

WHAT THE HILL



Time
30
min

Players
2

Ages
10+

What the hill is a strategy board game on landforms where your goal is to cross the board. You can use mountains and the mineral ores in plateaus to strategise against your opponent.

In the pack



1 Mainboard



1 Mineral die



6 Tiles



2 Player pegs



10 Mountains



12 Power cards

Board

The board represents the landscape with plains, plateaus and sea tiles. The green raised tiles are plateaus, the blue are sea and the rest are plains. Orange edges marks the starting tiles.

Mountains

You can use any of these mountains to maze your opponent's path.



Fold mountain

Blocks two tiles in a row.



Block mountain

Blocks two tiles in a row.



Volcanic mountain

The surrounding five tiles are forbidden to the players till the game ends.



Range mountain

Blocks three tiles in a row. It can be folded to block maximum two sides.

Once your mountains are in place, they cannot be moved again.

Action die

Rolling of the die tells the mineral ore found in that plateau. There are...



Gem stones

Pick a power card from the deck and do not reveal it to your opponent.



Metals

Pick the metal token to build a bridge across the sea.



Fossil fuel

Pick the fuel token to move four tiles in a row. You cannot pass through water unless a token or power card is in effect. Roll the dice only if the fourth tile is a plateau.



Better luck next time!

Oh so sad! You are not getting any this time.

The resources in the plateaus are exhausted, unless there is one or more token cards in the deck.

Power cards

If you get a gem stone by rolling the die, pick a power card from the deck.



Landslide

Destroy a mountain that is on the board.



Formation

You get an extra mountain.



Tectonic movement

Move any of the moveable tiles to any end to extend the end point of your opponent.

Get set...

Place the main board lengthwise and place three tiles each from the extra on both the marked ends. Shuffle the wild card deck and the power tokens and keep it beside the board. Deal the mountains equally between the players.

The orange edges of the starting tiles should be visible at any configuration.

GO! GO!

The players start from opposite sides of the board, from one of the marked tiles.

Each player has to reach the other side of the world traversing only through the sides of the triangular tile.

Players can move only one tile per turn, unless a power card is in effect.

In a turn, a player can either choose to move, block the other player using a mountain or use a power card.

Players cannot move through the water unless a power card is in effect.

Players can roll the dice once they land on a plateau and pick a power card or token as per the die, which can be used at any point in the game.

A move is valid only if each player has atleast one path open to reach the other end.