

Biathlon Mania

Description: ***Family board game encouraging good sportsmanship***

Players: ***2 – 8***

Age: ***6 years and up***

This board game is intended for all biathlon fans and it actually follows the rules of biathlon as such. Biathlon Mania enables you to experience the thrilling moments at a course and shooting range during various World Cup races the way our successful biathletes experience them in real. Enjoy being part of the biathlon world.

Before you start:

Each player takes one biathlete figure of a different colour. The figures are to be placed in a START area. Everyone can also decide for a card of an individual biathlete they are going to represent. At the same time, everybody gets one plastic target together with 5 white and 5 black chips.

To move along the track dice with numbers are used. For shooting in individual races use a shooting dice with 4 white spots, 1 black spot and 1 black-white spot. To make the game more dramatic when playing relays, a shooting dice with 3 white spots, 2 black spots and 1 black-white spot may be used.

If more players are involved in a game, it is possible to use the dice as follows - 2 dice with numbers and 2 shooting dice - to give the game more race-like speed.

Tracks:

The game enables players to choose between 2 different lengths of the tracks – 2 000 m and 3 000 m - marked red or yellow. Both options copy the real track profiles at Nové Město na Moravě. The choice of a track length is fully up to the players and depends on how much time is to be spent on individual games.

Game alternatives:

Sprint – 3-loop race with 2 shootings. Each missed target leads to a penalty loop.

Mass Start – 5-loop race with 4 shootings. Each missed target also leads to a penalty loop.

Relay – 3-loop race with 2 shootings for which a special relay shooting dice is used (see above section *Before you start*). Each player may roll a dice up to 8 times (meaning 5 usual rounds + 3 spare rounds) to clear all five targets. When playing relays, a player rolls a dice 5 times as usual, but in case of a missed target(s), everybody gets 3 more tries to clear the target(s). If unsuccessful even with these 3 spare rounds, a penalty loop for each missed target is to be played. The next player of the team starts in the Start area. The handover takes place after the previous player crosses a finish line. Relay is the only case when up to 8 teams of 4 players (that means 32 players altogether) may take part in the game.

Rules:

To move forward, a dice with numbers is to be used. When on white squares, players move according to the dice value rolled. Apart from white squares, there are also two coloured areas on the playing field: a blue zone represents “going uphill”, there the rolled value is divided by 2 for slowing down; unlike in a green zone – “going downhill” - where the rolled value is multiplied by 2 for going faster. No two biathletes may end up on the same square. Nevertheless, in case a square is occupied by someone, none of the players is returned back to the start. Instead, it is played as follows: If a player is to end up on the same square as one of the previous players, s/he automatically moves on the square in front of that player. If there is more than just one player in a row, move in front of the whole group. In case of a gap/gaps between players, move to the closest gap. This element of the game should simulate

such a situation when real biathletes ski one close behind the other in a row which leads to that group moving faster than a single biathlete skiing on his/her own.

A shooting range is marked by 8 orange lines (as shooting places in real) and once entered; players do not roll a dice with numbers anymore. When a player steps on any of the fields of the shooting range, s/he lines up according to how they approach the shooting range – the first one to the furthest field, the next one next to her/him etc. When shooting, players use a shooting dice and take turns just like other players on the track. To remember the results of ones shooting, plastic targets together with black chips (missed target) and white chips (hit target) are used. A white spot on a shooting dice represents a hit target, black spot a missed target and black-white spot means “calibre” – a shot on the edge of a target which may or may not be hit. In that case a player rolls a dice one more time. If a white spot then appears on a dice, the target is hit, if the dot is black or black-white, the target is missed. It is up to each player to fill the chips in their own plastic targets according to their shooting. Each missed (black) target means one penalty loop. After “firing” all shots, a player rolls a dice with numbers and enters the track on the first white square behind the shooting fields, no matter on which shooting line s/he was placed. There are only 2 squares of the whole track where two players may be placed at the same time – the square entering the penalty loop and the one where the loop is exited. This happens only in a special case - when one of the players leaves the shooting range without undertaking a penalty loop.

After the final shooting, players are to go along the whole track one more time and when entering the finishing area it is up to them to choose a corridor they follow to the very end of the track. There is no need to roll the exact value to cross the finish line. The winner of the game is the first one to pass through the line or step exactly on it.

Specially marked squares:

X this square has two meanings. It slows down the first player of the actual standing whose next turn is skipped and does not roll a dice, and on the other hand speeds up the last player of the actual standing who, when stepping on X square, rolls a dice one more time.

This element of the game should evoke a situation of a real race when a biathlete may struggle with a broken ski or a pole, may fall down or a squirrel crossing the track may break his/her concentration.

On the contrary, a biathlete may speed up when trying to catch up with others in front of him/her, or it may show well organized physical as well as mental powers used at the very best time.

T support from a trainer for any of the players. Anyone stepping on T square automatically moves to the closest square of the green zone – beginning of a downhill

O refreshment square gives anyone the opportunity to roll a dice one more time

Special thanks:

Biathlon Mania would not exist without the support, help and advice of the following persons and institutions whom we would like to thank:

Miloslav Žemlička	author of the game
Kateřina Krausov	graphic layout
Ondřej Rybr	professional qualification
Petra Rybřov	stylistic revision
Michal Zichček	provider of data files
Pentimenti	print preparation
STUDIO PRESS	print
Life Blansko	dice
TITAN – Multiplast	producer of all plastic components for Biathlon Mania