



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 (24 pcs) | j) Dungeon Master's Money: |
| Spell Cards (34 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) Champions (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 Betting Board (g)
 - * 6 Champion Betting Tokens (f) - one of each Champion
- * Shuffle the Race Purse Cards (h) and deal the number face down on the gameboard corresponding to the number 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 Bookie is a player chosen to fill the role for the entire game. They manage the payouts and collect losing bets in addition to being a regular player)



(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 a Champion's movement – either negatively or positively – for that race
 - * 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



(DUNGEON MASTER TIP: Encounters are triggered when a Champion stops on the Encounter at the end of movement. Passing over an Encounter does not trigger it.)

* 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 affect 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 to every dice roll for the Champion in this lane 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" Armor Card placed on his lane, and someone plays an "Extension Scroll - move any Champion up 1 space Spell Card," 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 returned to 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 cross the finish line: Poison 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 winning bets according to the odds on the Purse Card (ie. a \$100 bet with 5:1 odds will payout \$500 in addition to the original bet, a \$100 bet with 10:1 odds would payout \$1,000 in addition to the original bet)
- * 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 for that race.
 - * 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!



Quick Start

Set-Up:

- o Place the Treasure and Quest Cards and Encounter Tokens in their respective spots on the board
- o Each player chooses a Champion and related game pieces
- o Choose who will be the bookie
- o Give everyone \$250 (3 x \$50, 1 x \$100)
- o Each player draws treasure cards
 - o 3 Players - 5 Treasure Cards
 - o 4 Players - 4 Treasure Cards
 - o 5-6 Players - 3 Treasure Cards
- o Shuffle the Purse Cards and place the desired number of cards face-down on the board (the number of purse cards corresponds to the number of races to be raced)

Draw/Quest Phase:

- o Draw Treasure or Quest cards to refill each players' hand. A Quest Card may also be drawn if that player has less then \$250
- o Play Quest Cards

Line Up Phase:

- o Turn over the Purse Card representing the round you are about to play
- o Line up Champions in their assigned lanes (as listed on the Purse Card)
- o Place the appropriate amount of money on the 1st, 2nd, and 3rd place treasure chests

Armor/Encounter Phase:

- o Play Armor Cards and/or Encounter Cards

Betting Phase:

- o Place bets on Champions of your choice

Race Phase:

- o Roll the dice and move the Champions
- o Play Spell Cards to affect the dice rolls/race outcome
- o Continue the race until a winner is determined

Payout Phase:

- o The 1st place finisher bets are paid out as stated on the Purse Card for that race; all other bets are given to the bookie
- o 1st, 2nd, and 3rd place Champions collect their purse winnings

Endgame:

- o At the end of final round, players count their money. Whoever has the most is the Winner!

www.DungeonDerby.com

How-to-Play Videos
In-Depth Card Descriptions
and FAQ's



Copyright 2018 Rabbiteer LLC

Dungeon Derby is a registered trademark of Rabbiteer LLC All Rights Reserved

We wish to thank our families and friends for play-testing!

Special Thanks To: Tanner Yarro, Nathan Thompson, Jimmy Morrison, Ruth Morrison, Daniel Hill, Shaun Knudsen, Rebecca Morrison, Brad Ashworth, & Bo Hacking

master@dungeonderby.com