

DINO COMBAT RACING
ODDS & IRONS

Instruction
Booklet

Print & Play Edition Rules

Sprint and Contest Decks

Sprint and Contest Dice are decks of cards with equal odds to the dice in the full retail version.

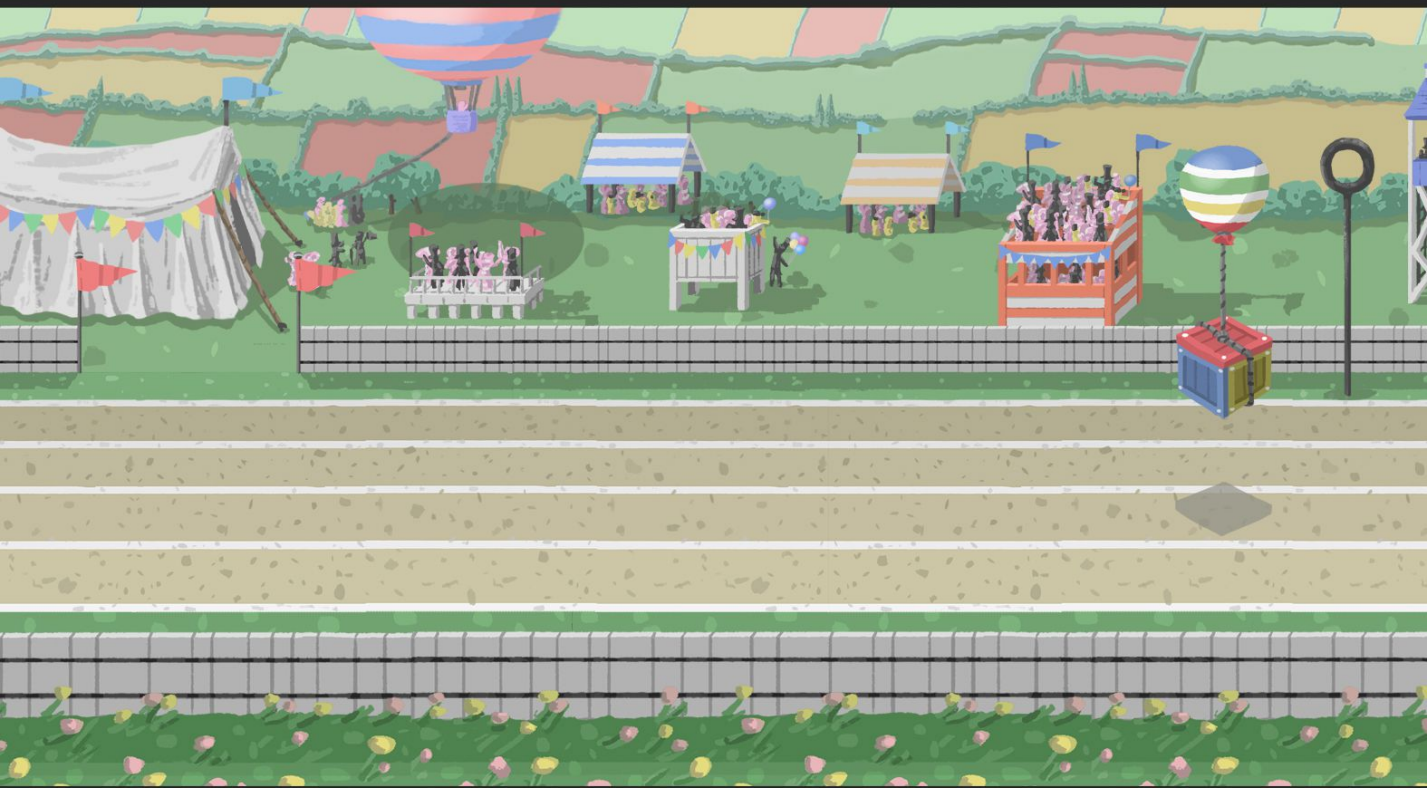
Each player has their own Sprint and Contest decks with 6 cards in each. Decks should be shuffled by the player after each use.

SPRINT DECKS have the *Vigor* lightning bolt on the back and include cards numbered 3, 4, 5, 5, 6, and 7.

CONTEST DECKS have the *Guard* shield on the back and include cards numbered 0, 1, 2, 3, 4, and 5.

No other rule changes are present in this edition.

Thanks for playing and enjoy!



OVERVIEW

It is the year of our Lord 1887, 30 years have passed since Darwin's discovery of a giant pre historic creature that was still thriving on a cluster of islands off the coast of India. He called these part bird, part lizard beasts the Moamegus. Since then , these dinosaurs have become the steed of choice and given way to a new breed of racing involving explosive contraptions, clever devices, and brutal sportsmanship. You and your competitors must obtain vicotry in this new sport of kings using the most of your wit, brawn, and luck....

COMPONENTS

- | | | |
|-----------------------------------|--------------------------|--------------------------------|
| +12 Track boards | +8 Jockey cards | +12 Status Effect tokens |
| -6 Turn boards (1-6) | +6 Moamegus cards | +4 Player Vigor tokens |
| -5 Lane boards (A-E) | +6 Player pegs | +4 Player Gaurd tokens |
| -1 Start and Finish
Lane board | +1 Derby card | +1 Sprint dice (black) |
| +18 Crate Drop cards | +20 Hit Point tokens | -Yellow Stickers (3,4,5,5,6,7) |
| +18 Obstacle cards | +4 Hit Point (x5) tokens | +1 Contest dice (white) |
| | | -Blue Stickers (0,1,2,3,4,5) |



SETUP

+Begin by creating your own race track, or choosing from one of the suggested Derby cards (*Lane boards are listed A-F, Turn boards are listed 1-6*). All players roll a contest dice for starting positions.

Highest roll takes **P1**, lowest roll takes **P4**. Reroll any ties.

+Players freely select their ride from the **Moamegus deck**, starting with **P1**. Players each draw 3 cards from the **Jockey deck** at random and choose one, starting with **P1**. After all players have chosen their steed and hired a jockey, they place their player pins (*corresponding to their Moamegus color*) at their assigned starting positions.

+Turn order begins at **P1** and goes clockwise around the table.

OBJECTIVE

Be the first player to cross the finish line during a 1 or 2 lap race without being knocked out. Any player that takes more than **10 Hit Points** is considered knocked out, and is removed from the race. Achieve victory by avoiding **Obstacles**, using **Crate Drops** against other players, and finding the perfect opportunity for your **Jockey's** abilities and your **Moamegus's** traits.

PLAYER ACTIONS

SPRINT

- +Start each turn by rolling the **yellow SPRINT dice**. The number rolled tells you how many spaces **forward, left and right** you may move that turn.
- +Moving backwards is NOT allowed, but you may move less than the number rolled. Moving diagonally is only allowed on Turn boards.
- +To reroll a **SPRINT** action, spend one of your Moamegus's available **VIGOR points**. **VIGOR points** may only be used at the beginning of a player's **SPRINT** action, but you may spend as many as you have available that turn. **VIGOR points** are not regenerated until the end of your next turn!
- +Players can NOT **SPRINT** through spaces occupied by other players!

LANE SHIFT

- +During your **SPRINT**, you may move **left and right** between lanes. This is called a **LANE SHIFT**. If another player is in the space you are **LANE SHIFTING** into, that player must **CONTEST** the action by rolling the **blue CONTEST dice**.
- +If they roll **lower** than your **current SPRINT roll**, that player is **pushed backwards 1 track space** and receive **1 Hit Point**.
- +If their **CONTEST roll** is **equal to or higher** than your **current SPRINT roll**, you get **pushed back to your previous track space** and receive **1 Hit Point**.
- +**LANE SHIFTING** on to another player from behind is NOT allowed!

CONTEST

- +You may **CONTEST** any Obstacle, **LANE SHIFT**, or Crate Drop targeting you by rolling the **blue CONTEST dice**. The roll must be **equal to or higher** than an Obstacle or Crate Drop's **power** to successfully **CONTEST** against it.
- +To reroll a **CONTEST** action, spend one of your Moamegus's available **GAURD points**. You may spend any **GAURD points** available during that instance. **GAURD points** are not regenerated until the end of your next turn!



CRATE DROPS

- +Crate Drops are items that can be used on other players or yourself.
- +Crate Drop cards can only be drawn when passing over Crate Drop squares.
- +You may play as many Crate Drop cards as you have equipped per turn, but only once in response to another player targeting you.
- +Only 3 Crate Drop cards can be equipped in your hand at one time.
- +Only players in front and to the left and right of you may be targeted.
- +All Crate Drops deal 1 or 2 Hit Points, have a RANGE (number on cross hair), POWER (number on shield), and target one or all other players.
- +All offensive Crate Drops cause either a KINETIC or special status effect such as POISONED, SLOWED and STUNNED.

NAME AND ITEM TYPE: the name of the Crate Drop and what kind of effect it causes.

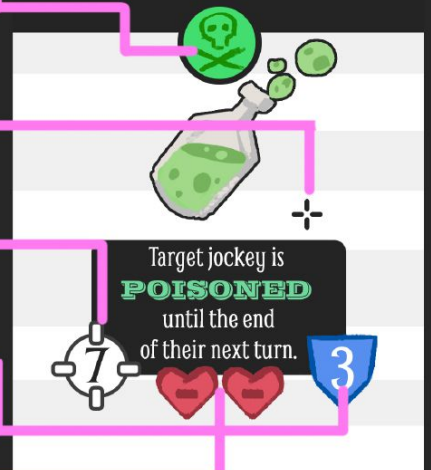
TARGET TYPE: small cross hair means Target (single), small circle means Area of Effect (all).

RANGE: the distance a player must be within to be targeted or effected by the Crate Drop.

POWER: the number the targeted or effected player must CONTEST (equal to or higher).

HIT POINT: how many Hit Point tokens a player receives if successfully struck by Crate Drop.

TOXIC TONIC



OBSTACLES

+Obstacles are similar to Crate Drops in many ways, except they are played as soon as they are drawn and they usually target the player who draws them.

STATUS EFFECTS



POISON

-2 to CONTEST rolls



SLOW

-2 to SPRINT rolls



STUN

No Actions

MOAMEGUS

+**Moamegus** are what you choose to ride during a race. There are three species of these pre historic creatures:



Broadhorn (*strong but slower*)



Wretch (*weak but faster*)



Continental (*more balanced*)

+Moamegus have to sets of **SKILL POINTS**:



VIGOR: points you can spend to reroll a **SPRINT**.



GAURD: points you can spend to reroll a **CONTEST**.

+After spending all available **SKILL POINTS**, they will reload at the end of your next turn!

JOCKEYS

+**Jockeys** are the characters you choose to ride your **Moamegus** during a race.

There are four classes of **Jockey**:



Bruisers (*offensive talents*)



Defenders (*defensive talents*)



Gamblers (*cheat talents*)



Speedsters (*movement talents*)

+All **Jockeys** have a **JOCKEY TALENT** that can be activated once per race.!

BERTIE
Broadhorn Moamegus

10

(dinoravis-robustus)

SKILL POINTS

VIGOR
(spend 1 point to reroll a **SPRINT**)

GUARD
(spend 1 point to reroll a **CONTEST**)

MORIARTY
Speedster Jockey

"People are often intimidated by my intellect. They should be."

JOCKEY TALENT

Elementary Advantage
Reroll a **SPRINT**, choose the higher number.

***JOCKEY TALENTS** may only be used once per race.



GOLD & BETTING

+After each race players are given **Gold** according to their finishing placements. **Gold** can be used to bet on future races.

1st Place



2nd Place



3rd Place



4th Place



+Correct bids **double Gold** gambled per race, incorrect bids result in losing all gold gambled that race. Bets must be placed before the start of the race.



design and development by Grant Andrew Ervin

SPECIAL THANKS...

(in alphabetical order)

Andrew	Eco	Laura	Sparks
Anthony	Ellie	Mark	Stephanie
Chris O.	Jake O.	Mike	Steve
Chris V.	Jake V.	Nicole	Tad
Corey	James	Paul	Taylor

Thank you to everyone who playtested, gave advice and support during this game's three year development.

DINO COMBAT RACING
ODDS & IRONS

property of Honeycomb Interactive