Super Dungeon Racing:
An SDArena Mod v0.03

For those familiar with Super Dungeon Explore and Arena, the basic concept is the same:
2 or more players will compete for dominance using Heroes against one another.

The key difference is that instead of battling one another in just combat, teams of Heroes are racing throughout the dungeon. The spawners are immortal checkpoints that the Heroes have to go around in order to score. Monsters spawn at the start of each lap. Heroes pick up crystals, loot, and treasure to score points and power up so they're not eliminated from the race!
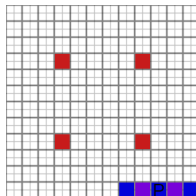
Number of Players
> Number of Heroes per Team allowed in a race

1 team	3 Heroes are recommended for training.
2 teams	Up to 6 Heroes.
3 teams	Up to 4 Heroes.
4 teams	Up to 3 Heroes.
5 teams	Up to 2 Heroes.
6 teams	Up to 2 Heroes.

Course structures
> Course Size

Practice Course	1 tile	

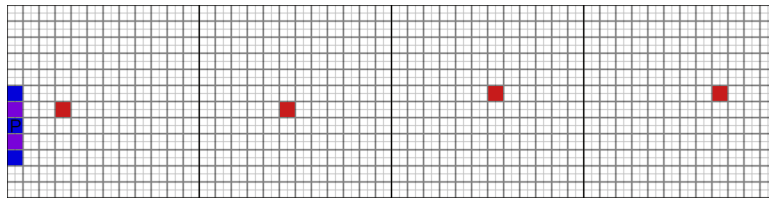|		
Mini Course	2 tiles	
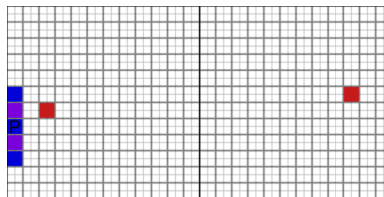
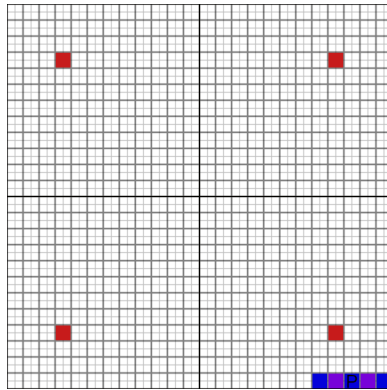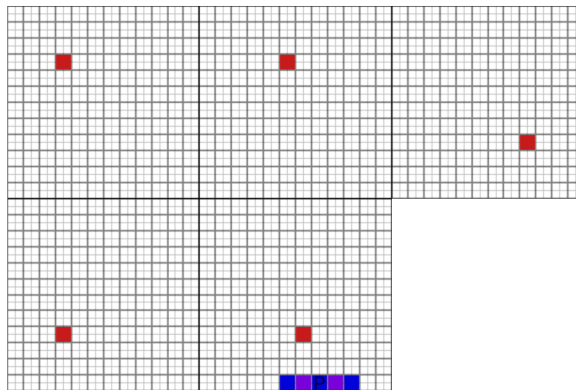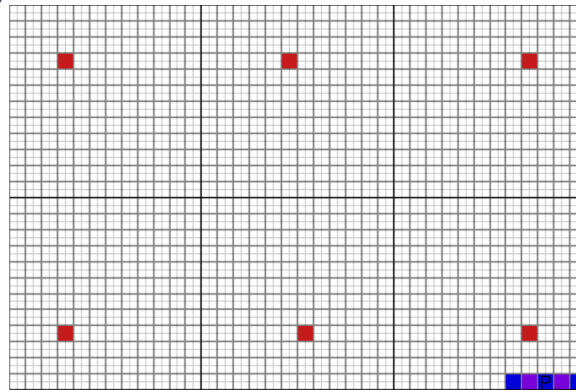|		
Short Course	3 tiles	
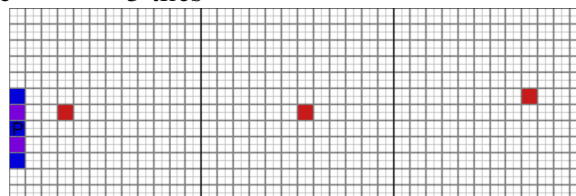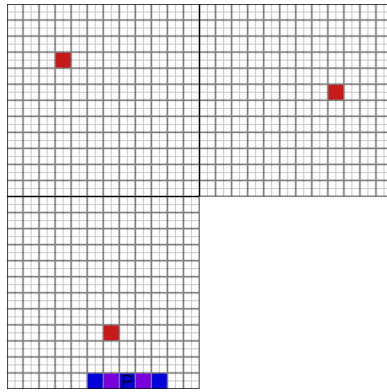
Standard Course   4 tiles

Long Course   5 tiles

Really Long Course   6 tiles

Marathon Course   7+ tiles

Course Style
    Straight away: Line tiles in series, one after the other.
    Loop: Group tiles into 2 or more rows of tiles.

Race Style
    Straight away: Race from point A through each tile to point N (Number of tiles).

    To and Fro: Race from point A to point N to point A to point N.
    Single Loop: Race from point A through each point, returning to A,
                         a single time.
    Multi Loop: Race from point A through each point, returning to A,
                         multiple times.

Race Length
    Straight Away/Single Lap: 1 lap
    Mini Race: 2 laps
    Short Race: 3 laps
    Standard Race: 4 laps
    Long Race: 5 laps
    Extra Long Race: 6 laps
    Marathon: 7+ laps

Mob Difficulty

	Single	Mini	Short	Standard	Long	Extra Long	Marathon
Baby	8	8-8	8-8-8	8-8-8-8	8-8-8-8-8	8-8-8-8-8+	8-8-8-8-8+
Easy	8	8-16	8-8-16	8-8-8-16	8-8-8-8-16	8-8-8-8-16+	8-8-8-8-16+
Standard	16	8-16	8-16-M	8-8-16-M	8-8-16-M-M	8-8-16-M+	8-8-16-M+
Iron	16	16-M	8-16-M	8-16-16-M	8-16-16-M-M	8-16-16-M+	8-16-16-M+
Legendary	M	16-M	16-M-M	16-16-M+	16-16-M+	16-16-M+	16-16-M+
Tello	B	M-B	16-M-B	16-16-M-B	16-16-M-B-B	16-16-M-B+	16-16-M-B+

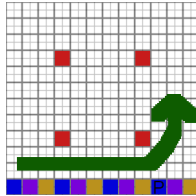| Starting Positions	On the starting tile, split the far edge's spaces evenly amongst teams, alternating amongst teams, starting at the scoring corner.
2 teams	
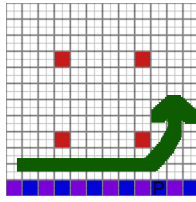
3 teams

4 teams
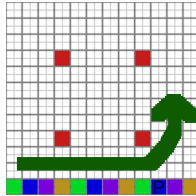
5 teams
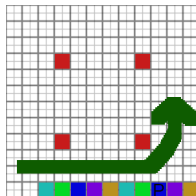
6 teams
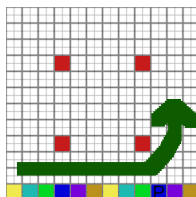
Mobs

Spawners

For a single tile Practice Course, select 4 spawners and place them 3 spaces in from each corner.

For straight aways, place spawners in one of the 4 middle spaces of the tile, closest to the outside, and to the right of the direction of traffic.

For loops, place spawners in 3 spaces from the outside corners, and in connecting straights, 3 in from the outside, in the farthest of the 2 middle rows.

Spawning
Spawn the 8 bit models at the start of the race.
Depending upon difficultiy, at the beginning of each lap, when the first Hero completes the previous lap, spawn the current monsters, plus the new monsters.

"I Like it Here.": Mobs won't willingly leave their sections.
For a Practice Race, the monsters move themselves from their quarter of a tile, otherwise monsters move themselves from their tile.
Monsters will prioritize moving back to their zone, in the shortest manner possible before normal behavior.

Boss Racer Option: For each difficulty, (it is not recommended to have Bosses and a Boss Racer) you can include a single Boss to race alongside the Hero Teams.
This does reduce the number of Heroes per Team allowed in a race

1 team	3 Heroes are recommended for training.
2 teams	Up to 5 Heroes.
3 teams	Up to 3 Heroes.
4 teams	Up to 2 Heroes.
5 teams	Up to 2 Heroes.

The Boss always gets prime placement, closest to the starting spawner, outside the spawner, or with the spawner on the left.
The Boss takes the shortest possible path, but will prioritize using its action points to attack when possible.
The Boss will target the closest Hero with the Hero closest to the inside winning ties.
Monsters do not target Boss Racers, but do block movement.
Having a Boss Racer may alternate the number of team members.
Boss Racers select equipment bonuses randomly from the stack.
Boss Racers pick up crystals like other racers.
Boss Racers may target other monsters.

Round Order
Start game / rotate a "first player marker" to the left.
The "first player" is in charge of monsters, including Boss Racers

Sub Round Order
Each player takes turns activating 1 Hero.
Once each Hero has been activated, end the round.
At the end of the round, resolve all remaining monsters, including MiniBosses, and Bosses.
Resolve Boss racer(s).

Lap Bonuses
At the start of the race, by each Spawner, but off the Course tiles, stack 1 Treasure Card and a Loot card for each Hero minus 1, and a stack of 6 different Crystal tokens for each lap of the Race.

For a 4 Tile, 3 lap race with 3 4-model teams, you would need 12 Treasure Cards, 44 Loot Cards divided into 3 piles per each of the 4 Spawners, totaling 4 cards, each with a Treasure Card per Spawner on the Course.

Spawners as Checkpoints

When a Hero crosses (usually the outside) of a Spawner, they collect a Crystal Token, in `
order (Amethyst, Citrine, Emerald, Ruby, Sapphire, X), and may chose 1 piece of
Equipment from those available in the current Lap stack.

Point Bonuses

Survivor!	2 points per Hero alive at the end of the Race.
Hero Knock Out	5 points for knocking out an enemy Hero.
8 Bit Knock Out	1 point for knocking out an 8 bit monster.
16 Bit Knock Out	3 points for knocking out a 16 bit monster.
MiniBoss Knock Out	5 points for knocking out a MiniBoss.
Boss Knock Out	10 points for knocking out a Boss. (Including Boss Racer)
Starter	0 points for prime placement, +1 point for each space offset.
Finisher	

Team Placement	Bonus Points by Number of Teams					
	6 Teams	5 Teams	4 Teams	3 Teams	2 Teams	1 Team
First	30	24	18	12	6	1
Second	25	20	15	10	5	1
Third	20	16	12	8	4	1
Fourth	15	12	9	6	3	1
Fifth	10	8	6	4	2	1
Sixth	5	4	3	2	1	1

Performer

Lap Lead	Bonus Points by Number of Teams						Token
	6 Teams	5 Teams	4 Teams	3 Teams	2 Teams	1 Team	
First	30	24	18	12	6	1	Amethyst
Second	25	20	15	10	5	1	Citrine
Third	20	16	12	8	4	1	Emerald
Fourth	15	12	9	6	3	1	Ruby
Fifth	10	8	6	4	2	1	Sapphire
Sixth	5	4	3	2	1	1	Xtra

Point Penalties

Knocked Out:	-5 points for each Hero that was knocked out of the race.
Status Problems:	-1 point for each status token on a Hero at end of race.

Extra Rules

Stable Status:	Status effect tokens do not discard on their own, at any time.
Deal With It:	A Racer may spend 1 action to end a status effect.
No Running:	Racers are not allowed to Run, but may Dash.
Bump:	1 Action: Dangerous, Push 1
Slam:	2 Action: Dangerous, Push 1, Knockdown

<u>Recommended Play</u>

2-4 players are recommend to race at once with 3 Heroes per team and no Boss Racers at 4 players.

A Standard Race on a Standard Course at Standard difficulty is also recommended.

<u>League Play</u>

A player may have a stable of 6 heroes, using any number of them per race, within the limits of that race.

Racers may be chosen from any available Hero models the players have available, but no unique characters should be chosen twice. For these purposes, alternate characters of the same stats should not participate in the same League. i.e. Blaze and the 2.0 masculine Ember Mage should not both be used in the same League.

The races and their courses are determined at the beginning of the season.

A Commissioner may be elected, and does not have to participate in the League.

Each team will have equal opportunity to perform on each course, with the same format, as much as is reasonable. e.g. Given 7 teams, it is permissible to do 2 1v1 races, and 1 3 team race.

Players accumulate points per race over the season.

At the end of the season, the team with the most points, wins.