



LONDON GRAND TOURNAMENT

MARIO KART GRAND PRIX

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INTRODUCTION

WELCOME TO THE LONDON MARIO KART GRAND PRIX 2018

This document provides all the information you need to play in the Mario Kart Grand Prix and should be printed and brought with you to the event if you intend to play. Contained herein are details of Schedule, Game Play and Scoring. If you have any questions at all - please do not hesitate to get in touch at the email below.

GENERAL ENQUIRIES

info@london40kgrandtournament.co.uk

For more information on the venue, local pubs, the full programme of events and details of all our fabulous prizes and special guest appearances, please see our Convention Programme which can be found at www.LGTpresents.co.uk/programme

We look forward to seeing you in May for a weekend of wargaming madness.

Jay Hopkinson- Tournament Organiser

GENERAL INFO

WHAT IS IT

The Mario Kart Grand Prix is a lighthearted event aimed at getting some use out of the most amazing board we have ever seen.

The name of the game is simple: get your kart around the track faster than your opponants.

Each player will play in one heat and one final. If you win your heat you go through to the grand final with the chance to play for the cup. If you come second in your heat you go through to the semi-final for placing and so on.

WHEN IS IT

The 20th May 2018.

WHERE IS IT

The Olympic Stadium (entrance B), Queen Elizabeth Olympic Park, London E20 2ST

WHERE CAN I BUY TICKETS

Tickets are available from our webstore:

www.LGTpresents.co.uk/store

Remember, you must purchase a Convention Access Pass along with an event ticket to attend this event.

Please note that no physical tickets are issued in advance. You can collect your entry ticket to your events from the registration desk.

EVENT TIMINGS

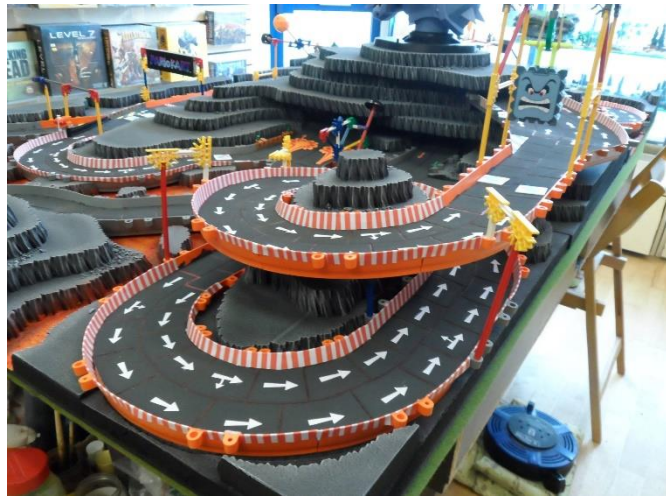
Sunday May 20th

- | | |
|--------------------------|---------------|
| - Heat 1 | 09:30 – 10:30 |
| - Heat 2 | 11:00 – 12:00 |
| - Heat 3 | 12:30 – 13:30 |
| - Heat 4 | 14:00 – 15:00 |
| - Final | 15:30 – 16:30 |
| - Announcements & Prizes | 17:00 – 17:30 |

THE TRACK



THE TRACK



THE TRACK



THE TRACK



GAME PLAY

SET UP

Each player rolls the **black die** to determine his starting position; the highest roller receives **pole position** and goes first, and the other cars are positioned in decreasing order (re-roll ties). Before engaging 1st gear, each player rolls the black die:

- **1 Poor Start** Miss first turn, then next turn start
- without rolling again.
- **2-19 Normal Start** Start normally by rolling the die for 1st gear.
- **20 Great Start** Move car 4 spaces immediately,
- changing 1 or 2 lanes if desired. May shift to 2nd gear next round.

GEARS

Each **gear** has its own die. When it is your turn, announce your chosen gear and move the gear dial on your controller, and roll the corresponding die. Then move your car forward the number of spaces you roll. When the move is finished, the car **'stops'**.

A player may skip 1-3 gears when changing down, but must lose as many hit points as gears skipped.

ORDER OF PLAY

Each round, players move according to their car's position on the track, the **leader going first**. If 2 cars are level, the driver with the highest gear goes first. If they are in the same gear, the car nearest to the inside (referring to the next or current corner) goes first.

GAME PLAY

DRIVING

Driving through other cars or backwards is prohibited.

Driving Through Corners - The only legal routes through corners are indicated by arrows. A car must **stop** a minimum number of times, as indicated in the Flag. After this number of stops, the car may proceed and exit the corner on its next move.

Overshooting - If a car passes through a corner at the end of its turn without making the required number of stops, it **overshoots** the corner. The number of spaces it overshoot the corner is deducted from its hit points.

When coming out of a corner a car must stay in the same lane. If the move ends in another corner, this stop does not count for the new corner. If blocked by another car, the player *must* **brake**. When a car loses its last Hit Point by overshooting it **Spins Out**, the car is placed on the final space of the move, pointing backwards. The player must turn around and drive off in 1st gear again next turn.

Driving on the Straights - Driving through a straight must be completed in the smallest number of spaces possible. A car may not change lanes and then return to the same lane in the same move, *unless* overtaking another car

BRAKING

A player may use brakes at any time to avoid having to advance the full number of spaces. **Lose 1 hit point for each space not advanced. If the car does not have enough hit points to stop, it spins out.** The car is placed on the final space of the move, pointing backwards. The player must turn around and drive off in 1st gear again next turn.

COLLISIONS

When a car ends its move on a space next to or behind one or more cars, roll the black die. If a 1 is rolled, the car loses 1 hit point. **If a car loses its last hit point, it Spins Out.** The car is placed on the final space of the move, pointing backwards. The player must turn around and drive off in 1st gear again next turn.

GAME PLAY

MOTOR DAMAGE

If a player rolls a 20 in 5th gear or a 30 in 6th gear, he must roll the black die after his car stops. All players in 5th or 6th gear must also roll the black die. If 1-4 is rolled, the corresponding car loses 1 Hit Point. **If a car loses its last hit point, it Spins Out.** The car is placed on the final space of the move, pointing backwards. The player must turn around and drive off in 1st gear again next turn.

SLIPSTREAMING

If a car drives behind another car, is moving as fast or faster than the car in front, and both cars are in 4th gear or higher, the car *may slipstream*. The car must stop directly behind another car without braking. He then adds 3 spaces onto his last move:

- a. Change a lane, overtake the car in front and return to the original lane.
- b. Change a lane and move 2 spaces in a straight line.

If the move brings the car up behind another car, he may carry on slipstreaming (and so on).

Braking to take advantage of slipstreaming is prohibited.

TRACK TOKENS

There are a few special token find in some spaces along the track these are:

- Power up cubes
- Switches
- Speed ups

POWER UP CUBES

Whenever a driver passes over a power up cube roll the special D10.

The power up received can be used on the turn gained as long as the driver has moved at least 2 spaces past the pick up square or on any subsequent turn. If a driver moves over a second power up cube, they must first, before rolling the special dice, decide to use their current power up or discard it.

GAME PLAY

POWER UPS

Banana Skin - Can be fired from the front and placed within 10 spaces or dropped from behind the drivers kart. Any kart that moves into a space with a Banana skin skids d2 spaces along the same path can comes to a stop for the rest of their turn. If you are hit by a green or red Turtle Shell while holding a Banana skin, you can discard it to cancel the hit.

Green Shell - Can be dropped in the space behind the drivers kart or fired from the front. When fired, place a Green Turtle Shell token (with a 1st side showing) in the space in front of the kart. Roll the black d20 and move the shell that many spaces along the same lane. If it hits another kart that kart loses 1 hit point and must drop 1 gear. If it hits any other obstacle remove the shell token and the obstacle it hit. If you are hit by a green turtle shell while holding a red turtle shell you may discard it to cancel the hit.

Red Shell - Can be fired from the front of you kart. When fired, place a Red Turtle Shell token (with a 1st side showing) in the space in front of the kart. Roll the black d20 and move the shell that many spaces and may change lane as you like. If it hits another kart that kart loses 2 hit points and must drop 1 gear. If it hits any other obstacle remove the shell token and the obstacle it hit.

Mushroom - Must be used before rolling you gear dice for the turn. When used, it gives your kart a speed boost. Roll the dice for the next gear up instead of your own. If you are already in 6th gear, add +3 to your roll instead.

Star - When used it gives you Invulnerability to Bowser's Obstacles, red turtle shells, green turtle shells and banana skins until your next turn. If you hit any of these or they hit you, discard them without effect. If you pass by or stop next to another kart they take 1 hit point.

GAME PLAY

POWER UPS

Thunderbolt - When used shrinks all other players. All other players reduce the dice roll by half (rounded down) for their next movement. If you move into a space containing another player's Kart they are squashed. A squashed kart is removed from the board and replaced with its character marker. On the squashed player's next turn replace the token with their kart, reset the hit points to full and start them in 2nd gear.

Billy Bullet - May only be used at the start of your next turn. Replace your kart with the a Bullet token then roll the black d20. Move the bullet that many spaces, changing lanes at will (ignoring arrows in corners) Squash any kart you pass through. On the squashed player's next turn replace the token with their kart, reset the hit points to full and start them in 2nd gear. Remove any banana skins and turtle shells you move through. If you finish you move on or next to another kart you take 1 hit point. At the beginning of your next turn replace the bullet with your own kart.

Question Mark - See special powers for each driver.

CHARACTER POWER UPS

Mario + Luigi Fireball - May be fired forwards or backwards. Place a fireball token behind or in front of your kart and roll the black d20. Move the token that many spaces along the same lane until it hits an obstacle or another kart then remove the token. If it hits an obstacle remove it or if it hits another kart deal that kart 3 hit points.

Toad Golden Mushroom - Gives Toad 3 Mushroom power ups

Koopa Troopa Green Shell- Gives Koopa Trooper 3 Green Turtle Shells.

Donkey Kong Giant Banana Skin - Acts the same as a normal banana skin but where it lands it spawns 3 normal banana skins in adjacent spaces.

GAME PLAY

CHARACTER POWER UPS

Yoshi Eggs - May be dropped behind your kart. Any kart that hit's the egg is Squashed. A squashed kart is removed from the board and replaced with its character marker. On the squashed players next turn replace the token with their kart, reset the hit points to full and start them in 2nd gear. The egg is then replaced by 3 green turtle shells in adjacent spaces.

Bowser Spiked Shell - Acts the same as a red turtle shell except that when it hit's a kart or obstacle, spines also shoot out and hit any kart within 5 spaces for 3 hit points.

Princess Poison Mushroom - May be dropped behind your kart or fired up to 10 spaces from the front of the kart. Acts the same as the thunderbolt but only affects the kart who hit it.

SWITCHES

If you drive over a switch move the barrier to the opposite side, pushing any karts in the way backwards until they are clear of the barrier.

SPEED UPS

If you drive over a speed up Add +3 movement points to your dice roll this turn.



REMINDER

Remember, this is a Gaming Pack and provides only the information you need to play in the London Mario Kart Grand Prix. For all details on prizes, venue and much much more: please refer to our event Programme