



# DUNGEON DERBY

## Players Rulebook

### Overview

This new party game takes you off to the races – Dungeon Style! Dungeon Derby is an easy-to-learn racing game where players represent clans whose “Champion” is racing through a dungeon. The game sports a great mix of strategy and luck as cards are played to help or harm racers and spells are cast to change the flow of each race. The goal is simple, accumulate the most wealth possible for your clan. Race-winning Champions earn treasures for their victories, players who have wagered correctly on a race collect winnings from the dungeon bookie, and those down on their luck can go on fun interactive quests to rebuild their wealth. A day at the dungeon races includes the thrill of winning races, the gut-wrenching frustration of defeat, and the fun of lighthearted interactions with others. In the end everyone leaves the races as winners, but only the player with the most wealth can claim they have mastered the dungeon!





# DUNGEON DERBY



## Components

- |                                      |                                |
|--------------------------------------|--------------------------------|
| a) Dungeon Derby Gameboard (1 pc)    | h) Race Purse Cards (20 Cards) |
| b) Treasure Cards (70 cards)         | i) Dice (2 pcs)                |
| Armor Cards (28 pcs)                 | j) Dungeon Master's Money:     |
| Spell Cards (30 pcs)                 | \$50 chips (30 pcs)            |
| Encounter Cards (12 pcs)             | \$100 chips (60 pcs)           |
| c) Quest Cards (30 cards)            | \$500 chips (20 pcs)           |
| d) Encounter Tokens (32 pcs)         | \$1,000 chips (20 pcs)         |
| e) Champion Mini Figurines (6 pcs)   | \$5,000 chips (10 pcs)         |
| f) Champion Betting Tokens (36 pcs)  | \$10,000 chips (10 pcs)        |
| g) Champion Betting Boards (6 cards) | I.O.U Pad (50 sheet pad)       |

## Setup

- \* Place the Dungeon Derby Gameboard (a) on the table
- \* Shuffle and place the Treasure Cards (b) face down on the gameboard
- \* Shuffle and place the Quest Cards (c) face down on the gameboard
- \* Sort the Encounter Tokens (d) into their proper types and place them face up on the Encounter Section of the gameboard



- \* Give each player the following:
  - \* Champion (e) of their choice
  - \* Corresponding Champion Encounter Token (f)
  - \* Corresponding Champion Betting Board (g)
  - \* 6 Champion Betting Tokens (h) - one of each Champion
- \* Shuffle the Race Purse Cards (i) and deal the number face down on the gameboard corresponding to the races you want to run - for a 50-60 minute game, we suggest:
  - \* 3 -4 players - 7 Race Purse Cards
  - \* 5-6 players - 6 Race Purse Cards
- \* Select a Player who will act as the Dungeon Bookie. The bookie controls the Dungeon Master's money. The bookie distributes \$250 to each player at the beginning of the game:
  - \* 3 x \$50 chips
  - \* 1 x \$100 chips
- \* Dungeon Derby Bookie is also given the Dungeon Master Token and serves as the Dungeon Master for the 1st race.

(DUNGEON MASTER TIP: The Dungeon Master for a given race has the final say in any rule interpretations.)



## How to Play

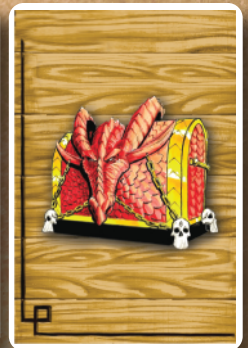
Each race of Dungeon Derby consists of the following 6 phases:

- \* Draw - Quest Phase
  - \* Players draw Treasure Cards to refill their hand as follows:
    - \* 3 players - 5 cards
    - \* 4 players - 4 cards
    - \* 5-6 players - 3 cards
  - \* If the Treasure Card draw pile is empty, shuffle the discard pile and reset the draw pile
  - \* Quest Cards are drawn when players have less than \$250
    - \* Read the Quest Card and complete the given quest
    - \* If unsuccessful in the quest, the player may draw additional Quest Cards until they have over \$250



## \* Line Up – Purse Phase

- \* Turn over the Race's Purse Card and read the Race Winner Odds and any Race Modifiers
- \* Line up the Champions in the order they appear on the Purse Card starting in the #1 spot
- \* Bookie places the purse amounts for 1st, 2nd, and 3rd place on the gameboard treasure chests



## \* Armor – Encounter Phase

- \* Armor and Encounter Cards are played “freestyle” on a first played basis
- \* Play Armor Cards face down behind the chosen Champion's lane
  - \* Affect the Champion's performance
  - \* Play up to three Armor Cards per lane
- \* Play Encounter Cards by discarding the card and placing the corresponding Encounter Token(s) on the board
  - \* Affect the Champion's movement and give rewards
  - \* Play up to two of the same Encounter Tokens per lane
  - \* Rearrange Encounter Tokens if already in play when Encounter Card is played
- \* Place Champion Encounter Tokens on the dungeon raceway
  - \* Place on board during first race's Armor – Encounter Phase with either “Stolen Treasure” or “Stolen \$100” side up on the gameboard
  - \* When landed on, the offending Champion's sponsor must pay the sponsor of the Encounter Card either a Treasure Card or \$100 (I.O.U.s are allowed for both money and Treasure Cards)
  - \* Remove from gameboard after landed on then replace in the next Armor – Encounter



## \* Betting Phase

- \* No more Armor and Encounter Cards may be played or changed
- \* Place bets on the Champion(s) you think will win the race by placing the Champion's token(s) face down on your betting board and placing your bet(s) on top of the Champion's token(s)

(DUNGEON MASTER TIP: You can hedge your bet by betting on more than one Champion. Make sure to keep your bets secret!)





## \* Racing Phase

- \* All bets are final and cannot be changed
- \* The Dungeon Master reveals the Armor Cards, announcing the effect on the Champions' movement
- \* Armor Cards are to be applied in the order they are revealed unless otherwise specified by the card



(DUNGEON MASTER TIP: Add plus two ever time this character moves during the race.)

- \* The Dungeon Master rolls the dice to begin the race and continues rolling until the first Champion crosses the finish line and the race ends

(DUNGEON MASTER TIP: One dice indicates the Champion that will move, and the other indicates how many spaces)



- \* Spell Cards may be played any time after the start of the race
  - \* The Dungeon Master should allow adequate time between rolls for Spell Cards to be played

- \* Spell Cards affect the roll of the dice and/or movement of the Champions



- \* Spell Cards always trump Armor Cards (ie. If Captain Tiberius has a "Bag-o-Weights" – card doesn't let him leave the starting gate" and someone plays "Extension Scroll – move any Champion up 1 space", the Spell Card trumps the Armor Card, and Captain Tiberius may move freely)
- \* Spell Cards that are played to swap Champions' lanes move the Champions but not the Armor Cards. Armor Cards are attached to the lanes and continue affecting that lane for the rest of the race
- \* As Spell Cards are played, the card that hits the table first is applied first

- \* When a Champion's movement ends on an Encounter Token, they must follow the directions given on that Token
  - \* Token is removed from the raceway and placed in the Encounters Section of the gameboard
  - \* In subsequent rounds, Encounter Cards may be used to replace and/or rearrange Encounter Tokens on the Gameboard
  - \* Race ends when the first Champion passes the finish line and no Spell Cards are immediately played to change the outcome

(DUNGEON MASTER TIP: Only two cards can change the outcome of a Race once a Champion will crossed the finish line: Poisen the Bookie Spell and Magic Serum Spell (marked with a star on the card))





## \* Payout Phase

- \* Player with the winning Champion collects the 1st place purse
- \* Players whose Champions are in the second and third place positions on the track collect the corresponding purses (Any ties are settled with a dice roll off)
- \* Unsponsored Champions' winnings go back to the Dungeon Bookie
- \* Bookie collects any losing bets (only 1st place pays out unless specified on the Purse Card)
- \* Bookie pays the players with winner bets according to the odds on the Purse Card (ie. a \$100 bet with 5:1 odds will payout \$500, a \$100 bet with 10:1 odds would payout \$1,000)
- \* If the Bookie needs more money, he can write an I.O.U. that can be used the same as money



- \* After Payouts are complete, players prepare for the next race by doing the following:
  - \* Dungeon Master Token is passed clockwise to the new Dungeon Master
  - \* Armor Cards and Champions are cleared from the gameboard (all untriggered Encounter Tokens remain on the dungeon raceway)

The dungeon racing cycle continues until the last Race Purse Card has been played

**End Game:** Players count their winnings after the final race. The player with the most wealth is deemed the Master of the Dungeon!

