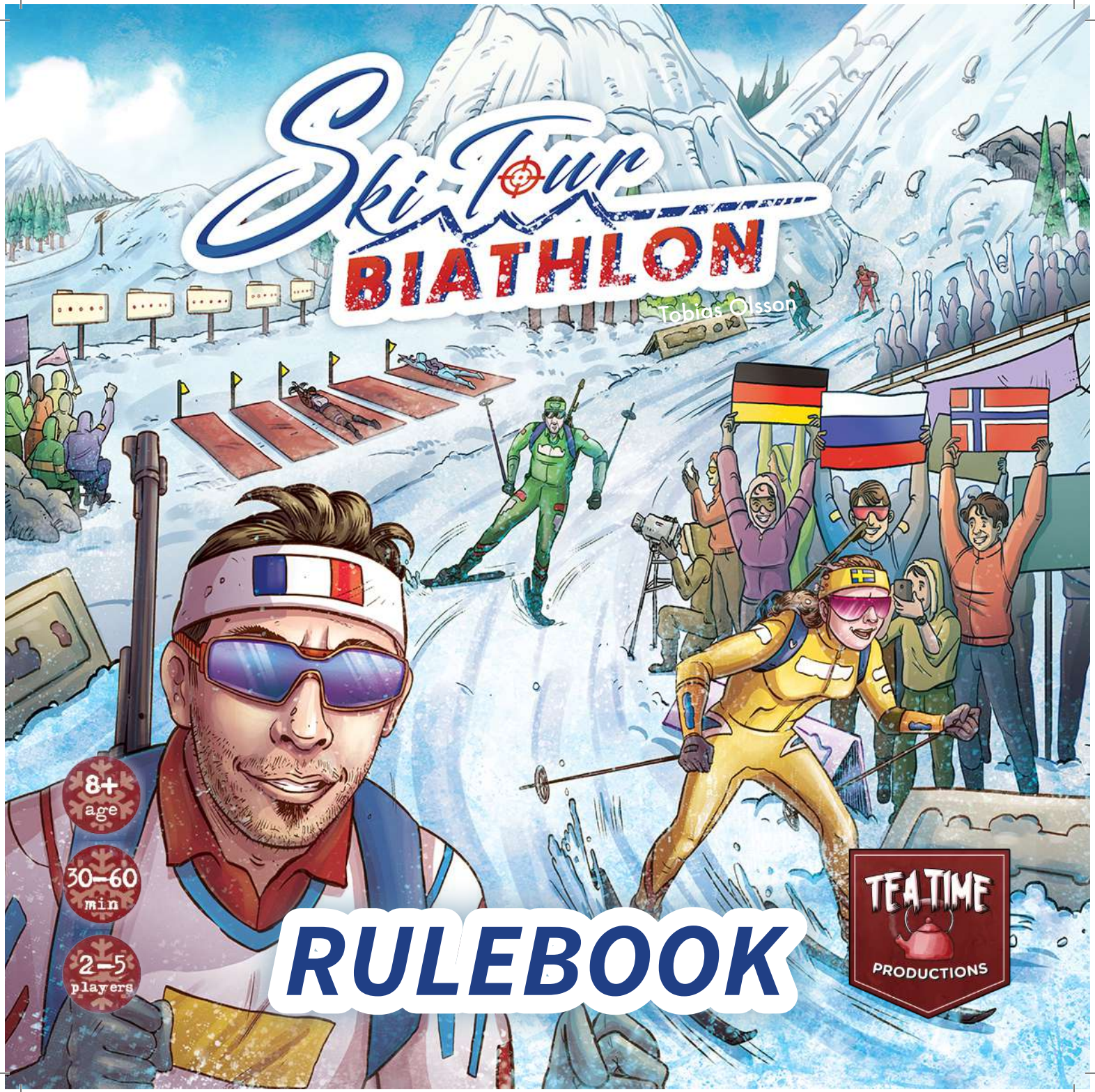

Ski Tour
BIATHLON
Tobias Olsson
8+
age
30–60
min
2–5
players
TEA TIME
PRODUCTIONS
RULEBOOK



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We would like to say thank you to the following people for helping us playtest, reading rules, and in other ways aiding us in our quest to create a great biathlon simulation!

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Rulebook:
We are Knytt
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WELCOME TO SKI TOUR: **BIATHLON**

As the skier representing your nation, do you have the stamina and marksmanship to make it onto the podium? Wax your skies, roll dice, strategize, hit those targets at the shooting range and be the first to cross the finish line in this heart pumping game of skill, stamina and marksmanship!

COMPONENTS

1 Rulebook



5 Double sided player nation boards



25 Stamina markers



5 Skeeples



5 x 10 Race dice



5 x 8 Wax tokens



20 Double sided race course tiles



4 Colored shooting dice



1 First player marker



25 Hit/miss markers



OVERVIEW

In Ski Tour: Biathlon, players will move along the race course with the ambition to be the first to cross the finish line.

During the race you will also shoot at shooting ranges hoping to hit all targets, since a miss will give you a lap in the penalty lane. You can take advantage of your waxing and control your stamina to increase your speed. Lower stamina means it will be harder to hit the targets at the shooting range.

GOAL OF THE GAME

The first player to cross the finish line is the winner.

The race continues until all players have passed the finish line, thereby determining the placement of the other players.



SETUP

1. Build the race course in the center of the table using the race tiles

First game: use the starter course, as shown to the right.

Later games: build the race course in any way you see fit, as long as it begins with the "Start" tile and ends with the "Goal" tile. It is recommended to have the shooting ranges evenly spread out along the race course.



Starter course

2. Place the shooting dice where all players can reach them
3. Give each player:
   - 3.1 1 player board, with the nation of their choice
   - 3.2 5 stamina markers, placed on the top or second top stamina slots

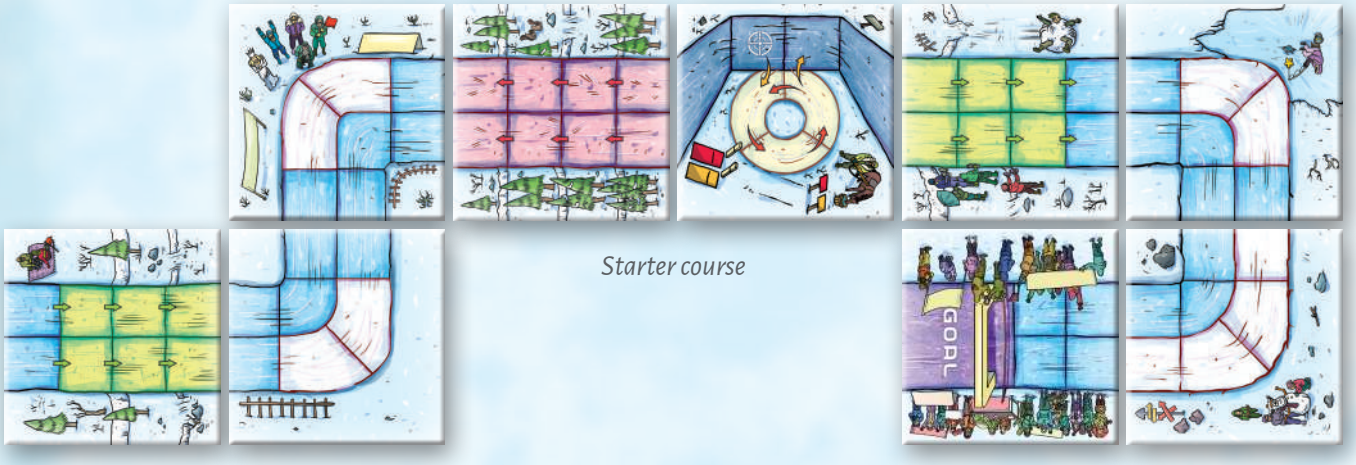
Top: Long race, 3 or more shootings

Second top: Short race, 2 or fewer shootings

A short race can be played with the stamina markers on the ***top*** *slots for a faster, more forgiving game.*

   - 3.3 1 skeeple of their nation's color, placed behind the starting line of the race course
   - 3.4 10 race dice of their nation's color, placed next to their player board as available race dice
   - 3.5 5 hit/miss markers
   - 3.6 8 nation wax tokens, placing 6 of their choice in the order of their choice. One of the outermost tokens can be used each turn for a bonus effect (see icon reference p.12)
4. Give the First player marker to the player who most recently skied

In a **2 player game**, give each player 2 sets of player items. They each control 2 nations during the race.



Starter course

3 PLAYER AREA









PLAYING THE GAME

Each game round has two phases:

PREPARATION PHASE, in which players roll and place dice

RACE PHASE, in which players take turns to use dice and wax tokens to move on the race course and shoot at the shooting range

PREPARATION PHASE

Simultaneously, you **MUST** each:

1 Roll half of your available race dice rounded up

If you have stamina markers on the **LOWEST** value (blue), remove as many rolled 5s and 6s as you have stamina markers on blue, starting with 5s. They are returned to you available dice.

2 Place each rolled 1-4 in the corresponding column on your player board



3 Place each rolled 5 in the 1-4 column with the **MOST** dice

If several columns have the same amount of dice, place the 5s in the column with the **HIGHEST NUMBER**. If the column with the most dice is full, there is no legal placement for the 5s.

4 Place each rolled 6 either in the Sprint column, or in the star box above any of your other columns **CONTAINING** dice



If there is no legal place for a die on your player board, it is returned to your available dice.

EXAMPLE:

1. Tobias has 7 available dice, so he rolls 4 of them, getting two 1s, one 5 and one 6
2. The 1s are placed in the column marked 1
3. The 5 has to be placed above the 3s
4. He can place the 6 in either the sprint column or the star box above the 1s. He places it in the sprint box



RACE PHASE

Individually, the players take turns, starting with the player with the First player marker.

On your turn, you:

1 **MUST** take **ALL** dice from any **ONE** 1-4 column

If the column is full (4 dice), any 6 in the star box above the column is included, otherwise the 6 is returned to your available dice.

You may **NOT** choose an empty column unless unless all your 1-4 columns are empty

2 **MAY** take **ALL** dice from any number of additional 1-4 or sprint columns, paying one stamina for each

You **MUST** pay stamina by decreasing the stamina marker in the column with the **HIGHEST** stamina value. The one exception is if you pay stamina when shooting. Then you **MUST** decrease a stamina marker in a column that you have **NOT** yet shot with.

EXAMPLE:

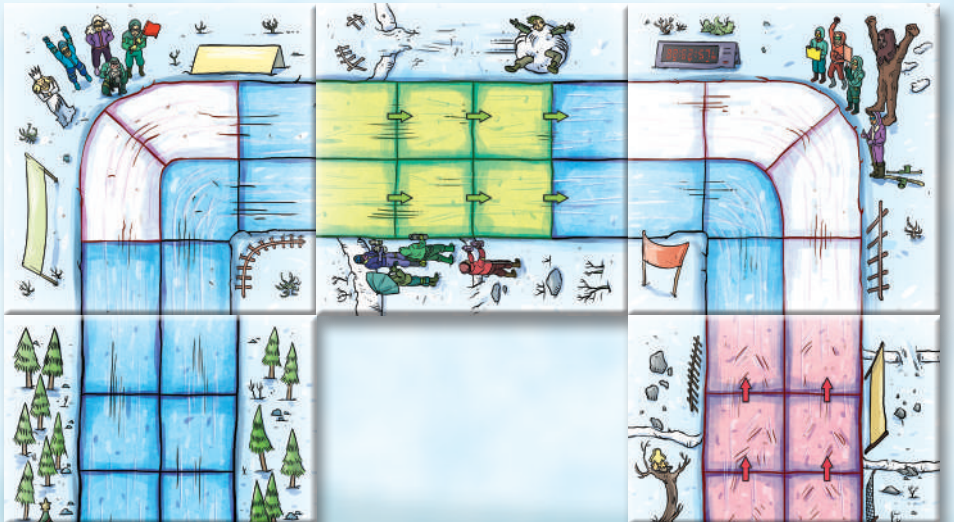


Hanna takes column 2. The 6 is returned to her available dice and does not count, as the column was not full.

Then she also takes column 4, paying one stamina.



This gives her a total of 5 dice taken.

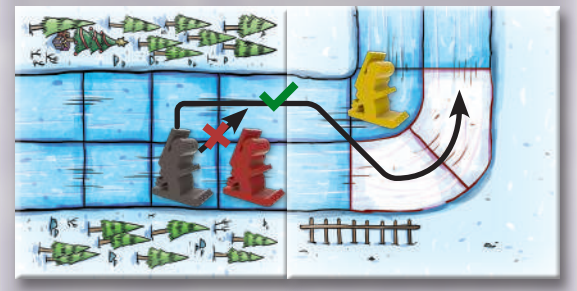


If you have **ALL** stamina markers on the lowest value (Blue) and are forced to decrease stamina, you collapse and are **REMOVED** from the race.

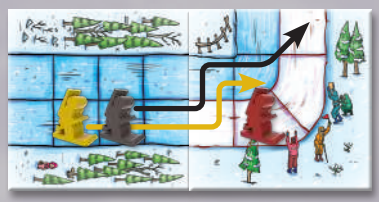
If **NOT** at a shooting range:

3 **MUST** move **EXACTLY** as many steps as the number of dice taken

When moving you must move **FORWARD** or **SIDEWAYS**, never backwards. If you move sideways, you must then pass another player to be allowed to move sideways again in the same turn. You may **NOT** move diagonally unless you move **INTO** a white area.



If a player is in the space behind you when you **START** moving, they may draft on you, letting them follow your **EXACT** movement for free. Players may draft on a drafting player in the same way.



If you sprint, by using the sprint column or another effect that allows you to sprint, **NO** player is allowed to draft on you this turn.

To move into the same space as another player, you **MUST** pay one stamina (reducing your highest stamina value), even if you are drafting.

You **MAY** end your move on an occupied space.

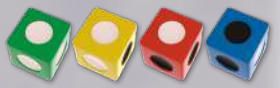
OR, if at a **SHOOTING RANGE**:



3 **MUST** shoot as many shots as the number of dice taken

You can never shoot on the same turn as you've moved

Each shot is made by rolling one shooting die for one of your 5 stamina markers, using the shooting die of the same color as the value of the stamina marker. The lower your stamina, the lower your accuracy.



Place a hit/miss marker on the corresponding target based on you result. Misses will result in penalty laps (see p.9)

= Hit = Miss

Always shoot from left to right. You don't have to shoot all 5 shots in one turn.



At any time during your turn, you **MAY**:



1 Choose **ONE** of your outermost wax tokens
2 Use its effect
3 Flip it

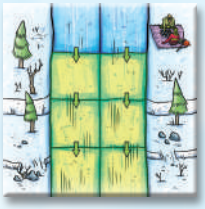
When all players have taken their turn, move the First player marker one step clockwise and start the next round.

In a **2 PLAYER GAME**, the First player marker is moved to the next **NATION**

THE COURSE

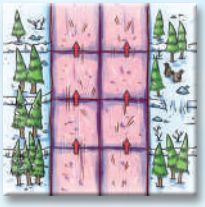
The terrain has a great effect on cross-country skiing, most notably being the strain of going uphill, and the ease of going downhill.

DOWNHILL



If you **END** a move on a green, downhill space **AND** directly behind another player, you may choose to move up to three spaces for free and pass one skeeple without paying stamina.

UPHILL



If you **START** on a red, uphill space, reduce your total number of moves that turn by 1, to a minimum of 1.

START TILE



On your first turn, choose freely in which lane to start your movement.

You do **NOT** have to pay stamina to move into the same space as another player on the spaces right after start.

SHOOTING RANGE



When you enter the shooting space of a shooting range, your movement is over. The following rounds, you have to shoot instead of move, until you have made 5 shots (see p.8). You may **NOT** shoot the same turn that you entered the shooting space.

After making your 5 shots, take laps in the penalty lane according to the number of shots you missed. For every lap made, remove 2 miss markers. Repeat until you have no miss markers left, then continue on the race course.

0 MISSES = 0 laps
1-2 MISSES = 1 lap
3-4 MISSES = 2 laps
5 MISSES = 3 laps

You do **NOT** have to pay stamina to move into the same space as another player in the shooting range.

You can **NOT** draft on a player in the shooting range or in the penalty lane.

GAME END

The first player to cross the finish line is the winner – the gold medalist.

The race continues until all players have passed the finish line to determine silver and bronze medalists.

In a **2 PLAYER GAME**, the game ends immediately when one player has crossed the finish line.

ADVANCED NATIONS

Once you are familiar with the game, you may choose to play with the advanced nations on the back of the player nation boards: Austria, Finland, Italy, United Kingdom & USA.



All

The stamina differs for each advanced nation. When shooting, always use the die of the same color as the space underneath the stamina marker.



Austria, **Italy**

Some columns are considered full, meaning any 6s in the star boxes above can be taken, when three dice have been placed instead of four.



Italy, **United Kingdom**

Replaces the star box above a column. When taking the 6, you choose to either include it in your taken dice **or** flip back one of your innermost used wax tokens.



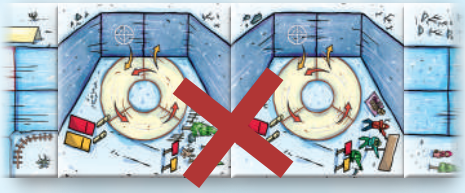
Finland

You **may**, **once** each shooting turn, use the wax token printed on the player board. You **can** use another wax token on the same turn.

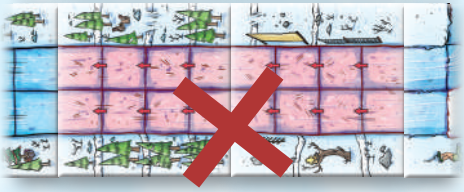
RACE COURSE TIPS

When building your race course, consider these tips for a more balanced course. They are, however only suggestions, you are free to build your race course in any way you se fit.

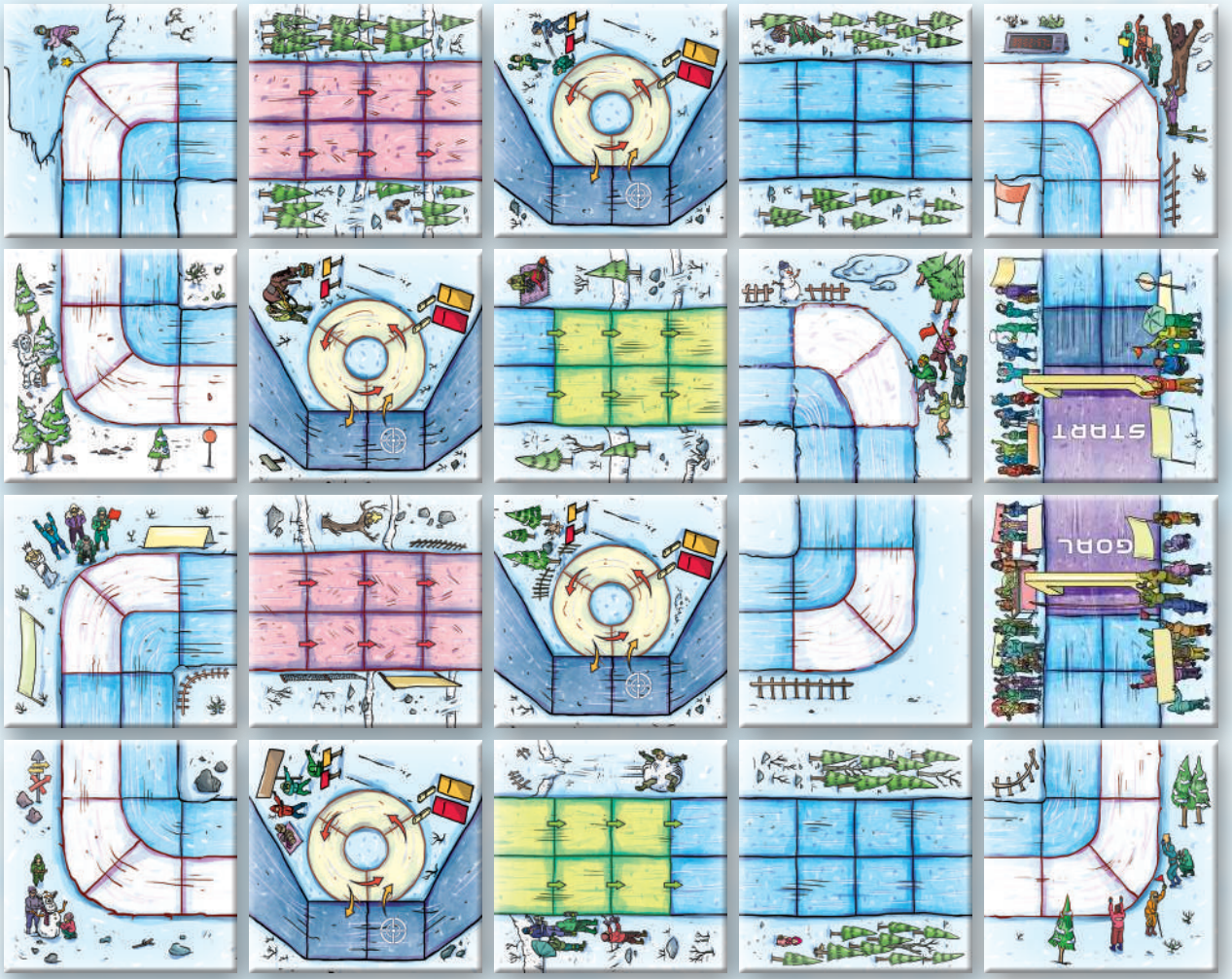
1 Aim to keep the **shooting ranges** spread out over the race course. Avoid placing a shooting range directly following another shooting range.



2 Don't place an **uphill** space directly following another uphill space, as these tend to decrease the distance between players.



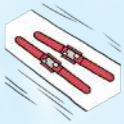
SUGGESTED LONG RACE COURSE



WAX ICONS



Reroll one shooting die



Gain sprint this turn. Also gain moves equal to the number of dice in your sprint column. **DON'T** remove the dice.



Use an additional column for free this turn



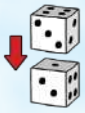
Reroll any **ONE** die from your player board. Place it as usual



Reroll **ALL** dice on your player board. Place them as usual



Add 1 to the total number of dice taken this turn. Does not count towards filling columns to use the 6 box



Deduct 1 from the number of dice taken this turn



Pay one stamina

Some wax tokens have more than one icon. In those cases, all actions **MUST** be taken, unless it has a /, then you choose **ONE** of the actions. If the token has the  icon, you **MUST** start with paying stamina.

GLOSSARY

AVAILABLE DICE:
Your dice currently not on your player board

DICE COLUMN:



DOWNHILL: p. 9



DRAFTING: p. 8
Following another players exact movement

PENALTY LANE: p. 9



RACE DIE:



SHOOTING DICE:



SHOOTING RANGE: p. 9



SPRINT: p. 8
Movement that prevents drafting

SPRINT COLUMN: p. 6



STAMINA: p. 7



STAR BOX: p. 6



UPHILL: p. 9



WAX TOKEN: p. 8

