SKOOT

a D.I.Y. Biathlon board game, by RJ Weise

Introduction

SKOOT is a Biathlon board game, based on rolling dice and making a few strategic decisions, in which competitors ski three loops and shoot twice. For the skiing part, the effort is based on tactics and players use a single die to determine the number of tiles they go along the course. The shooting success is determined by a tactical decision and rolling a dice for each of the five targets. The game is easy to learn and can be played by young and old.

Required to play the game

- The board with the ski track, a recovery area, a shooting area, a penalty loop and a finish section (see example below)
- At minimum five dice, but ideally eight dice (two for skiing, one for recovery and five for shooting)
- A token for every racer (Lego one-size blocks work quite well)
- A token for the heart rate meter when playing the heart rate meter add-on
- A piece of paper to write down the tactics per player per lap (lap one and two only), recovery, missed shots; see example below. Only for the game played without the heart rate meter add-on

Phases in the game

- The racers line up at the start
- They determine their tactics for lap one (see Tactics in the game)
- The player rolls a single die and move their races forward on the track, one tile per dot on the die
- Then they add their “bonus” from the Tactics of the game decision
- If they end on a tile occupied by another racer, the racer can move one more tile forward thanks to the draft behind the other racer. If that one is occupied too, the racer moves up another tile, etc.
- When the racer faces a tile with two small arrows, he/she is climbing: every square counts double (2 dots). If the racer ends on a tile with two arrows with the last dot, in the next turn the second dot for this square is scraped; all dice moves and Tactics moves happen before a possible draft can occur by landing on a tile occupied by a racer
- When the racer faces a long dark arrow, possible spanning multiple tiles, he/she is going downhill: as soon as you land on one of these downhill squares, keep gliding down until the next square without arrows; all remaining moves are scratched
- When a racer reaches the recovery zone, all remaining moves are scratched, but in the same turn...
- The players now roll the recovery die, which determines the number of shooting dice being rolled in the next turn when shooting (maximum 5), and the racer decides if he/she accepts

the roll. If the player accepts the roll the racer is placed in the shooting zone, and the turn is over. If the player thinks the roll is too low, the turn is over, and the player tries another roll with the recovery die in the next turn. This can keep going with one roll per turn until the player accepts the roll.

- For the shooting area, a player rolls a specific number of shooting dice based on the result of rolling the recovery die in the previous turn (in the recovery zone). If the highest number of this set of dice (between one and five) is a:
  6 -> zero penalty loops
  5 -> one penalty loop
  4 -> two penalty loops
  3 -> three penalty loops
  2 -> four penalty loops
  1 -> five penalty loops
- After the shooting, the racer is placed in the first tile after the shooting area, and the player needs to decide on the Tactics for the second loop. Then the turn is over
- If needed, go around the penalty loop as many times as you had misses, after which the racer goes back to the normal course
- Go through the loop, recovery, shooting and penalty loops (if needed) as before
- For the third loop (not followed by shooting), there are no tactics available
- Go to the finish, counting the recovery and shooting area as one tile.

Tactics in the game

- The player can decide for loops one and two if their racer should push a bit; by skiing faster though, the odds of shooting clear will reduce!
- There are four options:
  0 -> ski tiles as per rolled die; everything goes as described above
  1 -> racer get one extra move per turn when skiing; however, when rolling the recovery die in the recovery zone, subtract one from the value the player rolled
  2 -> racer gets two extra moves per turn while skiing but reduces the recovery die value by two
  3 -> ski all out which three extra moves per turn, but subtract 3 from the rolled value with the recovery die
  Note: the player still gets to decide to go ahead with the end value. However, if the rolled value minus the value of the tactics is 0 or lower, the player will have to wait for the next turn automatically.

Add-on one: Altered Game Flow With Heart Rate Meter

The game can be played as described above, but for a bit deeper tactics you can use the heart rate meter. Conceptually it means that if you push harder on your skis your heart rate goes up and your chances of shooting clean go down. It's similar to the tactics described above, but rather than setting the tactics at the start of a loop and using it for the whole loop, the heart rate meter gets set every turn and applies to that turn, so you get more control over your race tactics.

Start turn

- At the beginning of the game, in addition to placing a token at the start of the course track, each player also places a matching token at the start position of the heart rate meter at the bottom
- Before each turn, the player chooses to roll either one or two dice. If the player chooses to roll one dice, it behaves just like it did before, with no impact on the players' heart rate.

Adding to Heart Rate Meter

- If the player chooses to roll two dice, this means that they are pushing the pace, and thus increasing their heart rate. They move the total amounts rolled on both dice, but increase the heart rate the number of dots on the lower of the two dice for the "extra effort" that the skier is exerting. For example, if a player rolls a 6 and 3, they advance 9 tiles on the track and move the heart rate up three
- Speed Boost: When you throw a double other than a double one, move an extra dice-worth while incurring normal heart rate cost. For example: roll double threes, move nine tiles and increase heart rate by three (not six).

Reducing the Heart Rate Meter

- Decrease heart rate by one if you draft (when you land on another token)
- Decrease heart by one directly after a downhill. If, after the downhill, you get a (or more than one) draft, you get the additional heart rate decrease(s) as well
- Fall: When you throw double one you have fallen! Don't move your token, but reduce your heart rate by two
- If you roll a single die three turns in a row, you can decrease two heart rates.

Recovery zone

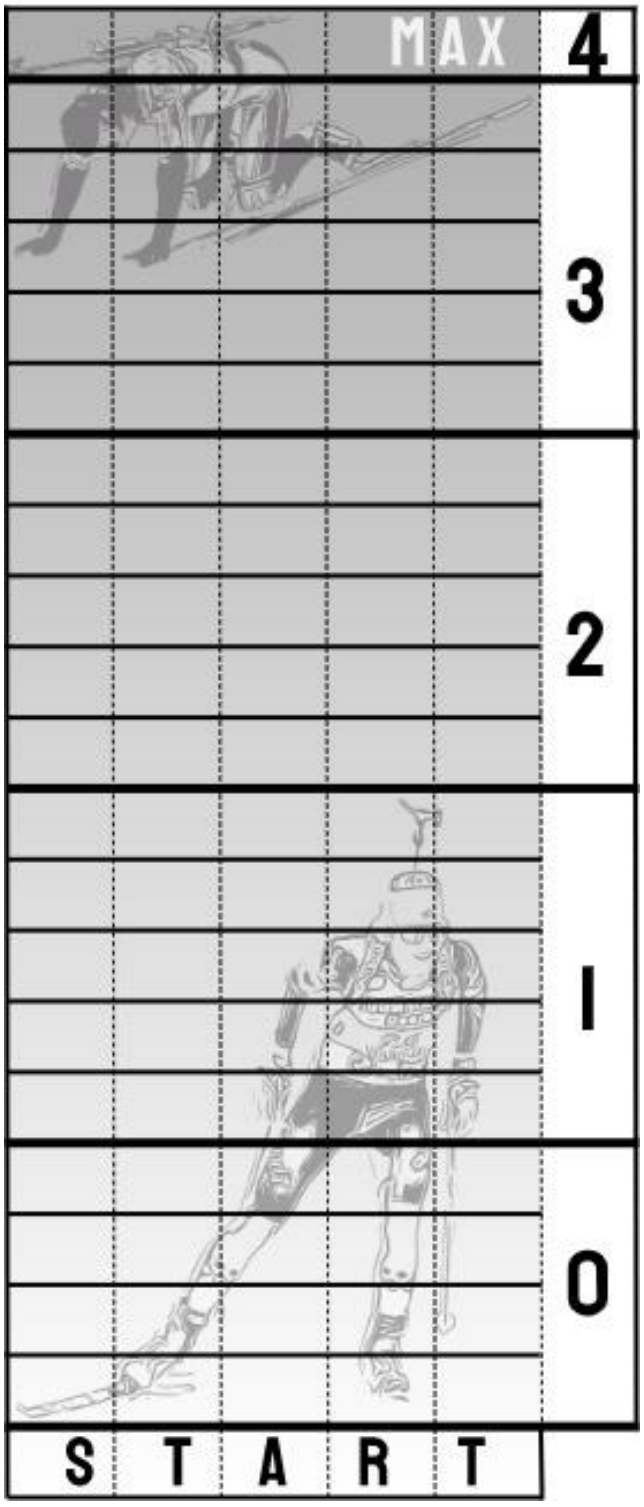
- For every turn skipped in the recovery zone, two heart rate points can be deducted
- After the player accepts the recovery roll and moves to the shooting range, they move their heart rate down three.

MAX Heart Rate

- If a player chooses to roll two dice and the heart rate increase would push them ABOVE the MAX, the player loses that turn and moves neither the token on the track nor the token on the heart rate meter. To reach the MAX, they must get the exact number of heart rate steps to reach MAX.

For the next laps, play continues just like lap one. However, since the heart rate isn't reset completely, the player must manage when and how much to push the pace. Whoever conserves their energy can have a strong "sprint finish" towards the finish line. Use your double roles wisely. Do you want to have some room at the end of the race? Is there a downhill section coming soon, so you may want to hold off on that second die? It's up to you now.

Heart Rate Meter



Add-on two: More Realistic Shooting

The shooting described in the *Phases-in-the-game* section works well but is not the most realistic compared to actual shooting in biathlon. The following add-on replaces the actions in the recovery zone and the shooting zone and assumes the previous add-on one is also used (with the heart rate meter).

When arriving in the recovery zone, there is no longer a need for rolling a die. By default, the racer has five dice. The racer can decide to either go to the shooting zone or rest another turn (or take it slower through the recovery zone) which lowers your token on the heart rate meter by two.

Once the racer moves to the shooting zone, he or she roles the five dice and adds up the total value. Then they use the following table to determine the number of penalty loops. Note this table depends on your position on the heart rate meter. This is why one can wait one or more turns in the recovery zone to drop the heart rate before proceeding to the shooting zone.

HEART RATE ZONES →					
0	1	2	3	4	
19	20	21	22	23	0
15	16	17	18	19	1
12	13	14	15	16	2
10	12	13	14	15	3
6	10	11	12	13	4
5	9	10	11	12	5

MISSES ↓

The numbers indicate per heart rate meter zone what sum needs to be achieved to get the according number of penalty loops. For example: when someone enters the shooting zone with their heart rate meter on zone 2 and rolls a 5, two 3's, a 2 and a 1, the total sum is 5+3+3+2+1 = 14. Being in zone two means the racer has two misses and thus two penalty loops. Or someone who is in zone 0 rolls a sum of 18 gives them 1 penalty loop.

The odds to roll these sums are set so that they are very similar to the odds of shooting clean, having one miss, two misses, etc. and is explained by the fact that shooting becomes harder with a higher heart rate.

Tracks

The tracks are available in JPG and PDF format, to be printed. The JPG file is just the full track, to be printed on any paper size available. Note that it can be played on letter-size paper, but you'll need pretty small tokens. The PDF is created so it can be printed on four sheets of letter-size paper and cut and glued together. The edges have some overlap. This is the preferred setup.

The tracks are roughly based on existing racecourses, and more may be added in the future.

Happy **SKOOT**ing!

Score sheet Example for basic game (without Heart Rate Meter)

		Player1	Player2	Player3	Player4
Lap 1	Tactic				
	Recovery				
	Misses				
Lap 2	Tactic				
	Recovery				
	Misses				
Lap 1	Tactic				
	Recovery				
	Misses				
Lap 2	Tactic				
	Recovery				
	Misses				
Lap 1	Tactic				
	Recovery				
	Misses				
Lap 2	Tactic				
	Misses				
	Misses				
Lap 1	Tactic				
	Recovery				
	Misses				
Lap 2	Tactic				
	Recovery				
	Misses				
Lap 1	Tactic				
	Recovery				
	Misses				
Lap 2	Tactic				
	Recovery				
	Misses				
Example	*Tactic*	+1	+1	0	+2
	Recovery	5-1=4	6-1=5	4	5-2=3