

HOVERDOME®

RED CANYON RUN

Introduction

Welcome to the greatest entertainment spectacle of the 24th Century—HoverDome! In this orbiting arena, extreme racing and miraculous technologies collide. Here, the privileged are the spectators and the elite our racers. You have fought your way to our starting gates. Now your biggest challenge awaits!

To take your place among HoverDome elite you must unleash an arsenal of weapons, deploy turrets, drones, debris, and outwit your opponents through the deadly curves and game-changing shortcuts of the Red Canyon Run.

Use of Holographic technologies means the only thing getting hurt is your opponent's reputation. So, don't hold back. **Race! Fight! Win!**

Video Tutorial

Who likes to read instructions? Not us!

Learn the setup quickly by scanning this QR code with your phone. It will take you to the

Frozen Soul Games video library on YouTube. There, click "HoverDome Instructions" and you'll be on the starting line in no time!



The Goal

Get around the track twice by any means necessary. The first person to pass the finish line on the second lap triggers the final plays of the game. Anyone that has yet to go within the same round of playing should take their turn.

If more than one player crosses the finish line, the winner is the player stopping furthest beyond it.

If there is a tie, each potential winner puts down their highest Movement card. The highest card value wins. This continues until one person has the higher value. If potential winners continue to match cards until they run out, they share the title!



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Components

PLAYER PIECES



7 HOVERBIKE WOODEN PLAYER PAWNS



ACTIVE PLAYER
TOKEN



6 HOVERBIKE DASHBOARDS



7 HOVERBIKE SIDE BOARDS



66 PLAYER MARKERS

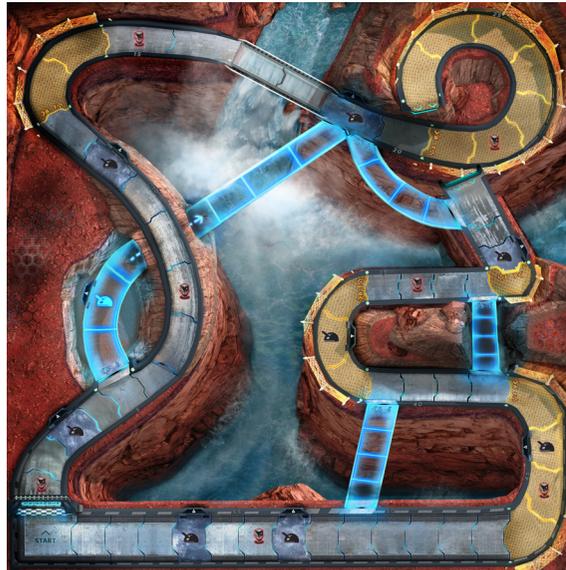


6 TWO-SIDED
PLAYER
REFERENCE
CARDS

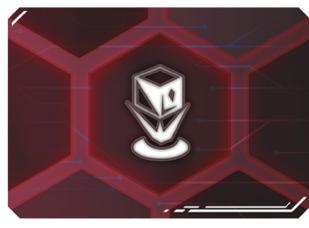


12 TECH STICKS

MAIN BOARD



RED CANYON RUN GAMEBOARD



76 POWER-UP CARDS



64
MOVEMENT
CARDS



WINNER TROPHY



4 DRONE
WOODEN
TOKENS

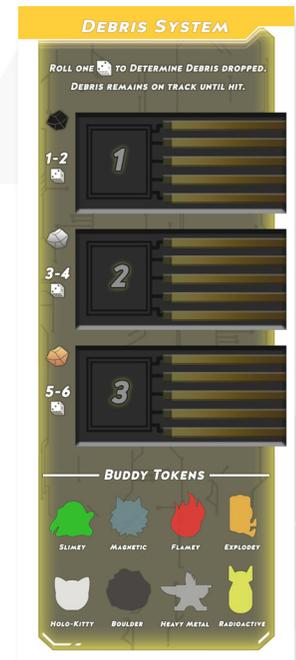


2 SIX-SIDED DICE

DEBRIS SYSTEM



15 DEBRIS
CRYSTALS



DEBRIS SYSTEM BOARD



8 DEBRIS TYPE PANELS



8 DEBRIS BUDDY WOODEN TOKENS

Key Game Concepts



MOVEMENT SPEED

Speed represents how many spaces you're moving this turn. It's determined by Movement cards played, modified by damage, status effects, and Power-Ups.

Movement Speed also determines damage from curves and the ability to enter short cuts.



HOVERBIKE DAMAGE (HIT)

Attacks by other players and environmental threats can damage your bike. Each hit will reduce your maximum movement per turn along with imposing a penalty subtracted from your Movement card value. Take too much damage and your bike won't be able to move. Damage does not go away on its own. You must repair it. See the Sequence of Play for details.



DODGING ATTACKS

You are always given a chance to dodge an attack. Dodging is attempted by rolling both six-sided dice and trying to match the dodge value listed on the attacking card. When dodge rolls fail, the even or odd value rolled will inform the resulting damage as listed on the attack card.



TECH STICKS

Play a Tech Stick for a game altering miracle during your turn or while attempting a dodge roll. Options are listed on the Player Reference Card. You get two per game. So use them wisely!



POWER-UPS

Power-Ups are earned as you pass special spaces on the board and offer a range of capabilities:

- Defensive Shields (**Blue**)
- Deployment of Turrets (**Purple**)
- Movement Modifiers (**Green**)
- Weapons (**Orange**)
- Über Weapons (**Red**)
- Drones (**Black**)
- Debris (**Yellow**)



DEBRIS

Debris stays on the track until hit. The type of debris determines difficulty to avoid it and the damage it inflicts. You can attack debris to destroy it too.

CURVES

Canyon turns (**Yellow spaces**) are dangerous. If moving **faster than 6**, you will hit the energized guardrails and suffer one damage for each curve space moved through. Be careful!

SHORTCUTS

Paths of light (**Blue spaces**) skip you across the board. You must go **slower than 5** to enter. Once you've entered a shortcut, go as fast as you want on your next turn.

STARTING LINE

The official start can be found in the lower-left of the game board. Race in a clockwise maner around the track. Pass through the checkered gate to trigger the end game (see Winning Conditions for details).



HOVERBIKE DASHBOARD

Track the condition of your HoverBike using the dashboard. Colored cubes indicate your hoverbike's current Damage and Engine Status. These indicators change from environmental hazards, attacks from opponents, gambles you've taken and lost, and repair activities.

The top half indicates Damage taken, and starts with a colored cube on 0 Damage. As you take damage, the tracker moves clockwise from 0 to 6+. The more Damage you take, the slower you will move until damage is repaired. When you have damage, your maximum possible movement is listed on the outer arch, with penalties subtracted from each movement card played listed in the middle arch.



HOVERBIKE STATUS

The bottom half represents the Engine Status and begins with a colored cube on "Status: Nominal."

Status will impact your Movement Speed. Unlike Damage, once an Status is applied, reset it to Status: Nominal."

Only one of the four statuses can be applied to your hoverbike at any time. When multiple attacks attempt to apply multiple Status effects, only the worst one is applied.

Statuses from best to worst are: **2x**, **Nominal**, **1/2**, and **Gitch**



When Gitch is active, no tech sticks or cards can be played. Your bike will drift forward two spaces.

Game Set up

Your Hoverbike

1. Select a hoverbike dashboard and place it in front of you
2. Select a hoverbike player pawn
3. Find the matching hoverbike side board and connect it to your hoverbike dashboard
4. Take two Tech Sticks and place them on your hoverbike side board
5. Take the 11 player cubes matching your hoverbike's color and place them on your hoverbike side board
6. Move one cube to the "0 damage" section of the HoverBike Dashboard
7. Move one cube to the "Status: Nominal" section of the HoverBike Dashboard
8. Take a "On Your Turn" reference card and set it beside your HoverBike Dashboard

The Main Game Board

9. Place the main game board on the table
10. Shuffle the Power-Ups and place them beside the board
11. Shuffle the Movement cards, deal five to each player, then place them beside the board
12. Place the two six-sided dice beside the board

The Debris System

13. Place the Debris System Board on the table
14. Take the 3 sets of crystals and place them to the left of their matching color on the board
15. Shuffle the 8 debris type tiles and select three, placing them on the 1,2, and 3 debris slots. Don't cover the roll values or crystal color. Put the others back in the box
16. Take the 8 debris buddies and place them on their corresponding places on the Debris System Board

Drones

17. Place the four drone tokens beside the debris board

Trophy

18. Put the winner trophy beside the game board

Determining Who starts

19. Determine who drove the fastest this week (or other household standard to determine the first player)
20. Award them the Active Player token to start the game
21. Talk smack
22. GO!

Play will continue clockwise around the table, passing along the Active Player token.



Sequence Of Play

5 PHASES PER TURN

Racing should be fast-paced. When you have the Active Player Token perform the following phases:

1. Use 1 Tech Stick (optional)
2. Play 1 Power-Up card (optional)
3. Play a Movement card, Redraw
4. Resolve any incoming attacks or track-inflicted damage
5. Draw power-ups (conditional)

When done, pass the Active Player Token to the next player.

PHASE 1



PLAY 1 TECH STICK (OPTIONAL)

If your Engine Status is not **Glitched**, optionally play a Tech Stick to the game box, then perform one miracle:

- Completely repair bike damage (Do not change status)
- Discard all movement cards in hand and redraw 7
- Boost by adding the value of one die roll to the final speed value (used in Phase 3)
- Modify a dodge roll result from -2 to +2 (used in Phase 4)

PHASE 2



PLAY 1 POWER-UP (OPTIONAL)

If your Engine Status is not **Glitched**, optionally play a Power-Up card from your hand. Some deploy to the board, to your bike, on to other players, or are sent to the discard pile.

1. Declare which Power-Up you are playing (no stealth plays)
2. Review any “Special” instructions on the card
3. Perform the card actions/effects



ATTACKING OPPONENTS

1. Make sure your target is within attack range and is ahead of you on the current lap (unless otherwise noted).
2. Hand the card to your opponent so they can attempt to dodge. If multiple players are being attacked, resolve attacks clockwise around the table allowing each player to attempt a dodge roll.
3. If dodge rolls fail, apply damage based on the even (E) or odd (O) failed roll result as listed on the card.



CREATE A SHIELD

Place card beside your Hoverbike Dashboard, use, discard as directed on card.



DEPLOY A TURRET

Follow directions on page 9



FLING A DEBRIS BUDDY

Follow directions on page 10



DEPLOY A DRONE

Follow directions on page 11



MORE ATTACK OPTIONS

You can also directly target non-players such as:

1. Debris dropped on the track
2. Debris buddies thrown on the track
3. Any deployed turrets
4. Any deployed drones

Have the owner roll dodge (or anyone who isn't the attacker). Status effect results do not hurt non-players. Only direct damage (e.g. one hit, two hits, etc.).

Drones and debris are removed from the board with one hit.

Turrets lose one ammunition per hit.

PHASE 3



PLAY A MOVEMENT CARD

If your Engine Status is **Glitched**, do not play any Movement cards. Your hoverbike drifts forward two spaces (and not into shortcuts). End Phase 3.

If you are **Damaged** and don't have a Movement Card with "repair" options, discard a Movement Card from your hand. Instead of moving, repair 2 damage. Redraw replacement. End Phase 3.

To play a Movement Card (and actually **Move**), do the following:

1. Perform any "repair" options listed on the card
2. Draw any bonus Movement and/or Power-Up cards listed
3. Determine final speed value (see formula below)
4. Move the **entire** number of spaces equal to the speed value
5. Set status back to "Nominal" on your Hoverbike Dashboard
6. Redraw replacement for the Movement card played. Shuffle discarded Movement cards to create a new draw deck if needed.

DETERMINE FINAL SPEED VALUE

1. Movement card value minus speed penalties from damage the Hoverbike Dashboard ^(-1,-2,-3,-4,-5)
2. Apply any status effects (2x, 1/2 movement, etc.), rounded up
3. Apply any max speed limits from the Hoverbike Dashboard
4. Add Tech Stick boost (optional)

PHASE 4



RESOLVE INCOMING DAMAGE

If your final movement speed was over 6, take 1 damage for each yellow curve space passed through or landed on.

If you're being attacked as a result of your movement, do the following:

1. Review SPECIAL text and dodge roll to avoid the attack as detailed on the card
2. Use the two dice and attempt to roll the specified dodge value. Modify value using a Tech Stick.
3. If the dodge is not achieved, apply damage or status effects to your Hoverbike Dashboard based on the even (E) or odd (O) failed roll result as listed on the attack card
4. If you received 3 or more damage roll one die to see what type of debris you drop on your current space
5. Update other pieces involved in the attack (referencing Attack and Removing rules for turrets, debris, drones, etc.)
6. Place any spent Power-Up cards in the Power-Up discard pile

DON'T FORGET

- Turrets never attack their owners!
- Repair next turn with a Tech Stick, Movement Card with a Repair option, or discard a Movement Card to repair 2.

PHASE 5



DRAW POWER-UPS (CONDITIONAL)

For each Power-Up space you land on or pass through (denoted by the icon to the right) do the following:



1. If you already have 2 Power-Ups in hand discard one before drawing a new one
2. Draw and review 4 Power-Ups from the Power-Up deck
3. Select one Power-Up, discarding the others

If you have passed multiple Power-Up spaces on the same turn, resolve them one at a time.

When the Power-Up draw deck is empty, shuffle the discarded Power-Ups and resock the draw deck.

ENDING YOUR TURN

Pass the Active Player Token to the next player, clockwise motion around the table.





Power-Up Cards

WHAT'S ON A CARD

Each Power-Up card will use combinations of the following:

1. Color coded header bar representing the Power-Up type
2. Power-Up Name
3. Flavor Text (a taunt, or humorous phrase to share)
4. Special directions (play limitations or considerations)
5. Range (how many spaces ahead this Power-Up can attack)
6. Hit Zone (number of spaces ahead and behind the target space included in the attack)
7. Dodge (roll required for target to avoid the attack)
8. Damage (resulting effects of being hit based on the even or odd value of a failed dodge roll)
9. Turret icon & ammunition counter
10. Indicator where to align a turret on the game board
11. Who is targeted by this card
12. Move (number of spaces it will move each turn)



WHAT IS ZONE ?

Hit Zone tells how many spaces ahead AND behind the target also get hit in an attack. Think of it like a radius of "splash damage" being applied.

Anyone and anything (debris, drones, turrets, even you) within the Hit Zone would need to successfully dodge or take damage.



EXAMPLE

With a Hit Zone of two, centered on P1, P2, and the turret are within the Hit Zone and must roll dodge to avoid taking damage.

INFLECTING DAMAGE

When a player is hit, there are several types of damage that can occur:

- Bike Damage** - **Power-Up Loss**
- Glitch Status next turn** - **Movement Card Loss**
- 1/2** **Half Movement next turn**

BESTOWING BENEFITS

Not all Power-Ups inflict damage. Some provide benefits:

- +** **Draw Movement Card** **Repair Damage**
- 2x** **Double movement next turn** **+** **Draw Power-Up**

Turrets

OVERVIEW

Turrets are special weapons deployed to specially marked spaces on the board. Turrets will **attack anything that isn't its owner** as it tries to pass by. Turrets have a certain amount of ammunition to fire before being taken off the board. They can also be attacked and destroyed by various means.

SETUP STEPS

If you want to play with turrets, during game setup:

- Gather the 12 Turret Power-Up cards with purple headers and shuffle them into the Power-Up deck

PLACING TURRENTS

There are 9 spaces marked on the game board with the turret icon. You can place your turret at any of the locations even if another turret is already there.

1. Review the potential spaces marked by the turret icon on the game board and select one
2. If an enemy turret occupies this location, blow it up by sacrificing ammunition on your turret equal to the remaining ammunition on the enemy turret. Return the owner's cube and place their Turret card in the Power-Up discard pile.
3. Place your turret card at the desired location on the board by matching the docking arrow on the board with the one on the turret card.
4. Place your colored cube on ammunition 4 or the remaining ammunition if you blew up an enemy turret to deploy yours on that space. This represents how many times your turret may attack.
5. Taunt your rivals of their impending doom.



TURRET ATTACKS

Turrets don't attack their owner (defined as the player whose color matches the ammunition marker).

When Turrets attack, slide its ammunition marker down one. Resolve dodges and resulting damage. If you begin your turn on a space with the turret, it does not attack you again. Turrets attack **anytime** you land on or pass by it.

REMOVING TURRETS

Turrets are removed from the board when they run out of ammunition or are replaced by another player's turret. Return the owner's color cube to them, and place the card in the Power-Up discard pile.

Turrets can be forced to stand down or be taken over by opponents using Power-Up cards like "Appropriate."

Turrets can also be targeted by Power-Up cards and attacked. Have the owner of the turret perform required dodge rolls. Each hit reduces the ammunition count by one. When it runs out, the turret is taken off the board. Any Engine Status effects (glitch, etc.) are ignored.

Debris System

OVERVIEW

Debris represents the bits flung, blown, cut, or corroded off your bike creating hazards on the track. Debris Buddies are dangerous obstacles you can gleefully toss on the track. Everyone (including you) must dodge all debris and buddies on the track. No one is immune.

SETUP STEPS

If you want to play with debris, during game setup:

1. Gather 15 crystals, 8 Buddy Tokens, 8 Debris type tiles, 8 yellow header Power-Up cards, and the Debris System Board
2. Shuffle the 8 Debris Buddy Power-Up cards into the Power-Up deck
3. Place the Debris System board beside the main HoverDome board
4. Shuffle the 8 Debris tiles and randomly select 3 of them. Place them in slots 1, 2, and 3. Return unused tiles to the box
5. Place the black crystals beside slot 1, white beside slot 2, and gold beside slot 3
6. Place the buddy tokens on corresponding spaces of the Debris System Board

PLACING DEBRIS

There are two ways Debris get generated:

1. After playing a Debris Buddy Power-Up, select its Buddy token from the Debris System Board and place it on the game board within the allowed Range. Place the Power-Up card beside the Debris System Board for reference until it's hit by a player.
2. When you receive 3 or more damage (at the end of your movement or when attacked by another player)
 - Roll one die
 - Determine debris type matching the rolled value to the Debris System Board
 - Drop the matching debris crystal on the same space as your bike

HITTING DEBRIS (DEBRIS ATTACKS)

If you **stop on or pass through** a space with Debris, roll to see if you dodge it. Review the corresponding Buddy Power-Up card or matching debris tile slot on the Debris System Board to determine dodge and damage. If starting your turn on a space with a debris crystal, ignore it.

REMOVING DEBRIS

Debris and Debris Buddies remain on the game board until hit. Once hit, remove the Debris Buddy or Debris Crystal from the board. Being hit can happen in two ways: 1) a player moving on the board fails a dodge roll hitting the debris, 2) a player uses a Power-Up to attack the Debris or Debris Buddy. When a player attacks debris, any other player should perform the dodge roll for the debris.





Drone System

OVERVIEW

Drones rain havoc from the skies, each with unique behaviors and damage, moving independently from their owners, and gunning for a specific target.

SETUP STEPS

If you want to play with drones, during game setup:

1. Gather the 5 Drone Power-Up cards with black headers and shuffle them into the Power-Up deck
2. Gather the 4 Drone tokens (or figures) and place them beside the game board



PLACING DRONES

To play a Drone, place the Power-Up card to the left of your Hoverbike Dashboard. If the Drone requires a target, ask the targeted player for one of their color markers and place it on the target space of the Drone card. Place the matching Drone pawn on the same space as your Hoverbike. The Drone remains active on the game board until it reaches its target and performs its attack (or is destroyed by failing to dodge when it is attacked).



MOVING DRONES

When you're done with your turn, your Drone moves. Check the "MOVE" amount on the Drone card to see how far the Drone will move each turn. Drones will always take the shortest path (including the use of shortcuts) to reach its target. Drones can not move backwards on the track. If its target somehow gets behind the drone, it will not move forward, waiting until its target catches up.

DRONE ATTACKS

Drones can only attack other player (not turrets, debris, etc.). When a Drone reaches its target, follow the attack directions on its card. If the target fails to dodge, apply damage based on the even (E) or odd (O) failed roll result as listed on the card.

REMOVING DRONES

Drones are removed from the board after they've performed an attack on their target (regardless of success or failure), or have been destroyed in an attack from players, turrets, etc.

Players can target Drones directly or indirectly within the Hit Zone of an attack. The Drone owner performs required dodge rolls. One hit destroys a Drone.

Drones **are** attacked by Turrets but **do not** encounter Debris or Debris Buddies. If a Drone reaches a target on a Turret space, resolve the Drone's attack on the target first before the turret attacks the Drone.

Example Cards

The examples below explain how to interpret reading and applying various card types.



Reflective Shield

Special instructions: Deflects any attack targeting you to the nearest enemy within 7 spaces ahead of you.

The player you redirect the attack to must roll dodge to avoid getting hit. If more than one opponent occupies the target space, the deflector picks which gets attacked.



Drone Beta

Special instructions: Before the drone moves, the target updates based on who is in the lead now. The drone then moves 6 spaces towards that target, attacking when it is reached.

Hit Zone: Spaces included in the attack are one ahead and one behind your target. All players, debris, drones, and turrets in that zone must roll dodge.

Dodge: Roll two dice and get an 11 or 12 to dodge the attack.

Damage: If the missed dodge roll is even, take three hits and gain one Power-Up. If odd, take three damage and gain one movement card. Both outcomes cause more than three damage and therefore require rolling one die to see what type of debris is generated.



The Equalizer

Special instructions: Can only be used against the player in first place.

Attack range: Target any opponent who is currently winning the race, regardless of distance ahead of you.

Hit Zone: Spaces included in the attack are two spaces ahead and two behind your target. All players, debris, drones, and turrets in that zone must roll dodge.

Dodge: Roll a 2 using two dice to avoid this attack.

Damage: If the missed dodge roll is even, take three damage and suffer the Glitch status. If odd, take five damage. Both outcomes cause more than three damage and therefore require rolling one die to see what type of debris is generated.

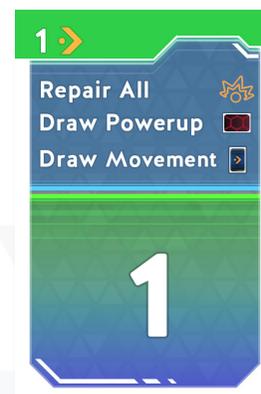


Combine 2 Movement Cards

Special instructions: Combine any additional 2 Movement cards this turn.

Moves your Hoverbike the combined total of the two other Movement cards, maximum 14 spaces.

Instead of redrawing the spent 3 movement cards, only redraw 2. It's a risk/reward penalty.



Move 1

Repairs all damage to your Hoverbike.

Draw extra powerup card now. Max handsize is 2, so discard one before drawing a new one if you're at the max handsize already.

Draw extra movement card now.

Card contributes 1 towards your Hoverbike movement this turn. Move your bike. Redraw a replacement Movement Card.

Example Rounds

Here's an example of a three player game. Each player begins with zero damage and Nominal status on their Hoverbike Dashboard.

Round 1

RED plays a five Movement Card, then redraws one. The **RED** bike moves five spaces, passing a Power-Up space. The **RED** player draws four Power-Up cards. They keep a Magnetic Turret, but can't place it until their next turn. The other three Power-Ups drawn are discarded.

GREEN plays an eight Movement Card, then redraws one. The **GREEN** bike moves eight spaces passing two Power-Up spaces. **GREEN** draws the four Power-Ups and picks Ion Storm, discarding the other three. They draw four more, keep Afterburner, and discard the other three.

YELLOW plays a ten Movement Card, then redraws one. Their bike moves 10 spaces, passing two Power-Up spaces, **YELLOW** draws cards like **GREEN** did, keeping Sabotage and Mega Cannon.

Round 2

RED plays the Power-Up Magnetic Turret to the second turret space (#XX) on the main track, then places a red cube on ammunition position 4 on the turret card. **RED** plays a four Movement Card, then redraws one. The **RED** bike moves four spaces into the first shortcut.

GREEN plays the Power-Up Ion Storm, which attacks both **RED** and **YELLOW** players. Each player needs to roll a 2 or 12 to dodge the attack.

RED rolls two dice, resulting in a 12, dodging the attack. **GREEN** boos.

YELLOW rolls two dice, resulting in 3 (not the 2 or 12 required to dodge). This odd roll results in two damage and the Glitch status. **YELLOW** moves their damage indicator from zero to two, and their status from normal to GLITCH on their Hoverbike Dashboard.

With the attack done, **GREEN** continues with their turn.

GREEN plays a six Movement Card, then redraws one. After moving six on the board, they avoid any curve damage because they went through the turn slower than 7. However, they passed **RED**'s Magnetic Turret, which fires. **GREEN** moves the Magnetic Turret's ammunition marker from 4 to 3. **GREEN** must roll a 9-12 to dodge the Magnetic Turret's attack. Taking two dice, **GREEN** rolls an 8 and does not dodge. **GREEN**'s even roll results in: Half Movement status (on their next turn). **GREEN** adjusts their status indicator on their Hoverbike Dashboard to Half Movement.

YELLOW cannot play cards this turn due to the Glitch status. They drift forward two spaces and end their turn. **YELLOW** adjusts the status indicator on their Hoverbike Dashboard back to Nominal.

Two Player Variation

Turrets spawn everywhere and attack everyone! Environmental hazards anyone?

Setup Additions

- Separate all purple turret cards into a separate Power-Up pile
- Shuffle them. Set them aside. Re-Shuffle remaining Power-Up cards

GAMEPLAY CHANGES

Ammunition Count

No ammunition markers are needed for two players. Read on for details.

When Passing A Turret

Turrets are not owned by anyone. **Anyone** that passes a turret gets attacked. Discard the turret after it attacks a player.

Concluding Your Turn

At the end of each player's turn, locate the next non-shortcut turret location ahead of the player currently in the lead. Play the top card of the turret deck at this location.

If that space is currently occupied, discard that turret and replace it with the new one. When the turret deck is empty, re-shuffle the turret discards.

Adjust The Game

- Want a faster game? Do one lap instead of two and reduce tech sticks to one per player.
- Easier for children? Remove the turrets, debris, drones, and/or red-orange weapon cards from the Power-Up deck. Draw only one Power-Up instead of four when passing or landing on a Power-Up spot.
- Longer, more intense games? Allow players to hold any number of Power-Ups in their hand. Add a third lap if you want to find the true HoverDome champion!
- Want to keep the board changing? Allow players to place a turret immediately when drawn instead of waiting for their next turn to play it as their Power-Up.
- Greater obstacles? Drop debris when you have 2 or more damage vs 3!

Frequently Asked



ATTACKS

- Q.** If I'm within the Hit Zone of my own attack do I get hit?
- A.** Yes. Don't be within the Hit Zone of your own weapons!
- Q.** If I'm in a shortcut, can I still be targeted or attacked?
- A.** Yes, as long as the attacker has not passed the shortcut entrance you are in. There are two exceptions: some cards can attack all players regardless of position on board, or have Hit Zones which can spread into shortcuts if within the Hit Zone range.
- Q.** The Mega Cannon has an infinite range. Can I attack the player in last place "ahead" of me?
- A.** In the spirit of fairness, you can only attack people who are considered "winning" ahead of you. If someone is already behind you, attacking them only hurts them further and that's not fun.
- Q.** Do Turrets still fire if I have a card such as "Jammer Shield", which can't target me?
- A.** Yes. The Turrets still fire, they just are unable to hit you. Be sure to update Turret's ammunition marker down one!
- Q.** Can I play a Power-Up shield if someone is attacking me?
- A.** Sorry, nope! There are no instant plays in the game. Power-Ups are played only on your turn. If you see a potential threat, activate your Power-Up before something bad happens. At the very least it will buy you one turn of safety!
- Q.** If I dodge an attack and it has a Hit Zone, what happens?
- A.** You're safe, but anyone else in the Hit Zone must also attempt a dodge roll or take damage!



THE BOARD

- Q.** If I take the first Shortcut, can I jump to the main track instead of going under it?
- A.** No. The first Shortcut starts at space 5 and exists on space 19. There is a tunnel that takes you under the main track. You can't jump up and continue on the main track if you enter this Shortcut.



MOVEMENT

- Q.** If you play a 12, but have 1/2 movement and move through a turn with a max safe speed of 6, would I take curve damage?
- A.** No. The "final speed value" is what is used to determine damage in curves (or to access to shortcuts). In this example, the 12 becomes 6, making it safe to travel through the curve.
- Q.** If I pass two Power-Ups, and one turret, can I draw a Power-Up to see if I can stand-down the enemy turret with my own before resolving damage?
- A.** No. According to the Sequence of Play, you resolve all damage first (turrets, debris, etc.), and then draw your Power-Ups. Also, you can only use one Power-Up at the start of your turn.
- Q.** If someone is in a shortcut are they considered "winning" or "ahead"?
- A.** No, not until they emerge from the shortcut back on the main track. If you're behind or at a shortcut's entrance, you can still target them. If you passed the shortcut your opponent is currently taking, for the moment, you are "ahead" of them.
- Q.** If I'm starting on the last yellow space on a curve and play a movement more than 6, do I take one curve damage?
- A.** No. You only take damage when entering a yellow curve space too fast.



TECH STICKS

- Q.** Can I roll dodge and then use a Tech Stick to block damage if I fail my dodge roll?
- A.** No. Resolving damage comes after the use of Tech Sticks in the Sequence of Play. So, you could use the Tech Stick on your next turn to repair damage, but not negative status effects.
- Q.** Can a Tech Stick reset Glitch or 1/2 movement to Nominal?
- A.** No. Tech Sticks can only repair bike damage not status effects.
- Q.** My Dashboard says a max of 14 spaces per movement. Can I go above using the Tech Stick boost?
- A.** Yes, this is the one exception to the 14 spaces maximum movement rule.
- Q.** How do you get more Tech Sticks during a game?
- A.** You can't get more Tech Sticks. You only get two per game. Use them with care!

Special Thanks

Our Pit Crew

These are the angels that got HoverDome to the starting line!

THE GAME NIGHT CREW

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SUPPORTING ORGANIZATIONS



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THIS GAME IS INSPIRED BY THE SCIENCE FICTION SERIES
D'MOK REVIVAL, WRITTEN BY MICHAEL ZUMMO.

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