

Oddbods™

GO → KARDS

RACER'S MANUAL





Overview

Welcome to Oddbods Go-Kards, a card-based racing game for 3-5 players! In this fast and furious game, racers of all ages will play their racing cards in hopes of being the first across the finish line. But watch out – there will be surprises along the way!



What's In The Box

The Oddbods Go-Kards preview set comes with the following items:

- | | |
|--------------------|---------------------|
| Racers | Pogo Dice |
| Quick Play Cards | Race Track Segments |
| Movement Cards | Pit Stops |
| Special Cards | Pit Stop constructs |
| Jeff's Rules cards | |



Getting Started

Step 1 – Choose your racer!

Each player chooses one of seven different Oddbod Racers to represent them. Grab your favourite before someone else does! Then decide on a starting player in any way you like. We recommend the youngest player goes first!





Getting Started



Step 2 – Set up the track!

Assemble the race track in the middle of the playing area. The race track is modular, meaning it can be set up in many different ways each time for a unique experience every game.

A track is made up of **Track Segments** and **Pit Stops**, which can be used to create a Basic track or a Challenging track.

Basic Track:



Challenging Track:





How to set-up

1.

Decide if you want to play with a Basic track or a Challenging Track.

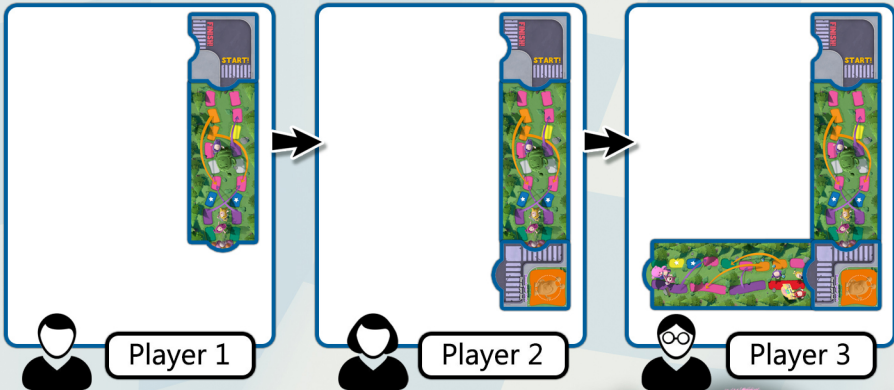
2.

Take the Start/Finish Pit Stop tile and place it in the corner of the play area.



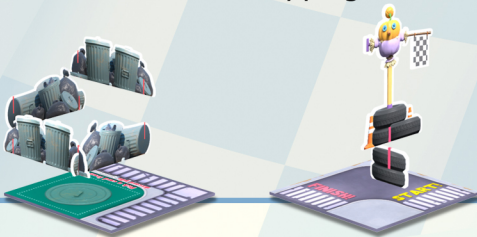
3.

Starting from the first player and going clockwise, each player chooses a **Track Segment** or a Pit Stop and joins it to the piece before, until the track is complete.



4.

Set the Pit Stop constructs on their respect Pit Stop tiles. These increase player interactivity with the track – from Zee's dustbins acting as a discard pile holder to Newt's bear flipping around!





How to set-up

5.

Shuffle the 20 **Movement Cards** and 12 **Dare Cards** to form the Movement Deck, and place it next to the board. If you want an added challenge, you can also shuffle in the 14 **Special Cards**!

6.

Shuffle the 6 **Jeff's Rules** cards to form the Jeff's Rules deck. Place this next to the movement Deck.



Jeff's Rules



Movement Deck



Discard Pile

7.

You're now ready to race!



Objectives

Starting from the first player, players will take turns going clockwise to play their cards and move their Racers across the track. The first player who reaches the finish line wins!

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How To play

1.

Decide on a starting player any way you like. We recommend the youngest player goes first!

2.

Shuffle the **Movement deck**.

3.

Each player draws 3 cards.

4.

Going clockwise, players take turns to play their cards and move their Racers across the track.



Player Turn

In your turn, you:



Play a **Movement Card** and move (refer to Movement Cards on page 6 for more details).



Resolve all track effects (refer to **Track Segments** on page 8 for more details).



Draw two cards from the deck.



End your turn.

Note:

You may play one **Special** card either before, during or after you move. There are also **Special** interrupt cards that can be played at any time in the game. (refer to **Special Cards** on page 7 for more details).



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Movement Cards

Movement cards allow a player to move along the track, and are played once per turn. They're made up of two elements:



1. Dollar value.

2. Move value.



1. The Dollar value of the card is used for certain situations, such as determining if a racer can comply with Jeff's Rules.
2. The Move value lets you know how many spaces you can move, ranging from 1 space to 3 space.

There's another type of Movement card, called Dare Cards.



These cards have a special ability that, when activated, allows you to chain it with other cards so that you can move further than normal. To activate the card, the player has to successfully complete the Dare on the card. You can only activate one Dare card at a time.

Note:

If you chain other Dare cards, or any Special cards, you can only use their Movement value and must ignore their other effects.



Special Cards



Special cards can be added to the Movement deck to spice things up.

Only **ONE** Special card is played per turn (refer to **Track Segments** on page 8 for more details). - either before, during or after moving. They may also be played during another player's turn. They're each made up of three elements:



1. Dollar value.



3. Special card ability.

2. Move value.

- 1.** The Dollar value of the card is used for certain situations, just as determining if a racer can comply with Jeff's Rules.
- 2.** The Move value lets you know how many spaces you can move, ranging from 1 space to 3 space.
- 3.** The Special ability tells you what the card can do and when.

Some cards are helpful, some cards are pranks, some cards can only be played on your turn and some cards can be played at any time.

Try them all!



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Track Segments

Track Segments are mix and match segments for a unique race each time. Each Track Segment can have up to 3 lanes – when players enter a segment they must choose a lane, and cannot change lanes other than through a card ability or space effect.

Note:

Players can change lanes moving across segments!



Track spaces

Types of Spaces

There are two kinds of spaces:



Spaces with a star

▶ the effects of these spaces only trigger when the player *lands* on them.



Spaces without a star

▶ the effects of these spaces trigger even if a player *moves through* them.



Track Effects

These are the different colours and their effects:



Grey Spaces ➤ Have no effect.



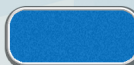
Jeff (Purple) ➤



When a player triggers one of Jeff's spaces, they have to take the top card from Jeff's Rulebook. If they can fulfil the rule, they may proceed. Otherwise they have to follow the arrow wherever it goes. The used card will go to the bottom of Jeff's Rulebook.



Pogo (Blue) ➤



When a player triggers one of Pogo's space, the player must name a target (any other player on the same track segment or even themselves) and then roll Pogo's dice. The target must follow the results.



+2 spaces



-2 spaces



Change lane



-1 space & Change lane



+1 space & Change lane



Dud (No effect)

Bubbles (Yellow) ➤



When a player triggers a Bubbles space, they draw a card from the **Movement** deck.

Fuse (Red) ➤



When a player triggers a Fuse space, they must discard a card and move forward one space. If the player have no cards to discard, they do not draw a card at the end of their turn.



Track Segments

Slick (Orange)



➤ When a player triggers a Slick space, they can choose to slide over to the connected space or stay on the original space.

Newt (Pink)



➤ When a player triggers a Newt space, they can choose which arrow they want to follow. Multiple Racers can share a Newt space.

Zee (Green)



➤ When a player triggers a Zee space, they will gain immunity from any special effects played by other players.



Pit Stops

Pit Stops are special tiles that create turns in the race track. All tracks must have the Start/Finish tile placed right at the beginning of the track, and players can then choose to place other pit stops where they like on the track. The zebra crossings along the side of the pit stops are to be aligned with the tracks.

The first piece to be set down when the track is being built.



The end of the Track Segment will line up with this edge.



The beginning of the Track Segment will line up with this edge.

Pit Stops have unique abilities or trigger unique events. Each Pit Stop has their particular rule printed onto the pit stop itself. Try Pit Stops in different sequences for very different races!

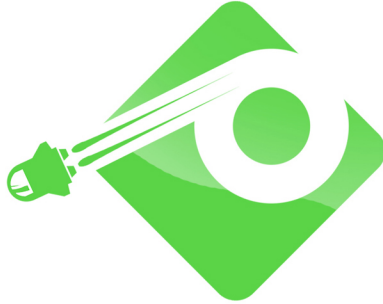


End of the Game

When a player's Racer has passed the finish line, the game ends.

That player is the winner!

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**PLAYWARE
HOBBIES**

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