

Impossible Odds: Snowboard Challenge Rules

In Impossible Odds: Snowboard Challenge, you are a newbie snowboarder attempting to pull off tricks and impress your friends. With each trick you attempt—even the ones you fail—you gain skills which will allow you to manipulate the dice be more likely to pull off seemingly impossible tricks down the road. For 2-4 players, Impossible Odds takes 20 minutes to play and is recommended for ages 8+.

Components:

24 meeples in 4 colors, 6 double sided player aids, 6 double-sided challenge tiles, 8 dice (red, green, blue, yellow, purple, and 3 white dice), 60 skills tokens

Set-Up:

1. Give each player all of one of the colors of meeples, a player aid, and a re-roll skills token
2. Set out the 6 challenge tiles and arrange from low to high in the middle of the table
3. Shuffle the skills tokens in the bag. Then, pull from the bag and make stacks of 2+ the number of players in front of each challenge tile. Set them all colored or “skill side” up
4. Give the colored dice to the starting player (the person who has most recently played in the snow) and set the white dice off to the side.

Playing:

On your turn you may either A) **attempt a trick** or B) **rest**.

A) Attempt a trick:

1. Flip over one skill token in front of you from red “exhausted” side to colorful “skill side” up
2. Select a challenge you’d like to attempt to perform, take the corresponding skill token, and set your meeple on the tile to indicate you are attempting it. The skill token you just collected may be used this turn.
3. Roll to attempt to complete a trick. You may use any number of your skills tokens by flipping them over to red “exhausted side.” If you are successful, leave your meeple on the tile; otherwise, return it to your supply. *Note: You may complete the same challenge multiple times and multiple players may complete the same trick and get the points for it; however, when a stack of skills tokens are all gone, you don’t take any more skills tokens when you attempt that trick.*

B) Rest:

Flip over all of your tokens from red “exhausted” side to colored “skill side.” After your turn, pass the colored dice clockwise.

Skills Tokens:

There are five kinds of skills you can acquire during the game:

- (16) re-roll: when used, you may re-roll any number of dice
- (14) add/subtract: use this skill to add or subtract 1 from a die. Using this you may loop the numbers 1 to 6 or 6 to 1.
- (12) wild numbers: use this skill token to assign any amount of the matching numbers to any other number(s) of your choice. There are two tokens of each number 1-6.
- (10) add a white wild die: use this skill add a white die rolled. This white die is a “wild” color for the backside 360 challenge tile. Any time you add these white wild dice, when evaluating discard dice until you have exactly 5.
- (8) flip skill token: flip over another used (exhausted side) skill token. In this way, it allows you to refresh used skill to use it again in the same turn.

Game End:

The game ends when one player has placed all of their snowboarders. Play until all players have had an equal number of turns. Then count up each placed snowboarder and the points they were awarded for the trick. The person with the most points is the winner. In the case of a tie, the player who has the most “skill side up” tokens in front of them is the winner.