

# Mixed Hill

*In the far, far future scientists have pinpointed a moment in time when an ancient shrine can reveal hidden secrets to those who enter it. Using experimental time traveling devices many governments sent teams of agents to discover these secrets. Now, arriving in the distant past, you and your team mate stand at the foot of the fabled Mixed Hill. As you gaze up to the perilous trek you have to take you can see points of light flash - other agents arriving. It is time to begin your climb and conquer the Mixed Hill.*

## **Players and order of play**

Mixed Hill is a game for an even number of players. It is played in pairs so the minimum number of players is 4. Teams are marked with letters – Team A, Team B, Team C... – and players within the team are referred to as player 1 and player 2 - which is which is decided by the players at the start of the game.

At the start of the game the die (a d8) is rolled by each team. The team with the highest number will go first followed by the team sitting in the clockwise direction. The order of play is all number 1 players and then all number 2 players.

*Example: Mike and Jake are team A, Jill and Sam are team B. Mike and Jill are players number 1 and Jake and Sam are players number 2. So the order of play is: Mike, Jill, Jake, Sam.*

## **Player turn**

All players start on the START square. They roll the die (d8) for movement. Once a player stops on a square the action of the square is played out (see below for descriptions of all squares).

If the player finishes the square successfully he turns the spinner to receive the number of points shown by the spin arrow.

If the player fails the action of the square his co-player moves 2 squares back.

*Example: Mike finishes the square successfully, spins and gets 300. He writes down 300 points. Now Jill plays and fails her square, so Sam moves 2 squares back.*

## **Point of no return**

Once a player reaches the POINT OF NO RETURN (PONR) he must stop on that square - regardless of the number rolled he cannot cross it. If that player has 2500 points these points are deducted. If he has less his co-player may give him the missing points from his own.

If 2500 points are successfully deducted from the player who stopped on the PONR he may continue the game normally next turn. If not, for every roll of the dice before his turn again he is moved back for half the result of the roll, rounded up.

*Example A: Mike stops on the PONR but he doesn't have 2500 points nor does Jake give him any of his points. Now it's Jill's turn and she rolls a 2 – Mike is moved back 1 square. After her it's Jake's turn and he rolls a 1 – Mike is moved back 1 square. After him it's Sam's turn and she rolls an 8 – Mike is moved back 4 squares. After her it is Mike's turn again.*

*Example B: Mike stops on the PONR but has only 2000 points. Jake has 1500 points and gives 500 to Mike. Now Jake has only 1000 points and Mike has 0 but Mike will not go back behind the PONR and can continue the game normally next turn.*

**NOTE:** Once a player's points have been successfully deducted at the PONR he can't go back behind it, even if his teammate losses an action.

### **End of game**

Once a player reaches the shrine tile he stays there. This player will no longer move anywhere and he skips his turn but can still participate in squares other players stop on.

The game ends once both players from a single team are on the shrine. Their points are then added together and compared to points of each other player on the shrine tile.

The victorious team is the one with most points on the shrine.

*Example: Mike has 1000 points and reaches the shrine. Jake and Sam are already there. Since both players of team A (Mike and Jake) are on the shrine the game ends and points are calculated. Mike and Jake have a total of 2800 points together. Jill's points are not relevant since she is not on the shrine. Sam by herself has 3000 points so her team wins!*

### **The board**

The board represents the hill the teams are trying to climb. The tiles represent the treacherous path to the top. The image of the board is the recommended setting for tile positions, but the tiles can be removed, shuffled, and put back in random or any other order for a different path each time.



There is also a small dirt path connecting the outer circle to the next circle. This is a shortcut which the players may take if they want to. Once a player is passing this area he may continue along the path or go up the shortcut. The shortcut counts as a tile but it is not possible to stop on it so to use it the player must have more than 1 movement point left to pass it. The shortcut cuts off a large part of the regular path, bringing the player closer to the shrine, but also removing the chance of stopping on many tiles along the way and thus accumulating points. The shortcut is also one way, it is not possible to go back to the outer circle by way of it.

## **TILE ACTIONS**

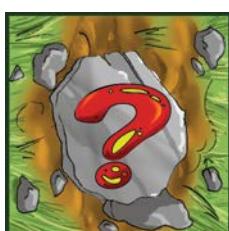
### **Terminology:**

- The player who steps on the tile is called the contestant
- The contestant's team mate is called the co-player
- A player from another team with the same number as the contestant is called the opponent

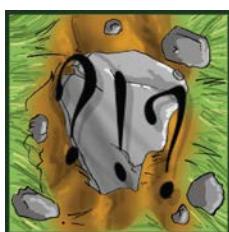
Whenever an action calls for a card to be drawn it is drawn and read by the opponent from the clockwise sitting team, unless otherwise stated in the tile description.

When a tile is marked as Vs. someone will always get points – the player who wins the challenge. If that is not the contestant, the rule of a failed action is still applied.

Some actions require a stopwatch. One is not included since it would unnecessarily raise the cost of the game when so many mobile phones and digital watches are available around us. You will need a stopwatch to play.



- The contestant is asked a question from a single card. A correct answer successfully completes this action.



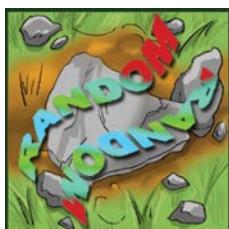
- This is an event. The contestant draws this card type and acts according to instructions.



- The contestant chooses which action to play out. He can choose among versus actions.



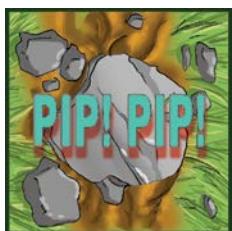
- The opponent takes a stopwatch and a Be Quick card. As soon as the question is asked the timer should be started and stopped again as soon as the contestant answers. To successfully complete this action the contestant must answer correctly within 2 seconds. The answer must be correct but the acceptance threshold is low, e.g. Name a vehicle – car! Name a plant – tree!, etc. is all acceptable, but also Name a vehicle – Fiat Punto!, Name a plant – an apple tree!. When asked for a name, both the name and surname must be supplied.



- The contestant spins the spinner to find out which action is played out.



– The contestant spins the spinner to select an animal and covers his eyes. The other players then randomly select an opposing team to the contestant's and randomly a player in that team. This player must make a sound like the selected animal for 3 seconds. After that, the contestant has to guess which player imitated the animal. A correct answer successfully completes the action.

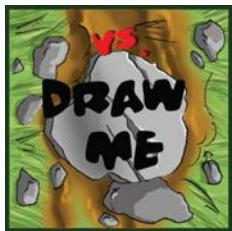


– The contestant draws a PIP!PIP! card and closes his eyes. The other players then randomly select one among them. The opponent then takes the contestant's hand and places it on the body part of the selected player specified by the card, and lets the contestant touch just that part for 10 seconds. The contestant has to guess who was the selected player. A correct answer successfully completes the action.



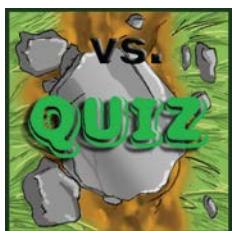
– The contestant and all the opponents will compose a sentence together, each repeating what was said and adding one word. The contestant starts with one word, the opponent clockwise repeats it and adds another word and so on. The sentence composed must be more or less coherent and the composing should flow without a pause. The co-player will note down every word to check if everything is repeated correctly. Whoever makes a mistake falls out of the action. The winner of the action is the last one

standing once all others fell out. Also, the contestant can win the action if the sentence reaches 18+number of teams words (so for a 2 team game the number of words would need to be 20) and he can repeat it without a mistake.



– The co-player draws a card and quickly draws the term from it. Use of letters, numbers and other symbols is forbidden. The drawing time is 1 minute. In this time and after it, all the other players are trying to guess what is being drawn. Each player has 3 tries, while the contestant has 6. If the term is not guessed before the minute is up, all the players with remaining guesses, in clockwise order starting with the player with most guesses remaining, must try to guess.

If the contestant guesses correctly he has successfully completed the action. If another player guesses, he will receive points and the contestant has failed the action. If no one manages to guess, another card is drawn.



– The contestant and opponents will compete in answering questions from the cards. They will, in order, each try to answer as many cards as possible in 30 seconds. A wrong answer 3 times in a row counts as if the time is up. The questions are posed to each player by his co-player. The player with the most correct answers gets the points. In case some players have the same number of correct answers, they will each be asked further questions, alternately one after the other, and the winner is

the one who first makes a 1 correct answer difference to the others. Also, the player who falls behind the others by 1 wrong answer falls out of the action.

If there is still no clear winner after 3 rounds of alternate questioning, the action is considered failed and no one gets points.



– The goal of this action is to gather up as close to 25 points, but not over, in cards. ACE is worth 1, the pictures are each worth 10, and the numbered cards are worth their number. The co-player acts as dealer in this game. Cards are dealt to the contestant and the opponents. Each one receives the first card which THEY DON'T LOOK AT, but pass it to the opponent to their left to have a look at. After that they are alternately each dealt one card as long as they want to – they can look at these cards normally. After all the players say they don't want any more cards, all the points are compared. The so far unseen card is also added up. The one with the most points, but not over 25, wins. If more players tie they play again.

*Example: Jake deals a card to Mike and Jill. They don't look at these cards but pass them to each other. Jill's card, which Mike can see, is a 2, Mike's card, which Jill can see, is a king (worth 10). Jake continues to alternately deal cards to them. Once they decide to stop, Mike has 14 points in his hand, and Jill has 17. The first card is also added to each player's hand so Mike wins with 24 points.*



– Co-players of the contestant and the opponents all draw a card from the pair (the REBTAB cards are paired). The co-players each try to solve the riddle on the card. Once they believe they know the answer, they must explain to their team-mate (contestant or opponent) without saying either the riddle or the answer itself nor repeating key words from the riddle. Once their teammate guesses the answer to the riddle the co-player came up with, it is checked whether this is the correct answer (the answer is written on other cards from the pair). If it is correct, the action is over, if not, the other teams continue. The total maximum time for this action is 5 minutes.

The cards are paired by numbers, different by letters. Thus, when the cards are drawn take cards of the same number (1A, 1B and 1C). If only 2 teams are playing use cards A and B. Three teams would use A, B and C. Four teams again use just A and B while for more teams combinations are used (e.g. for 5 teams two teams would take 1A and 1B while three would take 2A, 2B and 2C).

*Example: Jake steps on this field. Mike and Jill take cards 7A and 7B. They try to solve the riddle on the card. Mike believes the answer is ‘snow’ so he explains to Jake “It falls in winter” Jake says “Rain” but Mike says “Not rain, colder” and Jake guesses “Snow.” Mike announces that’s the answer but Jill checks on her card and says it’s wrong. Jake has failed the action, but Jill and Sam still play and Sam will gain points if they win.*

## **House rules**

- The movement can be made with the spinner instead of with the die, simply removing the zeroes from the points on the spinner board.
- Likewise, points can be determined with the die instead of with the spinner, simply multiplying the result on the die with 100.
- Time limits may be implemented in some actions. While time limits are specified by the rules for some actions, you may implement your own time limits for others if you see the need (for example for the action).

