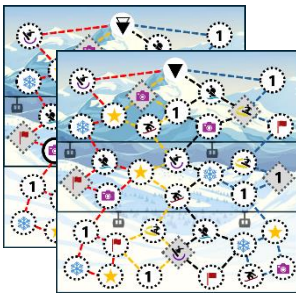


Slope Stars

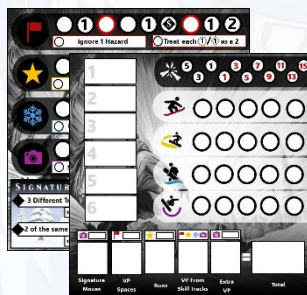
1-4 Players | 30 Minute Playtime | Ages 13+ | Created by Michael Posada

Take on the role of a snowboarder competing in the Six Slopes Tournament, an annual challenge where the most daring athletes will shred down six different mountains, each one more perilous than the last. Perform Tricks, visit Landmarks, and avoid the Hazards along the way! The player with the most Victory Points after 6 rounds is the winner!

Game Contents



4x Double Sided Mountain Boards



8x Double Sided Trick and Skill Boards



12x Micro Maneuver Cards



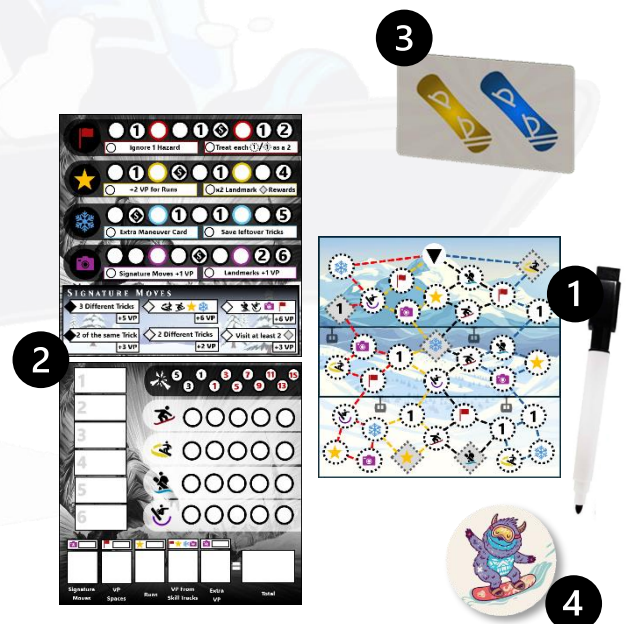
5x Dry Erase Markers



1x First Player Token

Setup

- 1 Give each player one random Mountain board and a dry erase marker.
- 2 Give each player one Skill board and one Trick board.
- 3 Shuffle the deck of 12 Snowboard cards and place them in the center of the table. *The -2VP Medal card is only used in a four-player game.*
- 4 Give the first player token to the player who most recently went snowboarding or has most recently experienced snow (you may also randomly determine the first player). You're now ready to play!



The setup for each player in a game of Slope Stars.

Card Anatomy

The **Round Tracker** provides spaces to write the total amount of points you earned in a round.

The **Notes** section helps you keep track of the different sources of Victory Points you can earn in a round. It's recommended that you move from left to right when reviewing this section at the end of each round. When a special bonus is earned, fill the box above a scoring section as a reminder for future rounds!

The Trick Board.

The Trick Board interface includes a grid of trick symbols (skier, snowboarder, etc.) and a scoring section at the bottom with boxes for Signature Moves, VP Spaces, Runs, VP From Skill Tracks, Extra VP, and a Total box.

Fill a space on the **Injury Track** whenever you pass through a Hazard as you descend the Mountain. At the end of the game, you will gain points (the black numbers) or lose points (the red numbers) based on how many Hazards you've passed through.

Fill a **Trick Space** when you pass through the corresponding symbol as you descend the Mountain. These Tricks may be turned in to perform Signature Moves and are normally erased at the end of the round.

The Skill Board.

The Skill Board interface features several tracks with icons (Red Flag, Yellow Star, Blue Snowflake, Purple Camera) and numbers. It includes checkboxes for rewards like 'Ignore 1 Hazard', 'Treat each 1/1 as a 2', '+2 VP for Runs', 'x2 Landmark Rewards', 'Extra Maneuver Card', 'Save leftover Tricks', 'Signature Moves +1 VP', and 'Landmarks +1 VP'. At the bottom, there's a 'SIGNATURE MOVES' section with various combinations of tricks and landmarks for Victory Points.

Collect **Red Flags** to fill this track and earn rewards and Victory Points (indicated by the numbers), unlocking an ability at level 3 and 7.

Collect **Blue Snowflakes** to fill this track and earn rewards and Victory Points (indicated by the numbers), unlocking an ability at level 3 and 7.

Collect **Yellow Stars** to fill this track and earn rewards and Victory Points (indicated by the numbers), unlocking an ability at level 3 and 7.

Collect **Purple Cameras** to fill this track and earn rewards and Victory Points (indicated by the numbers), unlocking an ability at level 3 and 7.

Your **Signature Moves** allow you to combine different Tricks you've performed to gain Victory Points. Whenever you fill in a **S** symbol, choose one of the four extra Signature Moves and unlock any one of your choosing. Complete multiple Signature moves in a turn to score a large amount of Victory Points! Any Signature Move that features a Red Flag, Blue Snowflake, Purple Camera, or Yellow Star Symbol requires you to have passed that symbol in a single descent! For example, the top rightmost Signature Move requires that you collect 2 specific Trick Symbols while also passing and collecting both a Purple Camera and Red Flag on your descent (they are not turned in).

NOTE: A Trick symbol cannot be used to fulfill multiple Signature Moves.

When you reach the 3rd and 7th space of a particular Skill Track, immediately choose one of the two Special Skills below that track to acquire. These Skills go into effect at the start of your next turn/during the next section of your Mountain and last for the remainder of the game. * **denotes an ability with a Notes Reminder:**



Ignore 1 Hazard: Each round that you descend the Mountain you may ignore up to 1 Hazard.



Treat Each 1/1 as a 2*: Gain 2VP from any Victory Points spaces on the Mountain instead of 1VP. These spaces are treated as having a “2” printed in the space instead of a “1”. This also affects any “1” in a Landmark.



+2VP for Runs*: Whenever you continue your descent from the same color path, you have completed a Run (a maximum of 2 Runs can be completed each round). Without this skill, a Run is worth 1 Victory Point. This Skill increases a Run’s Victory Point value from 1VP -> 3VP.



X2 Landmark Rewards: As you pass through a Landmark, double the value of the reward within that Landmark. For example, you’ll gain 2 of the same Trick or Skill symbol instead of one and gain 2 Victory Points instead of 1 Victory Point when passing a 1.



Extra Maneuver Card: After unlocking this skill and at the start of each new Round, draw a random Maneuver Card from the deck and place it in front of you with the single snowboard side up. You may choose to use this Maneuver instead of one in the center of the table.



Save Leftover Tricks: By unlocking this skill, you may save any number of Tricks in between rounds instead of erasing them from your Trick board

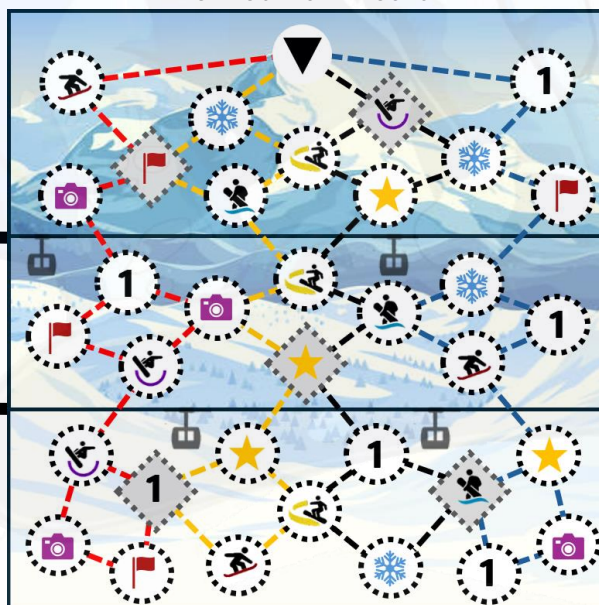


Signature Moves +1VP*: Each of your Signature Moves is worth an extra +1 Victory Point.



Landmarks +1VP*: Whenever you pass through a Landmark, gain 1 Victory Point. Write this amount in your Extra VP Section.

The Mountain Board.



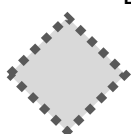
Each Mountain features two **Gondola Lines**. Whenever you make one of your three descents down the Mountain each round, that descent will either end at a Gondola Line or end at the bottom of the Mountain.

When choosing a Maneuver card other than your previously chosen color, trace along the Gondola line to that color, then trace down the path.

Mountains are divided into 3 different sections.

Whenever you draft a Maneuver card, you will trace a path down your mountain that matches the color of the Maneuver card chosen, collecting all rewards and Hazards passed along the way.

Some paths offer a choice of which reward to earn. You will descend the Mountain 3 times on your turn, each time exploring a different section of the Mountain.



Each Mountain has five **Landmarks**, indicated by the grey diamond shape. On their own, Landmarks don’t provide any additional benefits. However, you can unlock various skills that add value to these spaces such as doubling their rewards or gaining extra Victory Points. In addition, when circling Hazards at the end of a round, only one Landmark may be chosen.

Gameplay

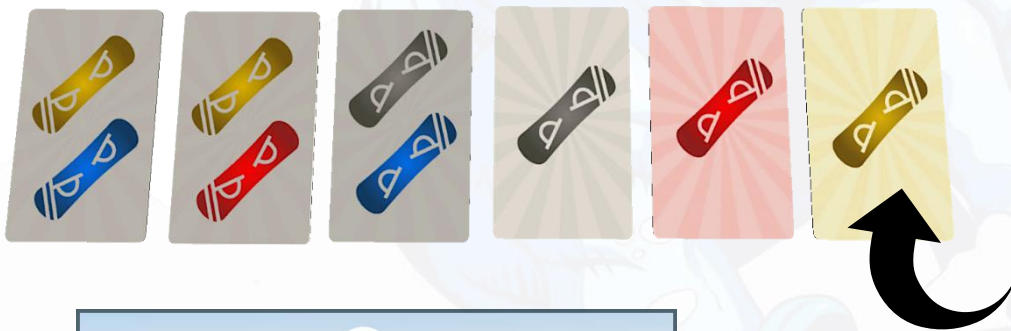
Slope Stars is played over a series of 6 Rounds – each round is split into 3 different phases: The Mountain Phase, the Scoring Phase, and the Hazard phase. During the Build Phase, players will take turns drafting Maneuver cards from the center of the table, descend their mountain, and mark off their rewards. During the Scoring Phase, players will check their mountain for accuracy, tally up their collected points, and write their total in the round tracker. During the Hazard phase, players will be erasing their mountains, outline hazards for the next player, and pass their mountain to the player on the left. Let's follow Danny as they play a full round of Slope Stars!

The Mountain Phase

During the Mountain Phase, players will be drafting Maneuver cards from the center of the table to descend along that color to the next section. These cards will be dealt face-up and face-down based on the number of players. A face-up Maneuver card has a single color to gain while a face-down Maneuver card features two different colors to choose from.

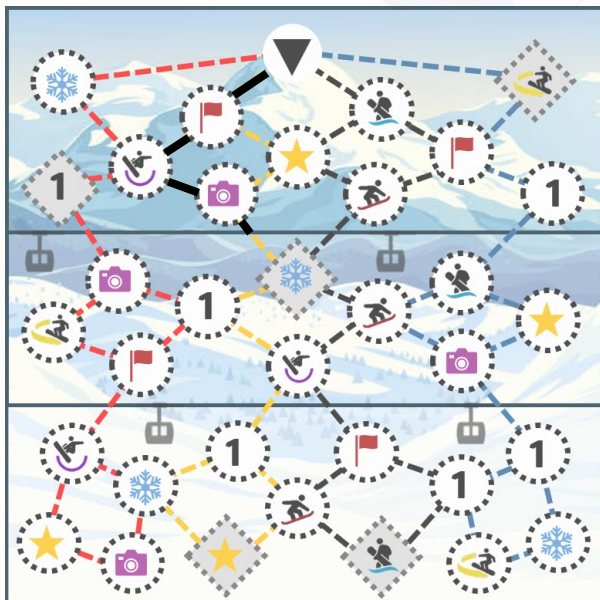
Number of Players	Cards to Draw
1	3 Face Up
2	2 Face Up, 2 Face Down
3	3 Face Up, 3 Face Down
4	6 Face Down

When selecting a face-down card to draft, declare which color you are choosing, then flip that card face-up. This face-up side of a Maneuver card has a 50/50 chance of being one of the 2 colors on the other side. After drafting your card, each other player will take their turn before you get to draft again. Players will each be drafting 3 cards this way.



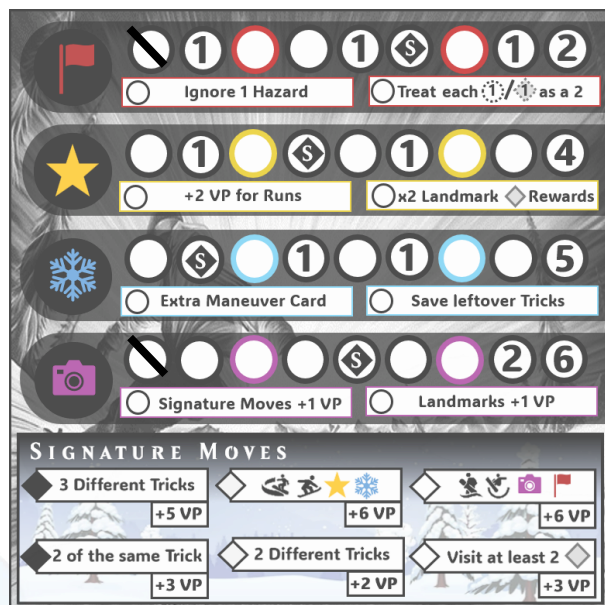
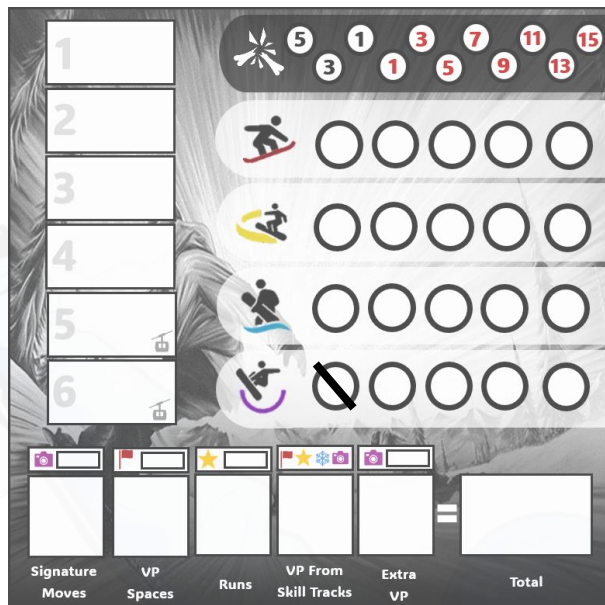
Let's follow Danny as they play through the Mountain Phase!

Danny is going first in a 3-player game and has many choices available to them! Danny chooses to take the face-up Yellow Maneuver card in order to descend the Yellow path of their Mountain. As this face-up card is taken, it is discarded from the center row.

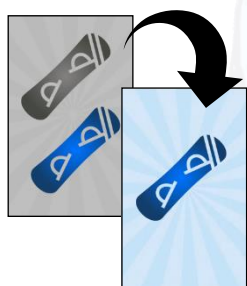


Danny first starts by drawing a line from the top of the Mountain to the first reward on the Yellow Path. Some paths such as this one have branching choices, allowing you to choose the reward you obtain. Danny makes the choice to obtain the Trick symbol instead of a Yellow Star, continuing along the path. They finally acquire the Purple Camera symbol and continue the path all the way down to the Gondola Line! Danny will have to wait until their next turn before drafting another card to continue their descent.

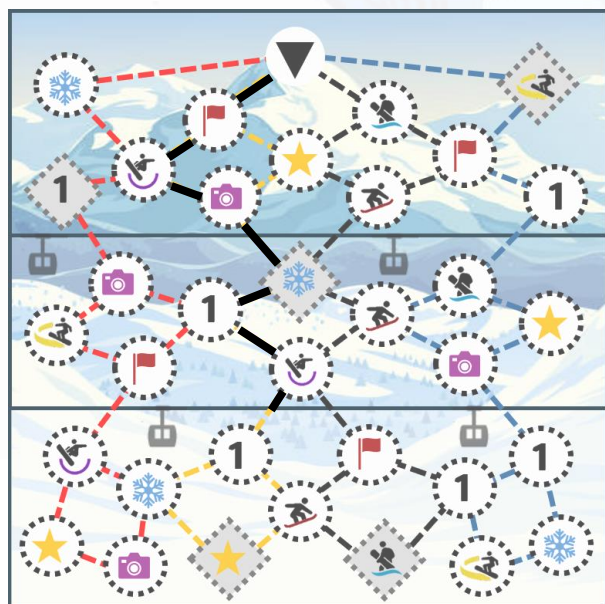
After tracing their path, Danny marks off the symbols they received on both their Trick Board and their Skill Board, gaining 1 Red Flag, 1 Purple Camera, and 1 Trick symbol.



The second player chooses Blue and flips over the black and blue Maneuver, revealing another Blue card while the third player chooses to take a face-up Red card – it's back to Danny's turn!



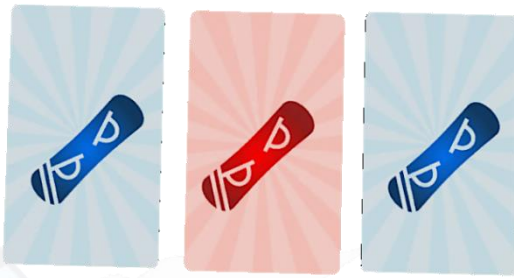
If Danny chooses another Yellow Maneuver card, they complete a **Run**, scoring an additional +1 Victory Point! Seeing this opportunity, Danny announces they are taking the Yellow path then flips over the face-down yellow and blue card.



As Danny descends the yellow path of the mountain, they are going to add further rewards to their Skill and Trick Boards, putting a single slash through the reward as they obtain it. Any **1** obtained are calculated during the Scoring Phase.

In this example, Danny gained 1 space on the Snowfall Track as well as one additional Trick symbol which they will mark on their Trick Board. If they get 1 more space filled on their Snowfall track, they will be able to unlock a new Signature Move!



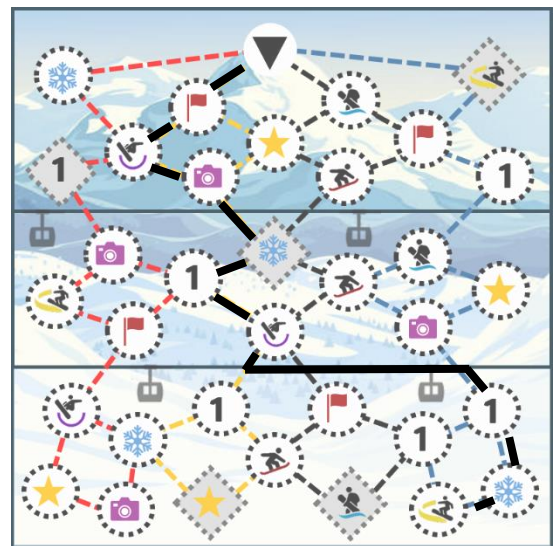


After each other player drafts their 2nd card, it's Danny's final turn and they have 2 different color paths to choose from among the three cards left in the center of the table. After looking over their board, Danny decides to take one of the Blue Maneuver cards, finishing their descent of the mountain.

Danny marks one Snowfall symbol and 1 additional Trick Symbol on their player boards and waits for the other players to finish their turns.

By taking the Snowfall symbol, Danny has unlocked a new Signature Move! Whenever a is collected on a Skill Track, that player may immediately choose one of the four extra Signature Moves to unlock. Danny chooses to unlock the Signature Move in the top rightmost corner, which means they can score that Signature Move for the remainder of the game!

Once all players have finished their descent, move on to the Scoring Phase!



	<input type="checkbox"/> Ignore 1 Hazard	<input type="checkbox"/> Treat each as a 2
	<input type="checkbox"/> +2 VP for Runs	<input type="checkbox"/> x2 Landmark Rewards
	<input type="checkbox"/> Extra Maneuver Card	<input type="checkbox"/> Save leftover Tricks
	<input type="checkbox"/> Signature Moves +1 VP	<input type="checkbox"/> Landmarks +1 VP

SIGNATURE MOVES		
3 Different Tricks +5 VP	+6 VP	+6 VP
2 of the same Trick +3 VP	2 Different Tricks +2 VP	Visit at least 2 +3 VP

The Scoring Phase

When unlocking abilities, mark the appropriate square within your Note section as a reminder to not forget that bonus!

1		5	1	3	7	11	15
2		3	1	5	9	13	
3							
4							
5							
6							

Signature Moves	VP Spaces	Runs	VP From Skill Tracks	Extra VP	Total

During the Scoring Phase, players will be reviewing their path down the mountain to verify the rewards they have earned. Using the **Notes** section at the bottom of the Trick Board, Players will calculate how many Victory Points they earned that round:

Signature Moves is where you put the total VP earned from all Signature Moved this turn.

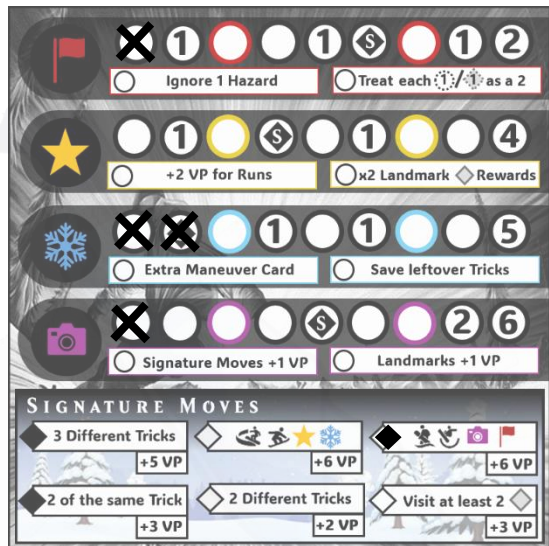
VP Spaces tracks earned from the Mountain.

Runs is where you'll put your total for all runs you've completed.

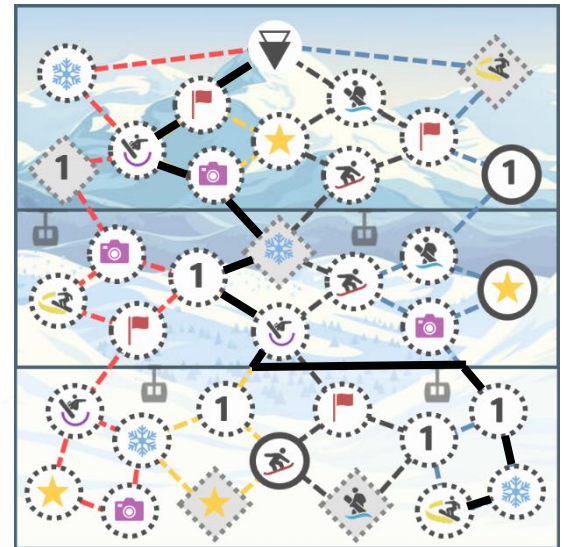
Stat Tracker is where you'll tally points earned from the Skill Tracks.

Extra VP can come from special skills you unlock or by choosing to draft the -2VP Medal card.

Let's follow along with Danny as they complete their Scoring Phase!



Starting from the top of their Mountain, Danny follows their traced path, adding a second slash to each symbol collected on their descent. Marking symbols this way ensures players don't miss a single reward!



Moving from left to right on their Notes section, Danny begins scoring:

Signature Moves: Danny acquired a new Signature Move this round, and they were able to complete it as well! During their descent, Danny collected both required Trick Symbols and sailed through a and a on their turn, meeting the requirements to score 6 Victory Points! Danny will lose their last Trick symbol as there is no Signature Move it can be assigned too.

VP Spaces: Danny passed through two spaces on their descent, scoring 2 extra Victory Points!

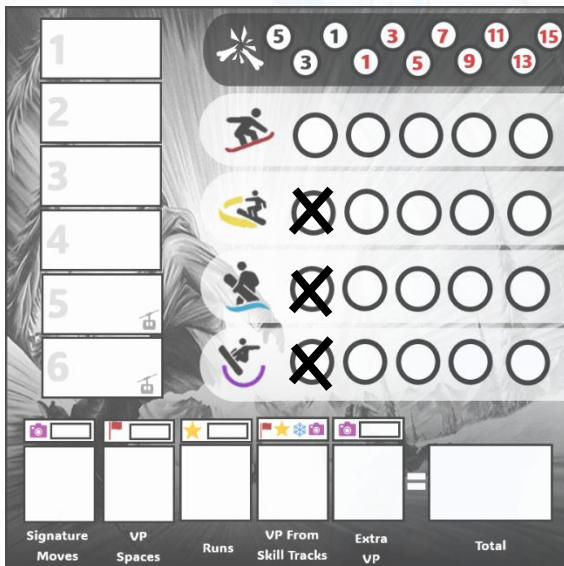
Runs: Danny had one successful Run during this round since they continued along the same color on their 2nd turn. Danny does not have the Yellow Star bonus yet, so this Run is only worth a bonus +1 Victory Point.

Stat Tracker: Danny did not unlock any Victory Points on their Stat Tracker this round, thus they will not earn any extra Victory Points.

Extra Victory Points: Danny did not earn any extra Victory Points during this round. Normally, this space is saved for any points obtained from special skills, a negative value taken from the Medal Maneuver card, or simply as an extra space to tally points earned from your Stat Tracker.

After all players write their total in the respective box for the current round, all players erase their notes and any tricks they have obtained (unless they have Save Leftover Tricks bonus Skill), then move on to the Hazard Phase.

NOTE: Players may NEVER erase their Round Tracker, their Injury track, or anything on their Skill Board.



The Hazard Phase

Once all players have calculated their totals, they will move into the Hazard Phase. During this Phase, players will be completing three different steps:

1. Add 2 different Hazards to the board
2. Erase your path (keeping all Hazards on the board)
3. Pass your Mountain board to the player on your left

1. Adding Hazards: At the end of each round, you must outline 2 spaces on your Mountain, marking them as Hazards (whenever any player passes through a Hazard, they take 1 Injury in addition to that space's reward, filling one bubble on their Injury track).

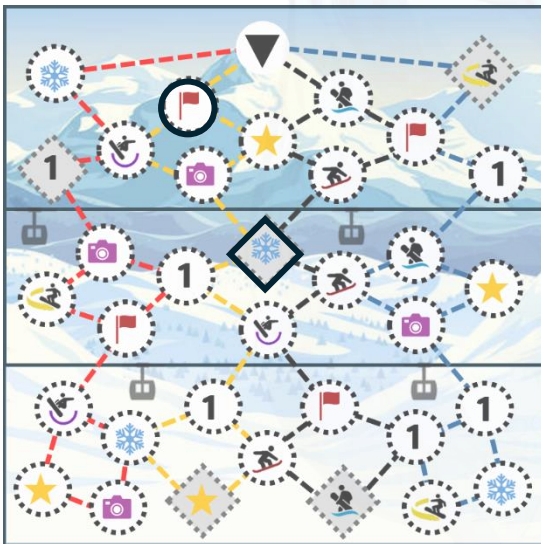
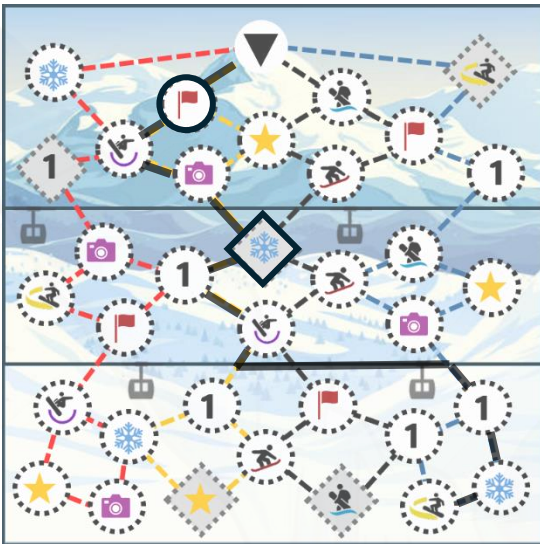
When adding Hazards to the board, you **MUST** follow the rules below:

- A Hazard must always be placed along your path
- Hazards must be placed in 2 different Mountain Sections
- Only 1 Landmark may be turned into a Hazard each round

2. Erase Your Path: Erase your path down the Mountain, keeping all the Hazards intact (these Hazards may not be removed).

3. Pass Your Mountain: Once you have completed the steps above, pass your Mountain board to the player on your left. You will receive a new Mountain Board from the Player on your right to use in the next Round!

If this was the end of the 6th round, the game is over, and Players can skip the Hazard Phase entirely before moving into the end game.



Game End

After six Rounds, the game is over (play only 4 Rounds in a 4-player game)! Each player adds up their total score from all rounds as well as any positive or negative points gained from their collected injuries. The player with the most Victory Points is the winner!

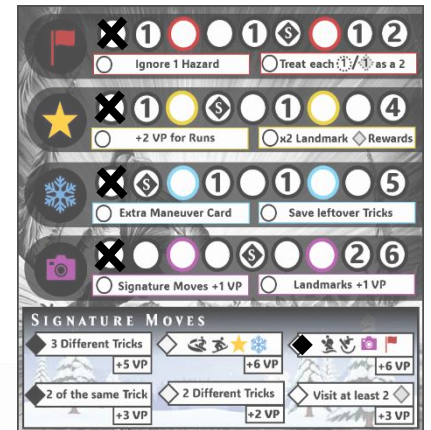
In the event of a tie, whichever player has taken the least amount of Injuries is the winner. If it's still a tie, both players share in the Victory!

Four Player Mode

When playing a 4 -Player game, there are slight changes to adjust the gameplay with an additional player:

- Players will only play 4 Rounds instead of 6 (as a reminder, rounds 5 and 6 are denoted with a Gondola symbol in their scoring field).
- Players will fill in the first spot on each of their four Skill Tracks at the beginning of the game, reducing the number of spaces on the tracks.
- At the end of each round, Players will create 3 Hazards instead of 2, following all rules for Hazard placement.

NOTE: If you cannot place a Hazard following the default rules, you may mark that Hazard anywhere instead.



Begin with the first space of each track unlocked

Challenge Modes

Slope Stars features 3 different gameplay modes for players of varying skill levels:

BEGINNER MODE: When playing the Beginner Mode, all players will flip their Skill Board and their Trick Board to its opposite side (the side denoted with a ✦ symbol in the top lefthand corner of the board). Players will play on the ▼ side of their Mountain Boards. When playing the Beginner Mode, Hazards are removed from the game – players will simply erase their Mountain Board and pass it to the player on the left.

NOTE: When playing the Beginner mode, the first unlockable ability of the Red Flag track has been changed. It now provides +1 VP for taking a Gondola Line instead of allowing you to ignore a Hazard.

BASIC MODE: When playing the Basic Mode, all players will use the default side of their Skill Board and Trick Board. Players will play on the ▼ side of their Mountain Boards with Hazards included. This is the default gameplay experience of Slope Stars.

ADVANCED MODE: When playing the Advanced Mode, all players will flip their Mountain board from the ▼ side to the ▼ side. These Mountains begin with 3 Hazards each. This Advanced Mode is recommended for players who are looking for a greater challenge.

Solo Mode

The solo mode of Slope Stars is played the same way as the base game, with slight changes. Choose your path down the mountain by drawing 1 face-up card, then 1 face-down card from the deck. The top card of the deck shows you what *may* come out when you flip the next card face-up.

As you draft cards, set them aside face-up until the end of the Mountain Phase. You will have 3 cards set aside this way. At the start of the Scoring Phase, choose 1 of those 3 cards and **remove it from the game**. As you remove that card, if it matches the color of another Maneuver card removed from the game this way, **gain a Hazard** (this Hazard can be prevented with the Red Flag Track).

After 6 rounds, compare your score with the track below to see your Ranking! Can you achieve a Rank of Slope Star on each Mountain?



Maneuver Deck



2 Card Selection
each Round

Score	Ranking
0-24	Tireless Trickster
25-39	Frosty Freestyler
40-54	Blizzard Blitzer
55-69	Avalanche Ace
70-84	Glacier Guardian
85-99	Icefall Icon
100+	Slope Star

Contact

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