# Sketchy Ski Lifts

**1+ players** **20 minutes**

*Team, I've got good news and bad news.*

*The bad news is that we only have a year to finish construction on the entire new ski lift system. Yes, I am aware that we have not planned the layout yet. We'll see where we can get a permit to build, and figure it out from there.*

*The good news is that the resort wants to open in 6 months. Wait, sorry, that was just more bad news. What was the good news?*

*Oh yeah! The good news is that we all get free season passes! Now get to work.*

## Game Summary

In *Sketchy Ski Lifts,* players are responsible for constructing a network of lifts to transport ski resort guests between different mountain lodges.

The game takes place over 12 rounds, each representing a month of your year-long construction project. Every 6 rounds, an **Opening Day** occurs where players can connect their network with cables and receive points depending on how long it takes to travel between each pair of lodges. After the second Opening Day, the winner is the player with the **lowest total score**.

## Components Needed

- Printed game sheet (one per player, all showing the same map)
- Something to draw with (one per player)
- One 8-sided die (numbered 1-8)
- One 10-sided die (numbered 0-9)

To set up the game, give each player their game sheet and something to draw with. In multiplayer games, make sure that every player is using the same map. For your first game, we recommend using **Mellow Meadows**.

## Round Structure

Each round, have one player roll both dice. The 8-sided die indicates a row on the mountain, and the 10-sided die indicates a column. To keep track of time and remember the die values, you can write the die results in the calendar on the mountain sheet.

Then, each player takes 2 actions, one for each die. Once all players have finished taking their actions, move onto the next round and roll the dice again.

There are 4 available actions: Build a station, build a pole, trim a forest, or invest in R&D.



**Build a Station**

Stations are locations where guests can get on or off of ski lifts. To build a station, draw a circle in the row or column matching the die.

Stations can only be built on empty squares or squares with lodges. They cannot be built on squares with forests, cables, or poles.



**Build a Pole**

Poles allow lifts to turn 90 degrees without visiting a station. To build a pole, draw a dot in the row or column matching the die.

Poles can only be built on empty squares. They cannot be built on squares with forests, cables, stations, or lodges.



**Trim a Forest**

Trimming forests allows cables to be strung up through them (it does not allow stations or poles to be built on them). To trim a forest, draw an X on a forest square in the row or column matching the die.



**Invest in R&D**

If you don't want to do another action, you may use a die of any value to fill in the leftmost unfilled bubble of your **R&D Track**.

If the bubble has a ⬆ below it, you may immediately choose an **upgrade**, which will take effect starting in the **following round**.

If the bubble has a ★ below it, you may immediately take a **free action**, as if you had an additional row/column die of any value.

If the bubble has a "-1" below it, it is worth **-1 point** at the end of the game

## Upgrades

**Controlled Burn:** From now on, whenever you trim a forest, you also trim all other forests in the same connected group. Diagonally adjacent forests are not considered connected.

**Renovations:** From now on, whenever you build a station, you may build it on *any* lodge on the map, no matter what number is on the die you're using.

**Creative Engineering:** From now on, whenever you build a pole, you may add or subtract 1 from the value of the die you use. You may not wrap around from 8/9 to 0/1.

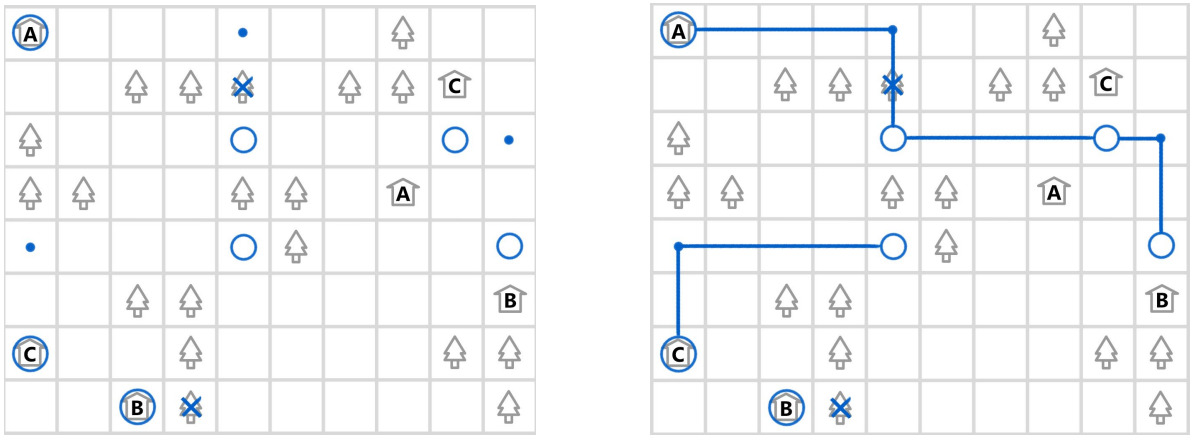
## Opening Days

When an Opening Day occurs (after the 6th and 12th rounds), each player may string up cables for their networks, and then must record the travel times for their three routes.

### String Up Cables

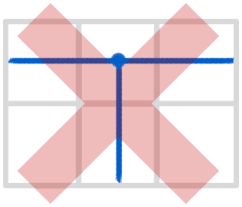
Each player may add cables between the stations on their mountain, following these rules:

- Cables must be horizontal or vertical straight lines, with a station on each end.
- Cables cannot go through lodges or over stations.
- Cables cannot go through forests, unless they have been thinned.
- Cables may (but do not need to) turn 90 degrees at poles. Only one cable may use each pole, and a cable may not end at a pole.
- Cables may cross each other perpendicularly, but cannot occupy the same square as other parallel cables.

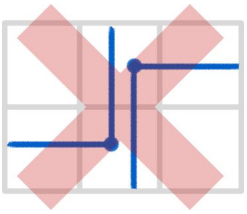



*Example: Before and after stringing up cables on Opening Day.*

**Invalid Cable Examples**



*Poles only allow a single cable to turn; they cannot create a junction.*

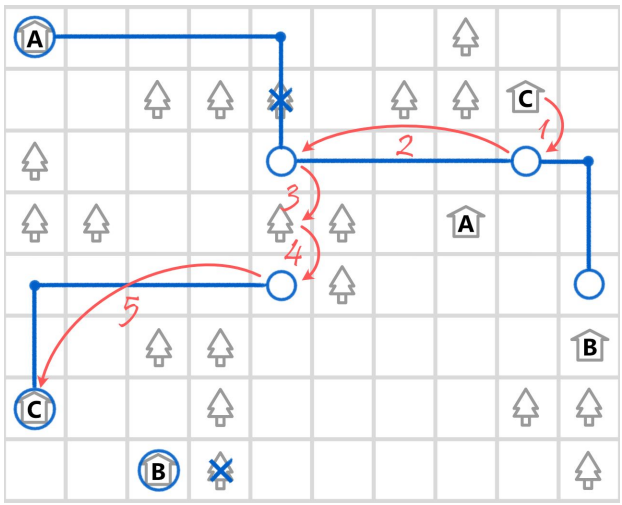


*Parallel cables cannot be strung besides each other within the same space.*

**Calculate Travel Times**

For each of the three routes (A, B, and C), each player finds the shortest travel time between the two lodges.

To get from one lodge to another, guests can walk between squares, or ride lifts between connected stations. It takes **one minute** to ride along a cable from one station to the next, and **one minute** to walk from one square to an adjacent square. They can do each of these as many times as needed to get from one lodge to another.




*Example: The shortest path for this player's "C" route is 5 minutes:*

1. *Walk 1 square down.*
2. *Ride 4 squares left to the next station.*
3. *Walk 1 square down.*
4. *Walk 1 square down.*
5. *Ride 4 squares left and 2 squares down to the next station.*

## End of Game

After the 12th round, and the second Opening Day, the game ends.

Each player adds up all of their travel times for **both** Opening Days, then subtracts 1 for each "-1" R&D bubble they filled.

The player with the lowest total score wins the game! In the case of a tie, the tied player with the single shortest route wins the game.

### Solo Scoring

When playing solo, try to get the lowest score you can. A winning score is 30 points or less!

***> 35 points:*** *Legally, I think we're in the clear. Nowhere in the contract does it specify that the ski lifts need to actually be useful. However, in my professional opinion... We should probably leave. Now.*

***≤ 35 points:*** *Guests are calling the ski lifts "a little sketchy". Sketchy!? I'd trust these bad boys with my life! Now if you'll excuse me, I'm going to walk back home.*

***≤ 30 points:*** *Job well done, everyone! Another happy client. In fact, we've piqued the interest from some neighboring resorts… anyone up for another?*

***≤ 25 points:*** *Guess whose face is going on the front page of Ski Lifts Monthly? Yours! I mean, it would be if that was a real magazine.*

***≤ 20 points:*** *What we've built here goes beyond mere convenience; this is a true work of art. I am not ashamed to say when I saw that lift map… I cried.*

## Expert Mode

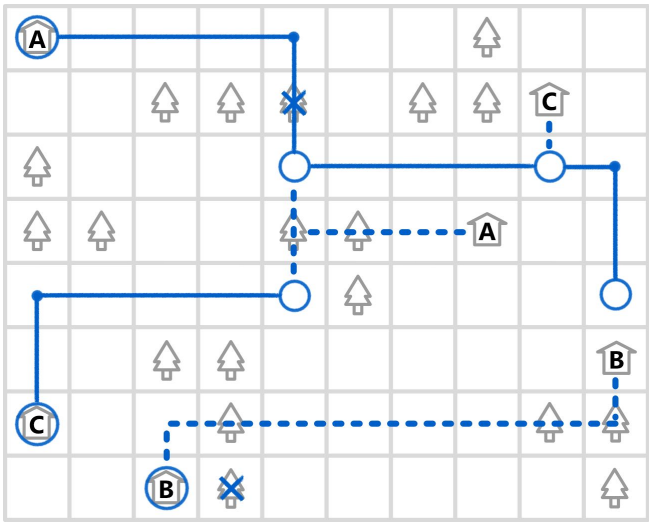
In this challenging variant, passengers cannot walk freely across the mountain, and require **hiking trails** to be built for them.

### Changes

When stringing up cables during an opening day, if there are any routes that cannot be traveled using only lifts, you **must** draw hiking trails that passengers can walk on so that the lodges are connected. The trails do not need to be along the shortest possible path.

Hiking trails are represented by dotted lines. Like cables, they must be vertical or horizontal. Unlike cables, they can turn 90 degrees at any square, freely go through forests, and may fork into multiple paths. For safety reasons, hiking trails cannot be drawn parallel to cables in the same square.

Just like cables, once you've drawn hiking trails on the first opening day, you may never build anything on a square that a trail goes through again, nor can you trim a forest with a trail through it.




*Example: The same network as on previous pages, but with hiking trails added.*
*For the rest of the game, no actions can be taken on any square the hiking trails go through.*

Thanks for playing!