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Downhill Rules

It's time to hit the slopes in this draw-and-race game downhill skiing game! In Downhill, you will be simultaneously plotting your course down a mountain slope dodging obstacles, maneuvering through flags, and trying to win the race. For 2-6 players and ages 8+, Downhill takes about 20 minutes to play.

Components:
- 6 transparencies with holes
- 6 different colored dry erase markers
- 6 small clipboards
- 12 double-sided mountain boards

Set-Up:
A) Give each player a transparency, colored dry erase marker, and clipboard.
B) Arrange the mountain boards on the table. One side of each mountain board is easy (E) and another Hard (H). (The hard side has more obstacles.) For your first game, use the 3X4 layout on the right and alternate Easy and Hard boards. See *figure 1*.
C) Beneath each flag write a number for the point value of each flag. The first row of the course each flag is worth 1, second 2, etc.
D) Starting with the player who has most recently skied, all players take turns marking with dry erase markers the top edge of the mountain board with their starting position.
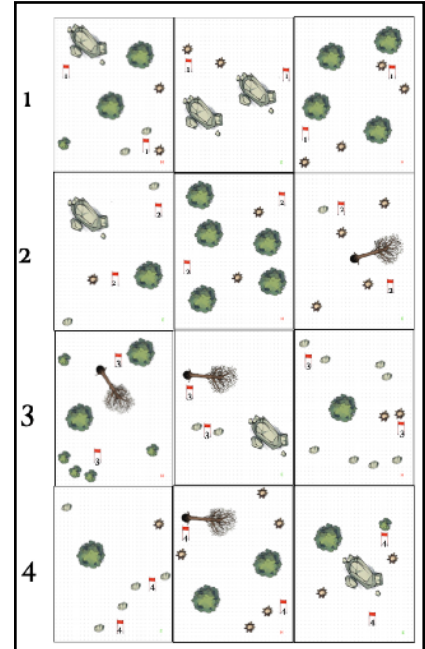

Figure 1 (above): basic board set-up

Alternate board set-ups: After your first game; you can make your own arrangement; a sample arrangements is depicted in figure 2. You can include more hard or more easy sections, make the course longer, wider, or narrower, and even incorporate holes as shown in the figure on the right.

Playing:
Each round is divided into 3 phases:

1 - Draw:
- Players each take two steps back from the table.
- Players simultaneously draw their path down the mountain, doing their best to dodge obstacles and pass through flags. Players must start with one hole on the transparency, and the route must pass through 4 more holes, for 5 in total. The last hole is where the player intends to stop.
- Transparencies can be used "long-ways" or "short ways" and can be flipped to any orientation. However, the transparency must be placed during **Resolve** in an orientation matching the player's perspective to the mountain board.
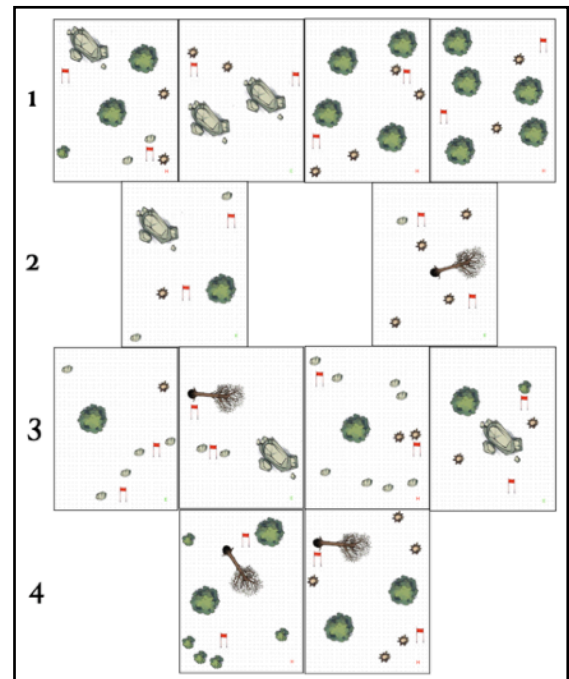

Figure 2 (above): alternate example board set-up

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2 - Resolve:

- Resolve players in order of whoever is furthest up the mountain. Use the grey dots on the board to align the transparency so that it's parallel with the board edges.
- Lay down each player's transparency starting at their last position on the board as the starting hole and then check to see their course and whether their path touches any **obstacles**:
  - Trees
  - Fallen trees
  - Stumps
  - Rocks
  - The edge of the board
  - Even other players' current position
- If their path touches any obstacles, stop one hole before they would run into the first obstacle. Use the dry erase marker through the ending hole to make their position (this will be their starting position next round.)
- If their path touches any flags, and they are the first player to do so, the player circles the flag and at the end of the game will score the points written under it.
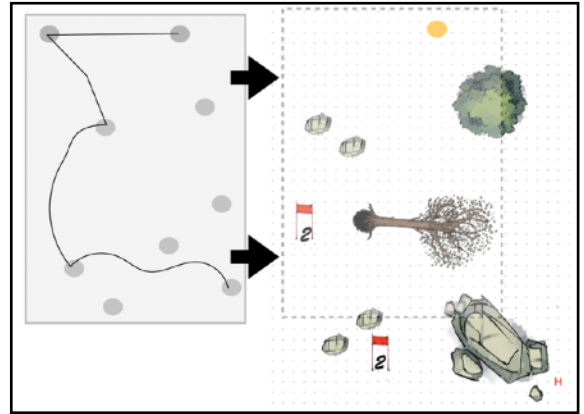

Figure 3 (above): Yellow player draws the following path and then lays it down on top of yellow's starting location.

3 - Pass Transparencies:

Each transparency has a unique arrangement of holes. Once all have resolved, each person erases their transparency and passes it to the player on their left.

Game End

- The game ends when a player's path goes off the bottom edge of the last row of the board. All players revolve their paths and then move onto scoring.
- Each player scores points equal to:
  - Each flag they reached first and circled
  - Their ending position in the race - see *figure 5 (*below)
- The player with the most points is the winner. In the case of a tie, the player who finished 1st wins. If there's still a tie, compare all finishing player's transparencies and whoever's path is further off the bottom edge of the board is the winner.
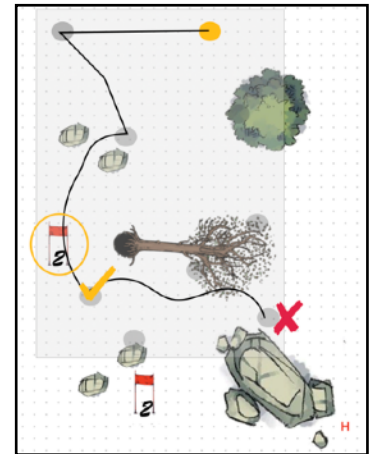

Figure 4 (above): Yellow player touches the first flag and will score 2 points at game end but stops on their 3rd hole because otherwise they would run into the fallen tree.

	Player Count				
	2	**3**	**4**	**5**	**6**
1	4	6	8	10	12
2	0	2	4	6	8
3		0	2	2	4
4			0	1	2
5				0	1
6					0

Ending Position

Figure 5 (left): scoring table at end game based on player count and ending position.

Figure 6 (right): End of 3 player game! Yellow player scores 1+3+4=8 points for flags and ended in 2nd place (2 points) for a total of 8+2=10 points. Red scores (1+2+3 flags)+(0 for last place) =6 points. Green ended the game and scores (2+4 flags) + (6 for first place)=12 points!