

ROLL TO THE HILL

# COLINA ABAJO

*Miguel Suárez Olivares*



1 a 5  
jugadores



Duración 10  
a 30 minutos



Desde los  
7 años



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The kids in neighborhood Doragua and GATO NEGRO compete in who's built the fastest kart. They've organized wacky kart's races along the highest hills in the city. In addition to the glory, they will win a coke given by the supermarket "Adeuda".  
Who's got the fastest kart?

## OBJECTIVE

Descent the hills in the least possible time, while avoiding obstacles and crashing with other racers.

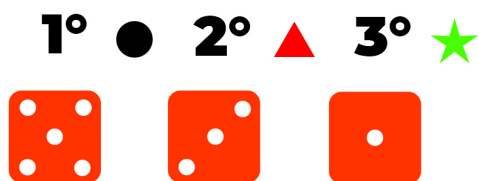
## PREPARATION

You will play as many downhill races as players. Also, you should agree upon how far you will race in each hill (n° of downhill sheets per hill). *It is recommended to cut and laminate the tracks separately.*

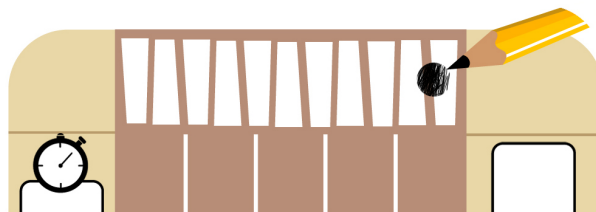
Each player receives the total of downhill sheets needed to complete all the races. For example: if they run 3 races each with a depth of 4, each player needs 12 downhill sheets or 4 laminated.

In each downhill sheet you draw at least 1 bonus and 3 obstacles (you can draw more obstacles, see sheet example).

5 dices are placed in the center of the table and each player receives a pen.



-You draw pole position, which defines the order in which the karts are placed. The order will advance with each hill (the second goes first and so on).



-Following the order, each player draws his kart and also the rival's karts on top of the downhill sheet. Also registering the position of the competitors.

## HOW TO PLAY

Roll the dice. Each player chooses from the same dice results and simultaneously draw, with arrows, his kart's movements downhill (six in total). In every movement, or action, the karts go down a level, except for brake and boost.

The dice results, are:



### BRAKE

The kart won't descend a level. **It is positioned in a straight line.**



### RIGHT

The kart descends diagonally to the right.



### DODGE

The kart descends diagonally left or right, and dodges any obstacle.



### NEUTRAL

The kart descends maintaining its trajectory.



### LEFT

The kart descends diagonally to the left.

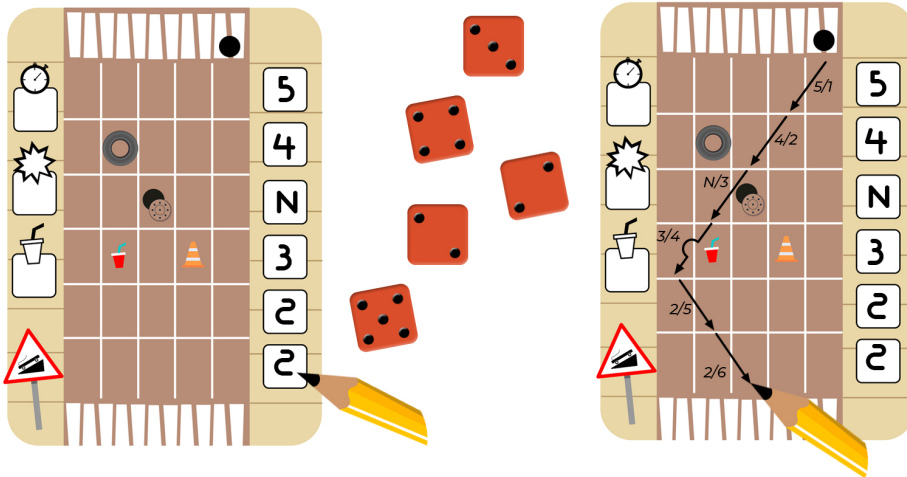


### BOOST

The kart descends two levels, maintaining its trajectory.

**Attention: In every downhill sheet, you can add a free neutral.**

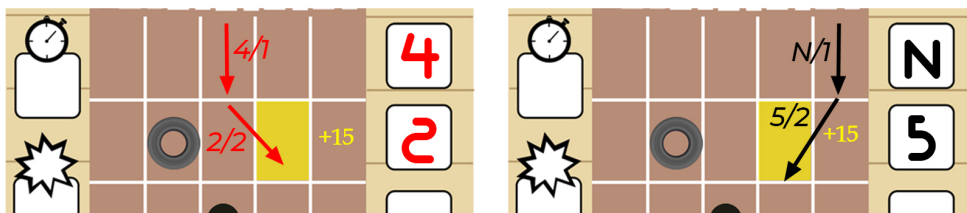
Watch the dice and think all your moves, and when you are ready draw your kart's route in the downhill sheet. With a pen, mark the start and end points between levels. And in the maneuver section, write down the tempo and dice number used in every level. The tempo is basically the sequence of 1 to 6 or more, in which we draw each maneuver, including the neutral, for example: 5/1, 4/2, N / 3 ...



Attention: If you are out of actions, and you have not completed the six levels of the downhill sheet, your kart continues falling, following its trajectory to the next downhill sheet or to the goal.

Attention: If as a result of a maneuver, your kart collides on its side, the kart will deviate in the opposite direction to the one it was carrying. If the kart crashes head on it stops, then your next maneuver will define the kart's direction.

Once everyone completes the sheet, compare your route with the rest and check for crashes: When two karts fall into the same position, each player adds 10 seconds.



After the descent register:



**The time;** Considering 10 seconds for each marked tempo in the downhill sheet (note that boost lets you go down two levels in 10 seconds and brake adds 10 seconds without descending any level).



**Crashes:** add 15 seconds, They must be secretly registered.

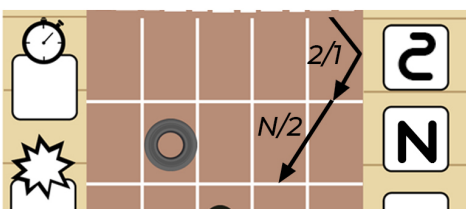


**Bonuses:** Discount 5 seconds at the end of game.

Attention: when registering 3 crashes in a race, you can only use 4 of the 5 maneuver dice. If you register 5 crashes you leave the race, adding the time of the last +30 seconds. In both cases, the next race you descend normally again.

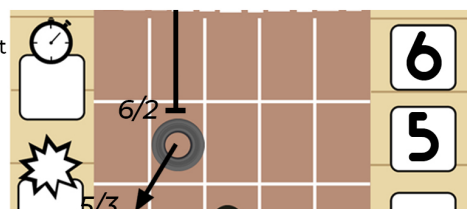
## EXAMPLE OF CRASHES

To graph the crashes on our descent sheet we will draw them as follows:



If the kart collides on its side, after impact, it will continue in the opposite direction.

*In the example 2/1, after the collision the neutral selection maintains the direction to the left.*



If the cart collides head-on, it brakes, and the next maneuver will define its trajectory.

*In the example, the first movement was driven (6) by advancing two quadrants. The crash forced the brake, and then continued to the left (5).*



## END OF THE GAME

The game ends when all the races are finished.

Record the sum of all your times in the final box, adding crashes and subtracting bonuses from your times. **The winner is the one who accumulates the less time, adding all the races' time.**

### SOLO MODE: Improve your times.

- Set up a race with the number of descents you want.
- Use the predefined sheets and add an obstacle to each downhill sheet and shuffle the downhill sheets.
- Only at the conclusion of one downhill sheet does another reveal.
- Play by these rules with the exception of not compare your route.



You can support us by evaluating the game in BGG:  
<https://boardgamegeek.com/boardgame/312721/roll-hill-colina-abajo>



**BRAKE (1)**  
The kart won't descend a level. It is positioned in a straight line.



**RIGTH (2)**  
The kart descends diagonally to the right.



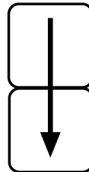
**DODGE (3)**  
The car descends diagonally left or right, while avoiding an obstacle.



**NEUTRAL (4 - N)**  
The kart descends maintaining its trajectory.



**LEFT (5)**  
The kart descends diagonally to the left.



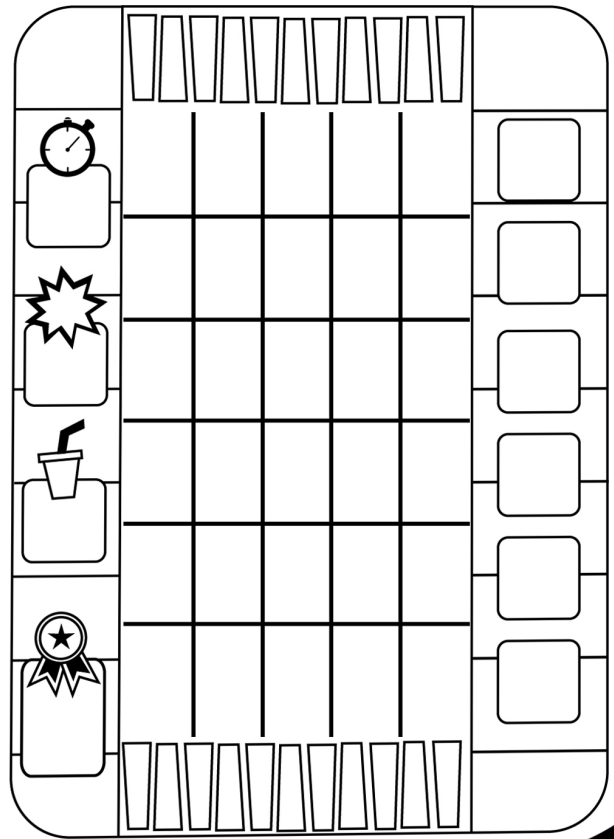
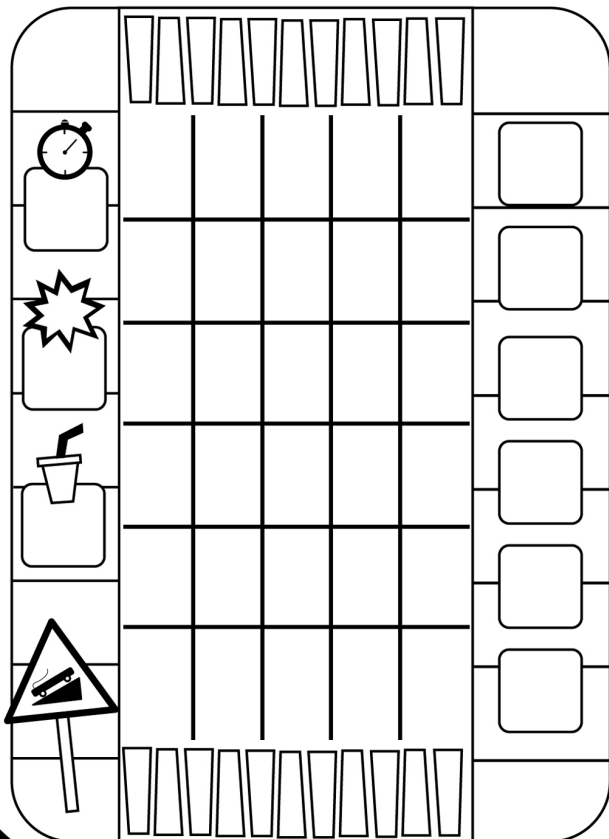
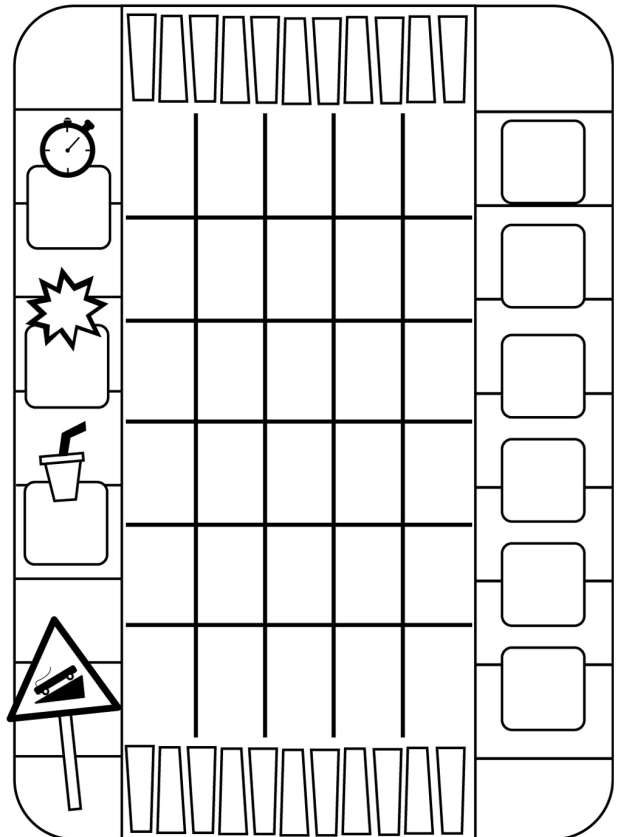
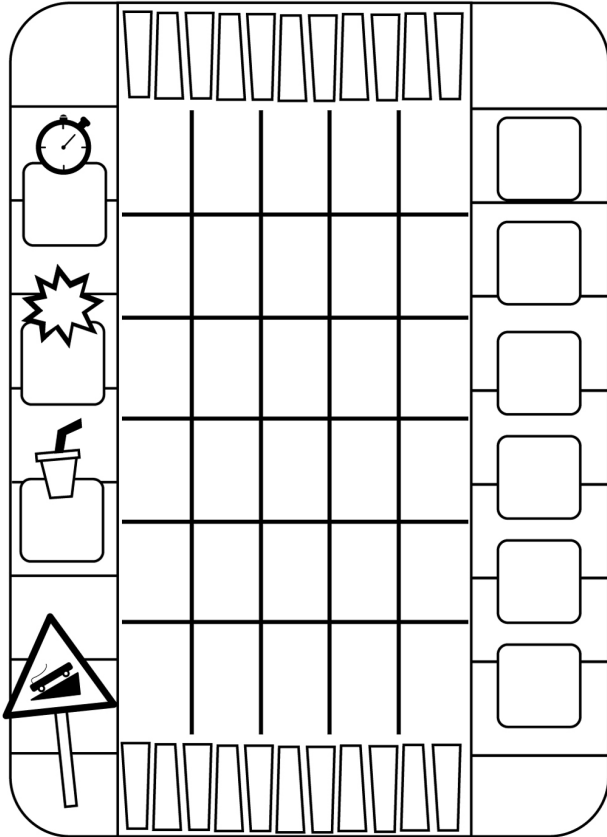
**BOOST (6)**  
The kart descends two levels, maintaining its trajectory.



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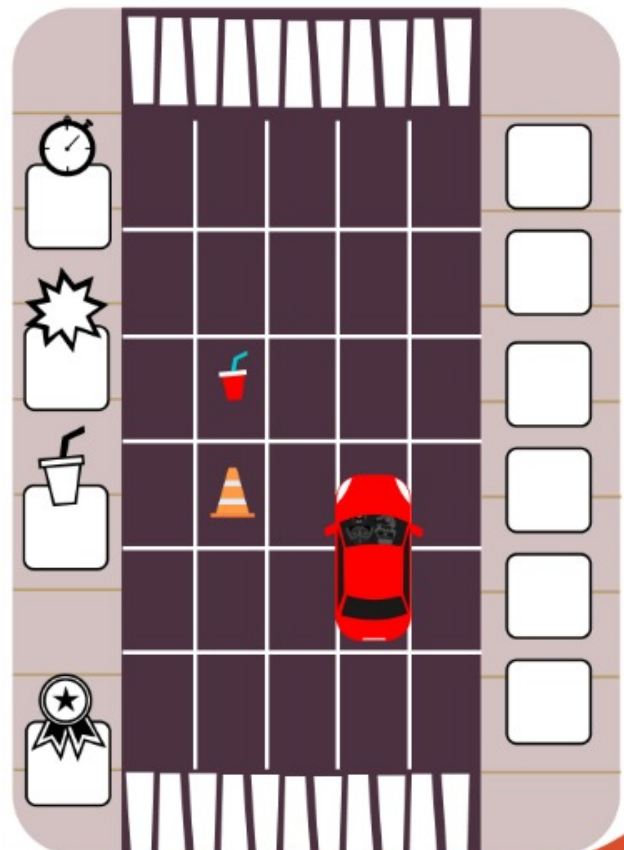
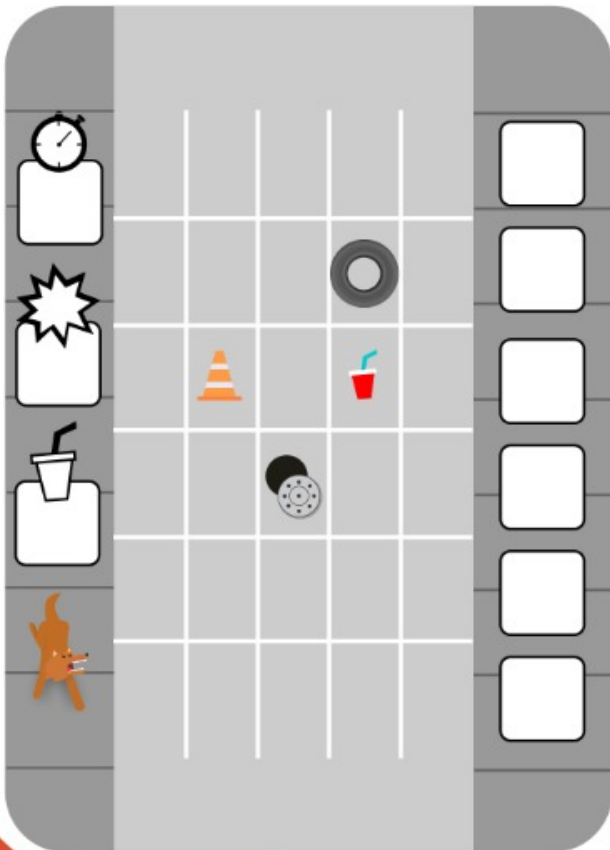
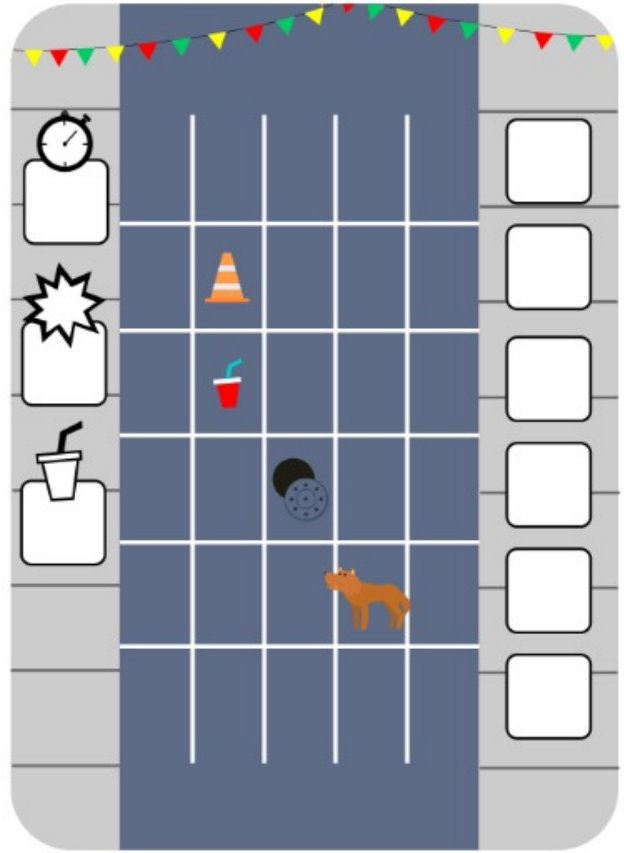
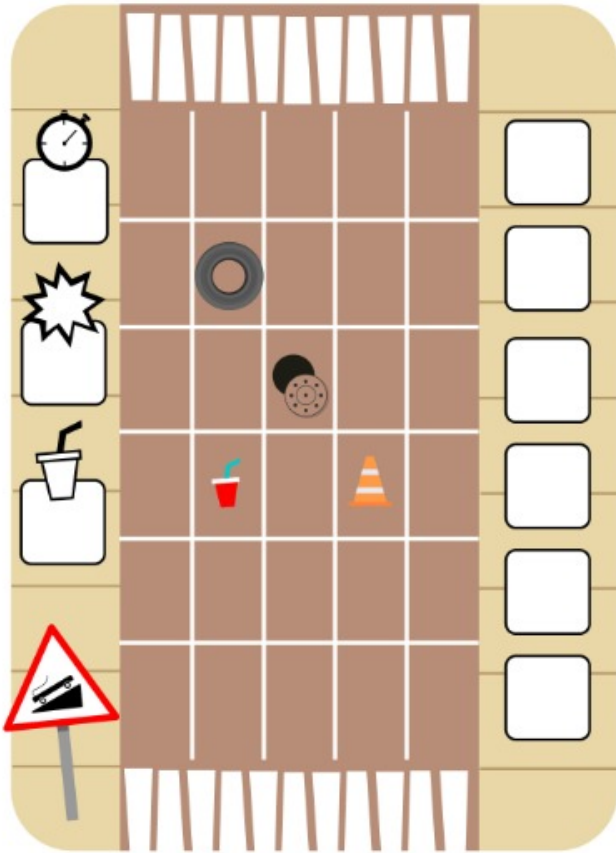
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# EL ASALTO AL REY MARMOTA

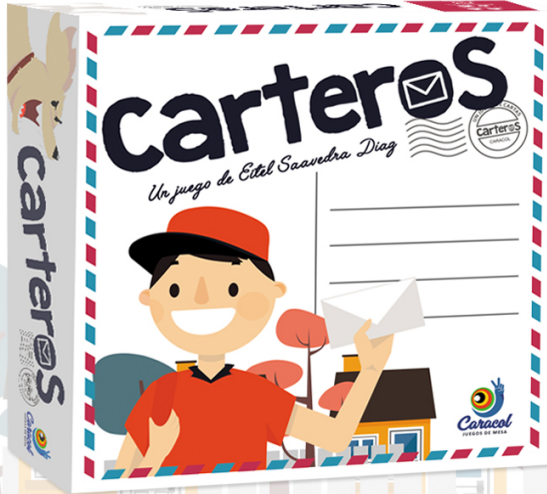
The Groundhog King is in battle against the wolves and left his mountains defenseless, the brotherhood of the fire-tailed lizard has this unique opportunity to steal and distribute his treasures among the weakest rodents of Rodentia.

A Roll and Write game of pattern building, placement of icons, road building and dice value management.

SEPTEMBER 2020 ON KICKSTARTER



Encuétralo en @masogames



# Carteros

Un juego de Eitel Saavedra Diaz

Study the streets well to manage to deliver all your letters. It doesn't seem difficult, but be careful with the dog!



Encuétralo en @juegacaracol



- WILFREDO FIGUEROA -

# FISHERMAN VS DIVER



Encuétralo en @nebrall.games