

Monster Kart Mayhem

Credits

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**This is a Beta version of the game. All
rules, mechanics, art, and layout are
subject to change.**

Contents

Introduction.	2
Fudge Mechanics.	2
How the Race Works	5
Taking Your Turn	6
Determine the Winner	8
Meet the Racers	9
Creating New Racers	16
Race Course	18
Power-Up Chart	19
Turn Order Summary.	20
FAQ	22
Optional Rules	23
OGL	27



Monster Kart Mayhem

Each year, thousands of monsters gather in Transylvania to witness the Monster Mash, a speed race and battle royal of monstrous proportions. Contestants race across 1,000 kilometers of the country’s harshest terrain and attempt to reach the finish line even as their opponents try to blast them off the road. This year marks the 50th anniversary of the Monster Mash. Who will cross the finish line first? Who will even cross at all?

Monster Kart Mayhem is a racing adventure for two or more monsters (the more the gruesomer). There are no Game Monsters to dictate the outcome; just you and your fellow ghoulish compatriots and a few dice to decide your fate.

Monster Kart Mayhem uses the Fudge role-playing system. You can download for free at <http://www.fudgerpg.com>, but everything you need to know is in this book.

Fudge Mechanics

Trait Ladder

Monster Kart Mayhem uses ordinary words to describe your racer’s Traits. The following terms of an eight-level sequence are (from best to worst):

Trait Ladder	
Legendary	+4
Superb	+3
Great	+2
Good	+1
Fair	+0
Mediocre	-1
Poor	-2
Terrible	-3

About Fudge: Fudge is a roleplaying game written by Steffan O’Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of Fudge are available free on the Internet at <http://www.fudgerpg.com> and other sites. Fudge was designed to be customized, and may be used with any gaming genre. Fudge gamemasters and game designers are encouraged to modify Fudge to suit their needs, and to share their modifications and additions with the Fudge community. The Fudge game system is copyrighted ©2000, 2005 by Grey Ghost Press, Inc., and is available for use under the Open Game License. See the fudgerpg.com website for more information.

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Every Trait is defined by its Trait Level, which corresponds to one of the levels on this Ladder. We can easily discuss a character’s abilities by saying things like “Nessie has Superb Speed” or “Big Foot is Great at Hurting people.”

Sometimes it’s easier to announce the number that goes with an adjective. For example, “My Difference is +2.”

Both methods are interchangeable and players are encouraged to use whichever method seems more natural at the time.



Monster Kart Mayhem

Common Terms

Take a few moments to familiarize yourself with the following terms.

Trait: Any of a character's core statistics.

These include Maneuvering, Acceleration, Speed, and Handling. To help you remember them, just think of the acronym they make: MASH.

Perk: Each racer has a special ability, called a Perk. Perks are unique to each racer and represent some cool thing they can do. Perks might be a special attack, such as the ability to unleash an avalanche slushy, or they may be a temporary boost to a character's Traits.

Quirk: Like Perks, but with negative effects. Quirks are unique to each racer but represent some sort of drawback, such as a fear of sharp turns or a tendency to overheat.

Space: The race track is separated into Spaces, each of which represents 25 km. A racer's Pace determines how many Spaces along the track she moves, and Space also helps determine how close the racer is to others.

Within X Space(s): Some actions require that you be a certain distance from another character, such as when you attack them. "Within 1 Space," for example, means the other racer is either 1 Space behind, 1 Space ahead, or occupying the same Space as you. If an action says "all racers within 3 Spaces," as another example, the action would affect all racers who are up to 3 Spaces behind, up to 3 Spaces ahead, or occupying the same Space as you.

Pace: How fast your character is currently moving. In other words, your Pace is the number of Spaces you may move this turn. Your Pace may never be higher than your Speed Trait (see Trait Descriptions below).

The following chart shows how many Spaces you may move (per turn) based on your Pace.

Pace	
Pace	# Spaces
Legendary	8
Superb	7
Great	6
Good	5
Fair	4
Mediocre	3
Poor	2
Terrible	1

There is a place to track your Pace on your Character Sheet.

Roll / Check: Rolling dice to Check if your action is successful or not.

(Roll / Check) Result: The final total of your Roll / Check after all dice have been rolled and all Traits have been added. All rolls/ checks have a maximum result of Legendary (+4) even if the result would otherwise be greater.

Difficulty: The target level you need to meet or exceed when making a Roll or Check. If the Difficulty of an action is Great (+2) you need a Great result or better to be successful.

Difference: The Check Result minus the Difficulty of the check. In other words, **Check Result - Difficulty = Difference**.

Example

Big Foot needs to make a Good (+1) Maneuvering Check to avoid crashing into a vampire chicken. He Rolls and gets a Superb (+3) Result. His Difference is Great (+2) because his Result (+3) minus his Difficulty (+1) is Great (+2).



Monster Kart Mayhem

Power-Up: Temporary bonuses and abilities your character may earn when they use the Grab a Power-Up action (see Power-Ups).

Terrain Effect: A hazard your character must overcome at the start of each turn to avoid having problems.

Character Sheet: A record sheet containing all of the Traits associated with your character. Character sheets also contain helpful game tracking information, such as a place to track your Pace, a place to keep track of your Power-Ups, and a Trait Ladder.

Trait Descriptions

Maneuvering: Your racer's ability to dodge obstacles such as an opponent's attack, a wandering cow, or a falling giant.

Acceleration: Your racer's ability to reach top speed quickly. Acceleration is important because racers often slow down when they get hurt.

Speed: A measure of your racer's maximum Pace. Faster racers have a better chance of reaching the finish line first, assuming they don't get blown up before they get there.

Hurting: If it's one thing monsters know how to do well, it's hurt things. It's okay to attack others during this race, and everybody has agreed to not have hurt feelings over it.

Rolling the Dice

Monster Kart Mayhem uses "Fudge dice." Fudge dice are six-sided dice with two sides marked  Plus (representing +1), two sides marked  Minus (representing -1), and two  Blank sides (representing a 0 value). If you don't have a set of Fudge dice, you can pick one up at a local hobby game store or on the internet.

To use Fudge dice, simply roll four of them (sometimes called "4dF") and total the amount. Since a +1 and a -1 cancel each other, you can remove a +1 and -1 from the table and the remaining two dice are easy to read no matter what they are. If there is no opposing pair of +1 and -1 dice, remove any blank dice, and the remaining dice are again easy to read.

The result of a die roll is a number between -3 and +4. To determine the result of an action, simply put your finger on your Trait level, then move it up (for plus results) or down (for minus results). Whenever you are asked to make a **roll** or a **check**, roll 4dF and determine your result.

Sometimes your rolled result will be higher or lower than the levels presented on the Trait Ladder. For instance, your total roll may be +7, but the highest result possible on the Trait Ladder is +4. Treat any result greater than +4 as being +4, and any result lower than -3 as being -3. These are the **minimum and maximum results**.

Example 1

Sylvia begins the race by making an Acceleration check to determine how fast she can go this round. She rolls 4dF and gets     (Blank, Plus, Plus, Minus). Since her  Minus and one of her  Plusses cancel out, she removes them from the table. She's left with one  Blank and one  Plus dice. She ignores the  Blank dice since it represents a zero value, and then she consults her Trait Ladder.

Sylvia places her finger on Great (+2), which is The Shrew's Acceleration Trait. She then moves her finger up one level for the one  Plus she had on her dice and her finger lands on Superb (+3). She just made a Superb Acceleration check, and adjusts her Speed for this round accordingly.

Example 2

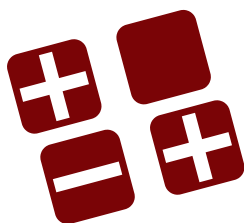


Monster Kart Mayhem

Nessie passes Big Foot and decides he needs aw hooping, so she makes a Hurt Someone action against him. She rolls **++++** (four Plusses) and adds her Hurting Trait of Superb (+3). Ordinarily this would result in a roll of +7, but since +4 is the highest result possible she uses +4 for the attack instead.

If you don't have a set of Fudge Dice, grab four six-sided dice (4d6) from a board game and use the following conversion chart:

Fudge Dice Conversion Chart	
Rolled on 1d6	Fudge Dice Equivalent
5 or 6	+
3 or 4	■
1 or 2	-



How the Race Works

Rules of the Road

Even monsters need to obey the rules of the race, otherwise it would be impossible to know who wins. Monster Mash has three basic rules: He who crosses the finish line first, and doesn't immediately explode, wins.

1. You must cross the finish line with your vehicle this year.
2. No innocent bystanders are to be harmed during the contest (no exceptions, Count!)
3. Everything else goes.

It goes without saying that monsters must begin at the starting line and end at the finish line for their run to be valid. How they get to the finish line and what they do along the way isn't as important, but the direct route is (usually) the fastest.

Goal

The obvious goal of the game is to be the first to cross the finish line. The race course is 1,000 kilometers long and it winds across all manner of strange locations: through murky swamps and haunted forests, past the Cliffs of Insanity, and even around Count Dracula's castle.

Turn Order

Racers begin with their vehicles evenly aligned at the starting line. When the race begins, each player rolls 4dF and adds their Acceleration Trait to determine who goes first.

After the starting player takes an action, play passes to the left (because Transylvanians drive on the left side of the road). When each player has had a turn, that round is over and a new one begins.



Monster Kart Mayhem

Example

Frankie, Nessie, and Big Foot are lined up to race. The flag drops and they each step on the gas, accelerating as fast as they can. Each rolls 4dF and adds their Acceleration trait (Great for Frankie, Superb for Big Foot, and Mediocre for Nessie). Big Foot scores Legendary, Nessie scores Good, and poor Frankie rolls Mediocre.

Big Foot gets to act first, but since Frankie happens to be sitting to Big Foot's left, he takes his turn next. Nessie goes after Frankie, and the first round ends.

Taking Your Turn

Each turn your racer may perform one or more of the following actions:

Drive

This is the one thing you do each and every turn. You don't need to say you're driving—it's assumed. Determine your Pace and move that many Spaces along the track.

For example, if Frankie's Pace is Good (5 Spaces) he would advance 5 Spaces along the track

Your Pace may never exceed your driver's Speed trait unless he/she is under the effect of a Power Up. To determine your character's Pace, see Accelerate, below.

Accelerate

This action is taken as part of the Drive action *before you move your Pace* and helps you get up to your maximum Pace if you are not already there. Because it is part of the Drive action it is also automatic, but it helps to let everyone know that you're rolling to Accelerate.

Characters start the race with a Terrible Pace. To increase your Pace, make an Acceleration check. Your Pace increases by +1 for every level you roll above Fair (minimum +1).

Use your new Pace to determine the number of Spaces you move this round as part of your Drive action.

The following chart shows you how much your Pace increases whenever you roll an Acceleration check, but remember your Pace may not be higher than your Speed.

Acceleration	
Acceleration Check	Pace Increase
Legendary	+4
Superb	+3
Great	+2
Good	+1
Fair	+1
Mediocre	+1
Poor	+1
Terrible	+1

Example

Big Foot's Pace is Terrible because he is just starting the race. He begins the race with an Acceleration check and rolls 4dF +3 (since his Acceleration Trait is Superb). After rolling a total of +1 on the dice and adding +3, he notes that his Acceleration check is Legendary (+4).

He looks at the Acceleration chart and sees that a Legendary result makes his Pace increase by +4. He puts his finger on Terrible and moves it up 4 levels, then finds that his new Pace is Good.

Because his Pace is now Good, Big Foot gets to move 5 Spaces this turn. He's off to a strong start!



Monster Kart Mayhem

Perform One Action

After accelerating and driving, racers may perform one of the following actions: Hurt Someone, Cause a Complication, Grab a Power-Up, or Use a Power-Up.

Hurt Someone

AFTER your Drive action, if you are within 1 Space of another racer you may attack them. Describe what you are doing to hurt them (ramming them off the road, launching a boulder at them, kicking up mud and swamp water at them, etc.) and make a Hurting check opposed by their Maneuvering check. If your check is higher than your opponent's, their Speed is decreased by the Difference between your two rolls for one round.

Example

Frankie is coming up on Big Foot and wants to slow him down. He declares that he's going to throw a boulder and knock over a tree in front of Big Foot who will need to swerve out of the way to avoid a collision. Frankie rolls 4dF and adds his Hurting Trait of Good (+1), then Big Foot rolls 4dF and adds his Maneuvering Trait of Mediocre (-1). Frankie gets a Great (+2) result and Big Foot gets a Fair (+0) result.

Next, we compare the two results. Frankie beat Big Foot by a Difference of two, so Big Foot's Speed is reduced by two levels. Big Foot's Speed is normally Good, so he would be reduced to Mediocre Speed for one round. If Big Foot's Pace was also Good, his Pace would be reduced to Mediocre as well, because a racer's Pace may never exceed his Speed.

Cause a Complication

If you didn't Hurt Someone this round, you may choose to cause someone a Complication. You do not need to be near the racer you want to complicate.

Describe what happens to complicate the other racer's turn. Perhaps a zombie cow crosses the road in front of them, or a swarm of bats obscures their vision. Use your imagination and make it fun!

Regardless of what happens, you need to determine the Difficulty for the other racer to avoid the Complication. The default Difficulty is Good (+1), but you may roll up to 2dF and add the result to the Difficulty.

Example

Frankie decides to complicate Count Dracula's next turn. Dracula is driving by his castle and a swarm of bats flies by, all desperately wishing to get his autograph. Dracula is going to need to do some fancy driving to avoid being overwhelmed by those flying rodents!

Frankie decides he wants to risk making this a real challenge for the Count. He could choose to leave the Difficulty at Good (+1), but instead decides to roll 2dF to try to make it a Superb (+3) challenge. His total check result is +1, so it turns out to be a Great (+2) challenge. Not quite what Frankie was hoping for, but he'll take it!

The racer whose action was just complicated must make a Maneuvering check equal to the Complication's Difficulty. If he succeeds, he avoids the Complication and continues on his merry way. If he fails, he reduces his Speed by the Difference between his Maneuvering check and the Difficulty of the Complication, just as if he had been a victim of a Hurt Someone action.



Monster Kart Mayhem

Grab a Power-Up

If you neither Hurt Someone nor Cause a Complication, you may choose to Grab a Power-Up. See the section entitled Power-Up Chart for more details.

Use an Attack Power-Up

If you have an Attack Power-Up in your possession, you may use it on another racer. Most Attack Power-ups may be used at any distance and you do not need to roll to affect another player. Simply tell everyone which Power-Up you are using and who you are using it on, then describe what happens.

Determining the Winner

The first *racer* to cross the finish line is naturally the winner. However, the first *player* to cross the finish line is not necessarily the victor. There's an important distinction.

After the first player to cross the finish line ends his turn, each other player who hasn't gone during that round gets to take one last turn. Once each person has taken their final turn, the game ends and a winner is determined.

Keep track of how far past the finish line your racer is when your last turn ends. The person whose racer made it the furthest is considered the victor because they were the fastest and furthest ahead when the game ended.

Why? Not everyone is given an equal number of turns and chances to win if the game simply ends when the first player finishes, so we have to abstract the final results a bit for the sake of fairness. Even monsters play nice sometimes.

Example

Frankie, Nessie, and Big Foot are all racing to the finish line. Frankie's turn comes up first and he crosses the line, but Nessie and Big Foot haven't had an equal number of turns so they get one more shot at victory.

Unfortunately for Big Foot, he was stuck back at Count Dracula's castle and wasn't driving fast enough to catch up. Even with one more turn he doesn't clear all of the distance needed to cross the finish line, so he has no chance to win.

Nessie, on the other hand, was further ahead of Frankie before his last turn came up and she was driving faster. She crosses the finish line and puts it far into her rearview.

Since Frankie and Nessie both crossed the finish line in the final round, they compare who reached the furthest distance in the same amount of time. Frankie crossed and added another 1 Space based on the Speed he was travelling when he crossed, but Nessie flew by him and beat the mark by 2 Spaces. She was clearly poised to overtake Frankie, but the way the turn order fell she just didn't get the chance at the time.

Because Nessie was the fastest driver, we determine that she crossed first and is this year's Monster Mash champion!

Breaking Ties

It is possible for two or more players to tie. If that happens, the players who tied may decide the best way to choose the winner. Here are a few options:

Roll-off

Each player simply rolls 4dF. The player who rolls the highest wins. If players tie, keep rolling until there is a clear winner.



Monster Kart Mayhem

Arm Wrestle

Some monsters like to resolve ties with an arm wrestling match. The person with the best 2 out of 3 matches wins.

Rock-Paper-Flamethrower

This game is like Rock-Paper-Scissors, but the scissors are replaced by a flamethrower! Paper covers rock, flamethrower burns paper, and rock plugs up the flamethrower so it stops working.

Make a flamethrower with your hand by wiggling three outstretched fingers as if they were fire. You may optionally make a “Whooshing” noise for emphasis.

The player with the best 2 out of 3 matches wins.

Shared Victory

Some people just like to share their sweet victory with others. If all tied players agree, they can all share the victory of this race. Good job everyone!

Meet the Racers

This year’s contestants come from a wide variety of backgrounds, but they all have one thing in common: a desire to be the best Masher in the business. Each player will select from one of the following monsters. If two or more players wish to choose the same monster they can either let the dice decide (roll 4dF, highest gets their pick) or settle the dispute the old-fashioned way: an arm wrestling match.

Of course, you are not limited to these racers if you choose to create your own (see **Creating New Racers** below).



Monster Kart Mayhem

Abominable Snowman

Abominable's "Avalanche Slushy" may be his signature move, but it's not the only trick up his sleeve. He may take a while to get up to speed, but when the Snowball gets rolling there's no stopping it!

Car: Ice cream truck named "Snowball"

Maneuvering: Good

Acceleration: Mediocre

Speed: Superb

Hurting: Great

Perk: Avalanche Slushy (You may Cause a Complication with a base Difficulty of Great (+2); only usable once every three rounds.)

Quirk: Easily Overheats (-1 additional penalty to Speed if he fails a Maneuvering check versus a Complication or Terrain Effect.)

Abominable Snowman is thought to be an ape-like person similar to Big Foot, but he resides in the cold Himalayan Mountains in Asia. He is said to be tall and furry, and supposedly carries a large rock as a weapon. Our Abominable Snowman is somewhat friendlier and sells delicious ice cream.



Monster Kart Mayhem

Big Foot

When it comes to putting the pedal to the metal, Big Foot's one of the best in the business. He excels at accelerating and knows just when to let the fur fly. His only weakness is his fear of sharp turns.

Car: 6-cylinder sedan with sun roof

Maneuvering: Mediocre

Acceleration: Superb

Speed: Good

Hurting: Great

Perk: Furball Frenzy (You may reduce your Speed by one level for two rounds to increase Hurting by two levels for one round.)

Quirk: Sharpturnphobia (Big Foot takes an additional -1 penalty to his Maneuvering Trait whenever his Maneuvering Trait would be reduced for any other reason.)

Legends tell of giant ape-men who wander the forests and steal from fisherman or hunters. These creatures, known as Sasquatch or Big Foot, have never been proven to actually exist, although several people have reported seeing them over the years.



Monster Kart Mayhem

Nessie

Locals call her the Loch Ness Monster, but her friends call her Nessie. She's a bit of a recluse, but when it's time for a Monster Mash you can count on Nessie's presents.

Car: Semi-truck filled with gift boxes

Maneuvering: Fair

Acceleration: Mediocre

Speed: Superb

Hurting: Superb

PerkPresent Bombs (You may delay the effects of a Hurt Someone action for up to two rounds; make the check normally, but choose when the effect takes place; usable once every three rounds.)

Quirk: Recluse (-1 to Speed when within 1 Space of another racer.)

Nessie is sometimes known as the Loch Ness Monster, but she prefers to be thought of as a friendly gal. When not racing her big rig, she makes her home in Loch Ness, a deep lake in the highlands of Scotland. Several humans say they have seen her on one of her nightly swims, but none of them are able to prove it.



Monster Kart Mayhem

El Chupacabra

A relative newcomer to the Monster Mash scene, El Chupacabra is fast making a name for himself. He's still a little timid, but everyone seems to get along with him so he's happy to be here.

Car: El Camino

Maneuvering: Great

Acceleration: Great

Speed: Good

Hurting: Fair

Perk: Nice Guy (All creatures other than goats take a -1 penalty to their Hurting Trait when attacking El Chupacabra.)

Quirk: Rookie (El Chupaca hasn't gotten the hang of complicating others yet. Whenever he uses the Cause a Complication action, the default Difficulty is Fair instead of Good.)

El Chupacabra, which means "goat sucker" in Spanish, is a relatively new legend that comes from Puerto Rico. Some say it is a bear-like creature with spines on its back and that it drinks the blood of livestock, especially goats. He may not sound like a very nice guy, but he's friendly to other Transylvanians!

Monster Kart Mayhem

Frankie

Frankenstein's Monster doesn't appreciate that name anymore, and nowadays just goes by Frankie. He's a Good driver, but has a tendency to fall apart when things get tense.

Car: Monster Truck

Maneuvering: Good

Acceleration: Good

Speed: Good

Hurting: Great

Perk: Greater than the sum of his parts (Once every three rounds, Frankie may add a +1 bonus to one check.)

Quirk: Goes to pieces when stressed (-1 penalty to Maneuvering checks when Frankie is the target of a Complication.)

Frankie was originally known as Frankenstein's Monster after Doctor Frankenstein, a mad scientist who built him out of the used parts of other people. Frankie resents being called a monster though and insists the doctor was the true villain. He was first written about by author Mary Shelley in the year 1818.



Monster Kart Mayhem

Count Dracula

Though he has the home town advantage, Count Dracula always plays fair. Of course, fair is relative when you're the lord of monsters.

Car: Hearse with coffin

Maneuvering: Great

Acceleration: Good

Speed: Great

Hurting: Fair

Perk: Home advantage (You may move through Dracula's Castle without a Draw-bridge Remote.)

Quirk: Garlic Allergy (-2 to all checks when affected by garlic.)

Count Dracula is the vampire written about in Bram Stoker's 1897 novel. He can turn into bats, wolves, and other creatures and he is very strong, but he finds garlic highly offensive.

Monster Kart Mayhem

Creating New Racers

There are a lot of pre-made racers to choose from, but many people enjoy the ability to customize them or make their own. If you choose to make your own racer, follow these guidelines so they are balanced and fair to play with others.

Name

Pick a name. Ideally, this would be the name of a monster you would like to represent. If it helps, think of a theme for your monster and focus your creativity around that theme.

Car

It may seem strange, but your racer's car has no game impact. This is just a fun way to describe what your monster is driving, so have fun with it – choose a car that your monster would be proud to race!

Trait Levels

Each of a racer's Traits begin at a level of Fair (+0). Racers are given five free levels to distribute as they see fit amongst their Traits. It is acceptable to reduce one (and only one) of a character's Traits from Fair (+0) to Mediocre (-1) to earn a sixth free level to distribute amongst the other Traits. No Trait may ever begin at a level of Legendary (+4).

Example

Sylvia is creating a racer she calls The Shrew. She pictures this monster as being small and wily, so she wants him to have a high Maneuvering Trait but doesn't think he will be very good at Hurting others. She distributes the points as follows:

Maneuvering: Superb (3 points)

Acceleration: Good (1 point)

Speed: Good (1 point)

Hurting: Fair (0 points)

Sylvia decides she'd like The Shrew to have better Acceleration but has already spent all five of her free levels, so she removes one point from Hurting to add it to Acceleration. Now The Shrew's Traits look like this:

Maneuvering: Superb (3 points)

Acceleration: Great (2 points)

Speed: Good (1 point)

Hurting: Mediocre (-1 point)

Sylvia has used up all of her free levels, so she continues with the next step.

Perks

Every racer has a unique skill or power called a Perk. Create a Perk for your character that fits their theme and use the racers in this book as examples for how powerful your Perks should be

After your Perk is created, ask the other players if they think your Perk is too powerful or too weak. Listen to what the others say and redesign your character's Perk if you have to. You'll get an idea of how well you did at balancing your Perk when the game gets started.

Keep in mind the following guidelines when designing your Perk.

- If a Perk grants a bonus on a roll, that bonus should be +1.
- If you simply must have a +2 bonus, create a drawback to using your Perk. See Big Footh "Furball Frenzy" as an example.



Monster Kart Mayhem

- If a Perk is capable of affecting another racer, that Perk should be limited in how often it can be used. As a general rule, such Perks should be usable once every three turns.
- Finally, give your Perk a cool and thematic name. It will help build character into your racer.

Example

Sylvia thinks for a few minutes about what she thinks The Shrew might be capable of. He's wily and fast, and she wants to play to that strength. She remembered seeing on a documentary that baby shrews hold onto their mother's tail and follow her around, so she decides to build something like that into her racer's character. She gives him the following Perk:

Perk: Tailgate (when The Shrew is within 1 Space of a racer and not ahead of them, he may ride that racer's wake. He gains a +1 bonus to Maneuvering and Speed while behind another racer, but if that racer suffers a Hurt Someone action, a Complication, or a Terrain Effect, The Shrew suffers its effects also.)

Sylvia runs it by the other players. They notice that The Shrew gains a total bonus of +2 (+1 Maneuvering and +1 Speed) but the drawbacks of having limited use and the potential to suffer negative effects create sufficient limitations. Everyone is happy with the Perk Sylvia created, and she jots it down on her character sheet.

Quirks

Like Perks, Quirks can be hard to put into game terms. They should give a drawback to the character that is *never* beneficial.

Likewise, they should have an interesting name to help create flavor for the character.

Example

Sylvia likes the theme she came up with for her character and decides to make a play on words. After creating a clever name, she crafts a Quirk which she thinks will suit his personality.

Quirk: Taming of The Shrew (The Shrew is a more cautious driver after he suffers a loss of Speed. Whenever The Shrew's Speed is reduced by a Hurt Someone action, a Complication, or a Terrain Effect, his Acceleration is also reduced by one level for one round.)

Sylvia runs this by the other players as well, and everyone agrees that it is a sufficient drawback. She writes it down on her character sheet, and her monster is now ready to race.



Monster Kart Mayhem

Race Course

The race course covers 1,000 kilometers of Transylvania's most scenic land. As you move along the course you will enter new areas, each with its own special hazards (referred to as Terrain Effects).

Rolling Hills (8 Spaces)

The race begins in the Rolling Hills. Watch out, they have a tendency to not look where they're going and may squish you flat!

You must make a Mediocre (-1) Maneuvering check each round while you are in the Rolling Hills. Your Speed is reduced by two levels during any round in which you fail this check.

Cliffs of Insanity (8 Spaces)

These cliffs belong in an asylum, but Transylvania's public health programs won't pay for it so they're left to their own devices.

The Cliffs of Insanity make your steering wheel operate in reverse, so pulling left will make you turn right and pulling right causes you to turn left. The effect is very discom-bobulating and you take a -2 penalty to your Maneuvering Trait while passing through.

Quicksandy Beaches (8 Spaces)

Take a scenic drive along Transylvania's gorgeous coast, but watch out for the quicksand—there's nothing fast about it.

While in the Quicksandy Beaches, you take a -1 penalty to your Speed Trait.

Freaky Forest (6 Spaces)

The trees are alive and want revenge on clear-cutters. As you drive through the Freaky Forest, you're constantly assaulted by rotten apple bombs and pointy sticks.

Each round you begin in the Freaky Forest, you must make a Good (+1) Maneuvering check. If you fail, your Speed is reduced by 2 levels for that round. If you have a Super Buzz Saw the trees cower and let you by, meaning you don't need to make this check.

Scary Swamp (6 Spaces)

The murky waters of the Scary Swamp are home to some of Transylvania's hungriest critters: the dreaded Piranha. Don't worry though, they only eat flesh. And tires. And metal.

You must make a Great (+2) Hurting check each round you are in the Scary Swamp to shake off the piranha. Failure means your Speed is reduced by two levels for one round. If you possess the Swamp Skis, you do not need to make this check.

Dracula's Castle (4 Spaces)

Dracula's Castle is home to bats, wolves, vampires, and all manner of creatures that go bump in the night. Oh, and it's home to Dracula too.

Nobody's home! Since the drawbridge is up, you'll need to take the long way around Dracula's Castle. Unless, of course, you have a remote.

If you have a Drawbridge Remote or are racing as Count Dracula, you may get by the castle using half the distance (2 Spaces instead of 4).

Finnish Line

This line hails from Finland and marks the final destination of the race. If you're the first person* to cross the Finnish Line with both your driver and your car intact, you can congratulate yourself on a well-deserved victory. If you cross second, well, that makes you the first loser doesn't it?



Monster Kart Mayhem

*Because Monster Kart Mayhem is a turn-based game attempting to emulate a real-time race, it isn't fair to anyone that the literal first player to cross the Finnish Line is the winner. In game terms, the person furthest past the finish line when the last round ends is declared the winner, since that person is assumed to have been in the lead before the game ended.

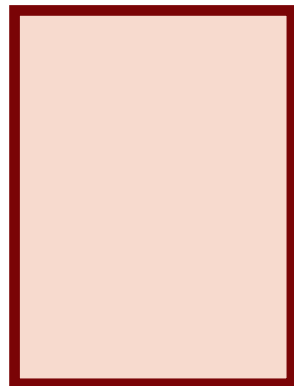
Power-Up Chart

Place your finger on the center of the Power-Up Chart and roll 1dF. Move your finger up the chart for a  Plus result, down for a  Minus result, and leave it still for a  Blank result. Next, roll a second 1dF. This time, move your finger right for a  Plus result, left for a  Minus result, and leave it still for a  Blank result. The item your finger lands on is the Power-Up you'll get.

Each Power-Up has its own unique ability. Boosts trigger at the *start* of the round after you grab them, while Attacks and Passes may be held onto until used. Attacks require an action to use, while Passes are automatically used when you are at the area they help you bypass. You may only use an Attack once before it disappears and needs to be grabbed again.

Garlic Bomb

Use this stink grenade to impose a -1 penalty on all of a racer's rolls for two rounds. Count Dracula is particularly susceptible to garlic and takes a -2 penalty instead.



Mud Pie

Use this sticky sludge to make an opponent stuck in the mud. His/her Pace drops to Terrible.

Piranha Launcher

Use this fish cannon to launch a school of gnashing piranha at your victim. This attack reduces their Speed by one level for two rounds while they try to shake off the piranha.

Speed BOOST

Ghosts chase you and you have no option but to drive even faster to escape! Your Speed increases by one level for one round and your Pace immediately increases to your new maximum Speed.

Power-Up Chart		
Attacks	Boosts	Passes
Garlic Bomb	Speed BOOST	Drawbridge Remote
Mud Pie	Shocking Shocks	Swamp Skis
Piranha Launcher	Invisibility Cloak	Super Buzz Saw

Monster Kart Mayhem

Shocking Shocks

Lightning strikes your car right on the shocks, super-charging them with power! The result is a suspension system that helps you maneuver like a master. Your Maneuvering Trait increases by +1 for two rounds. If an opponent successfully attacks you while this Power-Up is active, this effect ends and the opponent takes a -1 penalty to their Speed for one round.

Invisibility Cloak

Nobody has seen the Invisible Man at this race for several years, but somehow it seems he has brought you a gift. You and your car become invisible for two rounds. While invisible, you cannot be the target of Hurt Someone actions, Cause a Complication actions, or Attack Power-Ups.

Drawbridge Remote

It may not be the keys to the castle, but it's the next best thing. If you have a Drawbridge Remote when you reach Dracula's Castle, you may use this item to lower the drawbridge and travel through the castle grounds rather than around them, saving you valuable time. You bypass Dracula's Castle with half the distance it would normally take (2 Spaces instead of 4). Count Dracula doesn't need a remote to do this.

If you are Count Dracula and you grab this Power-Up, you may re-roll and take the second result.

Swamp Skis

If you have Swamp Skis when you reach the Scary Swamp, you're able to effortlessly traverse the murky water and avoid slowing down. You don't need to worry about the gnashing piranha while in the Scary Swamp, so you don't need to roll for the Terrain Effect.

Super Buzz Saw

No pesky foliage is going to stand in your way! If you have the Super Buzz Saw when you reach the Freaky Forest, the trees cower in fear and let you by without assaulting you. You don't need to make a Maneuvering check to get past the Freaky Forest.



Turn Order Summary

Here's a helpful checklist to summarize your turn and the order in which you perform certain actions or check for certain options. It may seem like a big list right now, but it won't be long before you have the hang of it and won't need to refer to the list anymore.

1. Check Negative, then Positive Effects

You may be the victim of a negative effect, such as a Mud Pie or a Terrain Effect which is reducing your Speed. Apply these effects before anything else you do during your turn. If the effect has a duration, check to see whether or not that duration has expired. If it has, you no longer need to apply the effect to your racer.

You may also be experiencing the benefits of a positive effect, such as a Boost Power-Up or a Perk. If you are, apply the positive effects now (after you've applied the negative effects). Check the durations on these also; if the duration of a positive effect has expired, you no longer receive its benefits.



Monster Kart Mayhem

2. Check your Perks and Quirks

Now is a good time to check your Perks and Quirks. Some are used in place of actions, so you won't get to use them until step 6. Others may ask you to check and see if you're within X Spaces of another character. Check that now, because it may impact some of your racer's Traits.

If neither your Perk nor your Quirk seems to apply right now, keep it in mind and refer to it later. If nothing else, you've just reminded yourself when your Perks and Quirks may apply.

3. Check for Terrain Effects

Every area on the Race Course has a Terrain Effect which complicates your actions somehow. Determine which zone of the course you're in at the beginning of your turn, before you use the Drive action. Check the Race Course description to determine what the Terrain Effect is and make any checks or adjust any Traits as necessary.

For example, the Rolling Hills are hard to dodge, and racers must make a Mediocre (-1) Maneuvering check on their turn to avoid getting squashed by them. Make that check now. If you fail, reduce your Speed appropriately. If you succeed, you don't need to make any adjustments.

4. Check your Pace

Determine your current Pace. There is a place on the Character Sheet to keep track of your Pace, which you can do by moving a token (such as a glass bead or a penny) up and down the chart.

If your Speed is temporarily reduced for any reason, make sure your Pace isn't higher than your current Speed Trait. If your Pace is currently equal to your Speed, skip to step 6. Otherwise, see step 5.

5. Accelerate

If your Pace is lower than your Speed, you may Accelerate. Roll an Acceleration check and increase your Pace by +1 for each level above Fair (minimum +1). Remember your Pace may never exceed your Speed, so if your Speed is Good then your Pace can't be any higher than Good.

The minimum increase for any Acceleration check is +1, including on the first round of the race. That means every racer should move at least two Spaces on their first turn.

6. Drive

Now that you know your Pace, move your racer the appropriate number of Spaces along the course. For example, if your Pace is Good (5 Spaces), advance your racer's token by 5 Spaces.

7. Perform an Action

You may perform any *one* action on your turn. Actions may include:

Hurt Someone: Attack another racer.

Remember you may only Hurt Someone if you are within 1 Space of them.

Some options, such as Nessie's Perk (Present Bombs) or the Piranha Launcher Power-Up say they may be used "in place of a Hurt Someone action." This means these abilities may also only be used while within 1 Space of another racer (unless otherwise noted by the ability), and you may not use one of these *and* a Hurt Someone action in the same round.

Cause a Complication: Complicate the actions



Monster Kart Mayhem

Some options say they may be used “in place of a Cause a Complication action.” This means the ability may only affect *the target* (unless otherwise noted by the ability’s description) and you may not use another Cause a Complication action this turn.

Grab a Power-Up: Roll on the Power-Up chart to gain a new Power-Up. Some Power-Ups trigger at the beginning of your next round, others you may hold on to until you get the opportunity to use them. See **Power-Up Chart** for more information.

Use a Power-Up: Attack Power-Ups may be used on any racer and do not require a roll to activate unless specifically noted in their description.

8. End Your Turn

Unless some other option or event tells you otherwise, your turn ends after you complete your action. Play passes to the left,

Frequently Asked Questions

The rules and guidelines outlined above do a good job of explaining how to play this adventure, but there are a few corner cases that may need further detail.

Q: What Space do we start on?

A: The starting line is effectively Space 0. You still need to make a check against the Terrain Effect from the Rolling Hills, but you don’t count your starting Space as part of the race.

Q: What happens when my Speed gets reduced?

A: Unless the effect specifically affects your “Pace,” such as with the Mud Pie, your maximum Speed (your Speed Trait) is reduced instead. If you are driving at your maximum Speed, then your Pace

is also reduced to the new maximum. If your Pace is not equal to your maximum when your Speed is reduced there is no change, but you may not accelerate beyond your new maximum until the effect ends.

Example

Nessie is currently zipping along at her maximum of Superb (+3) Speed when she enters the Quicksandy Beaches. At the beginning of her next turn, she is affected by the Quicksandy Beaches’ Terrain Effect, which lowers her Speed by one level to Great (+2). Because she was driving faster than Great, her Pace is reduced as well. She cannot accelerate beyond Great (+2) until she leaves the Quicksandy Beaches.

Q: In what order do actions take effect?

A: Unless otherwise noted, negative actions occur before positive actions. Negative actions are ones that reduce a Trait or otherwise hinder a racer’s actions, while positive actions are those which increase a Trait or improve a character’s ability.

Example

Frankie throws a Mud Pie at Nessie which reduces her Pace to Terrible. Last round though, Nessie picked up a Speed BOOst and her Speed is going to increase as soon as her next turn starts.

When Nessie’s turn begins, her Pace is reduced to Terrible from the Mud Pie, but then immediately increases to Legendary thanks to the Speed BOOst.

Example 2

Count Dracula launches piranha at Nessie, which will reduce her Speed Trait by one level to Great (+2). However, she picked up the Speed BOOst last round which will increase her Speed on her next turn.



Monster Kart Mayhem

When Nessie's turn arrives, the piranha decrease her maximum Speed to Great (+2). Then the Speed BOost improves her Speed by one level to Superb (+3) and she accelerates to that Speed.

Q: What happens if I roll the same Power-Up twice in a row?

A: If you are under the effects of a Power-Up with a duration, such as the Invisibility Cloak which lasts two rounds, and you roll the same Power-Up next round, simply add the Power-Up's duration to the number of rounds you have remaining.

If the Power-Up has no duration, you gain a second use of that Power-Up. If the Power-Up is a Pass (any of those in the right-hand column on the chart) you may re-roll and take the second result.

Example

Nessie picks up the Invisibility Cloak and enjoys two rounds of invisibility. Next round she decides to roll for a Power-Up again and rolls the same result; she picks up a second Invisibility Cloak. Instead of re-rolling, she simply adds two more rounds to her duration, meaning she now has 3 rounds remaining.

If Nessie instead had rolled a Piranha Launcher for her first Power-Up and then rolled for a second Piranha Launcher, she would simply gain two uses of the weapon. However, if she rolled for a Drawbridge Remote and then rolled for a second Drawbridge Remote, she would be permitted to re-roll and take the second result.

Q: When do I need to check for Terrain Effects?

A: Terrain Effects—such as the complications caused by the Rolling Hills or the Freaky Forest—take place at the beginning of your turn. Each turn you begin at a particular location you must roll again for that Terrain Effect.

Example

Frankie begins his turn at the Rolling Hills and must make a Mediocre Maneuvering check to avoid being slowed down. He succeeds and advances into the Cliffs of Insanity where he will begin his next turn. Since the Cliffs of Insanity do not require a check at the beginning of your turn he does not need to make one, but if someone attacks him (or otherwise forces him to make a Maneuvering check during this round) he will suffer the -2 penalty to his roll.

Optional Rules

Monster Kart Mayhem is designed to be fast, fun, and easy to learn. Once you have mastered the game though, you can try adding some of these optional rules to enhance your Monster Mash experience.

These rules are great for older kids and adults who are already comfortable with the game.

Power-Up Limits

Power-Up management shouldn't require a math degree, but some people like the added strategy of having a limited number of items available at one time.

With this optional rule, you may only carry or use one Power-Up from each category at any given time. For example, if you already have one Attack Power-Up and you pick up another, you must choose which to keep and which to let go.

This optional rule encourages players to not hoard Power-Ups. It means not being able to stock up on Piranha Launchers and Mud Pies and then unleash them on your opponents at the end of the race.



Monster Kart Mayhem

It also prevents stacking Boosts. If you are currently under the effects of one Boost when you pick up another Boost, you must choose which to use and which effect to end. For example, if you still have two rounds left on your Invisibility Cloak, you must decide whether or not you want to cancel its effects early so you can use your new Speed BOOST.

This optional rule also means you aren't allowed to carry more than one Pass. If you already have the Super Buzz Saw and you grab the Swamp Skis, you need to decide which one you'd prefer to keep.

Endorsements

Racing is a sport, and like any good sport there are product advertisers looking for shining stars to help them promote their brand. With this optional rule, racers can earn rewards for winning races.

When you win a race, you may choose an endorsement which will help you along in the next Monster Mash. You may only use your endorsements for one race; after that, you'll need to continue to prove you still have what it takes to receive sponsorship.

Use of this optional rule must be agreed upon by all players before the game starts. It has the potential to give one person an advantage over the others, so remember to be a good sport. Being a celebrity racer may bring a lot of unwanted attention and you may have to put up with increased attacks from other racers.

Count Vanilla's Cereal

There's nothing plain about this vanilla cereal. These vanilla-flavored malt balls are coated with sugar and wrapped in marshmallows. They're sure to give any young monster a sugar rush!



Monster Kart Mayhem

Once every three rounds, you may increase your Pace by two levels *after* you make an Acceleration check, even if it would increase your Pace beyond your Speed (but never above Legendary). The next round, your Pace reduces by four levels *before* you make your Acceleration check.

Dome Defender

Dome Defenders offer the perfect protection for your cranium. No amount of noggin knocking can defeat our patented SkullSafe™ technology!

Whenever you are the victim of a Hurt Someone action, reduce the penalty you take to your Speed by one level.

Frank and Stein's Body Shop

Come on down to Frank and Stein's Body Shop. We specialize in used parts, but you'll swear they're just like new!

For one race, you may move one level from one Trait to any other Trait. For example, if you have Superb Speed and Fair Acceleration, you may reduce your Speed to Great and increase your Acceleration to Good.

Hamburguesa de Cabra

Nothing says "racing fuel" like one of our flame-broiled goat burgers. Served extra rare!

Once every three rounds, you may increase your Pace by one level *before* you make your Acceleration check.

Invisible Man's Donut Holes

At Invisible's we don't skimp on the sweets—we give you the whole hole! Come on down and get yours today because they're disappearing fast!

Once during the race, you may use your donut hole to cause one Complication to disappear. You ignore the effects of a single Complication. You may use this endorsement after you fail a roll.

Sasquatch Soles

When you spend all day putting the pedal to the metal, Sasquatch Soles are there to provide you the comfort you deserve.

YOU may re-roll one  die any time you make an Acceleration roll to increase your Pace (but not for other Acceleration rolls, such as to determine who goes first).

Transylvania Tires

Our monster tires grip the road like a vampire grips a neck! Guaranteed to get you through at least one race or your money back!

You gain a +1 bonus to Maneuvering checks made to avoid Terrain Effects.



Monster Kart Mayhem

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Character Sheet

Name

Car

Maneuvering

Acceleration

Speed

Hurting

Perk

Quirk

Trait Ladder

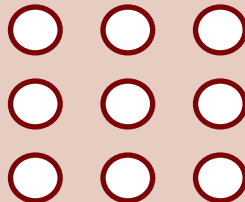
Pace

Levelt	Bonus	# Spaces	Current
Legendary	+4	8	
Superb	+3	7	
Great	+2	6	
Good	+1	5	
Fair	+0	4	
Mediocre	-1	3	
Poor	-2	2	
Terrible	-3	1	

Power-Up / Effect Tracker

Name of Power-Up or Effect
(one per line)

Time Left



Turn Order Summary

Acceleration

Acceleration Check	Pace Increase
Legendary	+4
Superb	+3
Great	+2
Good	+1
Fair	+1
Mediocre	+1
Poor	+1
Terrible	+1

Pace

Pace	# Spaces
Legendary	8
Superb	7
Great	6
Good	5
Fair	4
Mediocre	3
Poor	2
Terrible	1

1. Check Negative, then Positive Effects

2. Check your Perks and Quirks

3. Check for Terrain Effects

4. Check your Pace

5. Accelerate — — — — —

6. Drive your new Pace — — — — — ➡

7. Perform an Action — — — ➡

8. End Your Turn

Actions

- Hurt Someone (Hurting vs. target's Maneuvering)
- Cause a Complication (Difficulty Good + Up to 2dF vs. Maneuvering)
- Grab a Power-Up
- Use a Power-Up

Race Course

It is easy to use glass beads, coins, or other small objects to represent your racer and help you keep track of your position in the race. You may also cut out the squares below and use them to represent your racer.

Quick Reference

Rolling Hills: Mediocre Maneuvering check or -2 to Speed for this turn.

Cliffs of Insanity: -2 to Maneuvering while in this area.

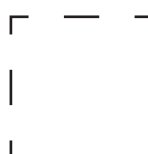
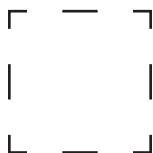
Quicksandy Beaches: -1 to Speed while in this area.

Freaky Forest: Good Maneuvering check or Speed reduced to Mediocre.

Scary Swamp: Great Hurting check or -2 Speed for this turn.

Dracula's Castle: Only 2 Spaces long if you have the Drawbridge Remote.

Finnish Line: First to cross wins! Second place is first loser.



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16	15	Cliffs of Insanity 14	13	12

orest 28	29	30	31	32
				33
tle 38	37	Scary Swamp 36	35	34