARDS

Play a spell card from your hand, completing its special effect immediately. Spells can be played at the start of the round, the start of a player turn, or anytime during a player turn, as indicated on the card.

- 1 The name of the Spell
- 2 The Spell's ability text. See Page [XX] in the Racing Guide for a more detailed explanation.
- 3 When the Spell can be played. Some can be played any time during a turn, others at the very beginning of the turn, and one at the very beginning of the round!



CHARACTER POWER

Each character has two powers: One Upper Power costing 2 coins and one Lower Power costing 3 coins. Each ability can only be activated once per round, on the character's player turn, but both can be activated as long as the racer is able to pay the coins.

Powers can be activated at any point during a turn, unless otherwise stated, like Croak's Lower Power. Certain abilities give special actions and movements. If those movements have an MP cost it will be indicated on the card. More details on the Character Powers can be found on Page [XX] of the Racing Guide.

Belladonna has the perfect opportunity to gain the lead. She plays the Fireball card she drew last turn and crashes Croak! She's confident this will make him fall far behind.



The Fireball definitely hurt Croak, but he has a backup plan. On his turn, he pays 3 coins to use his Lower Ability and increase his speed a second time. Belladonna won't see it coming when he zooms past her!

Ending The Round

After every player has taken their player turn, the Round is over and the following end of round effects are resolved in order:

END-OF-ROUND HAZARDS TRIGGER

Any Hazards that trigger at the End of Round trigger now (Certain Epic Heroes and Bombs are the main hazards that have end of round triggers)

PLAYER POSITION ON THE PLACEMENT TRACK IS CHANGED

For each Racer, count the number of hexes (not factoring terrain cost, or turning cost) it would take to reach the end of the tile they're in, in the shortest line (ignore hazards, but not walls). Count half-hexes as half-hexes. Whichever Racer is the closest to the end of the tile closest to the finish line is in first place, and so on.

If two or more racers are tied, they share the same spot on the placement track. Skip the placement location(s) after that one. (E.g., if King Croak and Belladonna are tied for 1st Place, and Porkus is next, Porkus would get placed in 3rd Place while the 2nd place spot would stay empty.)

GAIN SPELLS

Any Racer who has a Spell Token must turn it in now and receive a Spell Card based on what position they're in, as indicated on the Placement Track.



After adjusting player position on the placement track, players with Spell Tokens turn them in for spells. Belladonna and Gorgona both crossed Spell hexes and have Spell tokens to turn in. Belladonna gets a Level A spell, while Gorgona gets a powerful Level C Spell!



CHANGE FIRST PLAYER

The First Player marker passes clockwise to the next player and the next round begins! The new First Player takes the first player turn.

Ending the Game

As soon as someone crosses the Finish Line, even if just by half a hex, the game is in its final round. All players whose turns occur after the player who crossed the finish line get to take their final turn. Anyone who took their turn in this round before the player who crossed the finish line does NOT get another turn. This is the final round.

At the end of the round, whoever has moved the most hexes past the finish line wins the game! If there is a tie, whichever player in the tie has the most coins wins the game. If there is still a tie, those tied players share victory.